

Shadows of Centralis

Weather Conditions

Condition: Magic Muting Clouds

Effect: Using the clouds as a vehicle for his caprice, one of the demigods of nature invokes a magical filter. A -1 modifier is applied to all D10 Magic rolls.

Weather Conditions

Condition: Dust Storm

Effect: Swirling winds kick up sand, dust, and light debris. More of a frustration than anything else, the dust storm interferes with a warrior's ability to accurately *Shoot* his missile weapon. A -1 modifier is applied to all D10 Shooting rolls.

Weather Conditions

Condition: Snow

Effect: Blanketing the ground is a layer of thick snow. Though not deep enough to fully hinder movement, it does hamper things slightly. All *Running* and *Charging* is made at respective Standard Movement (M) rates only, all *Fleeing* and *Pursuing* uses only 1 D10.

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Weather Conditions

Condition: Day is Night

Effect: A meteorological anomaly, perhaps as a result of interference from the gods, the sky turns pitch-black, leaving the battlefield illuminated only by the small torches warriors carry. The maximum distance a unit can see is 20". Units can only *Charge*, *Shoot* or cast *Magic Spells* at enemy units they can see.

Weather Conditions

Condition: Biting Cold

Effect: Menacingly brought by one of nature's less potent demigods, a piercing, frigid wind spreads across the battlefield. Warriors struggle to maintain the grip on their weapons as their bodies are shaken by severe chills. A -1 modifier is applied to all D10 Hand-to-Hand Combat rolls.

Weather Conditions

Condition: Taunting Winds

Effect: Carried on a continuous breeze, the endless taunts of various demigods of nature serve to undermine the confidence of warriors, and distract the thoughts of all those on the field of battle. A -1 modifier is applied to all D10 *Confidence Test* rolls.