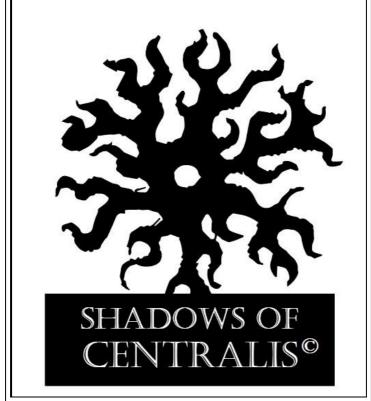


Condition: Magic Muting Clouds

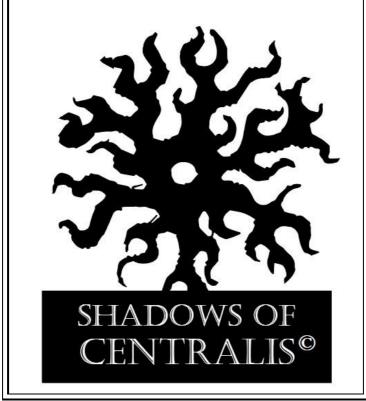
Effect: Using the clouds as a vehicle for his caprice, one of the demigods of nature invokes a magical filter. A -1 modifier is applied to all D10 Magic rolls.





Condition: Dust Storm

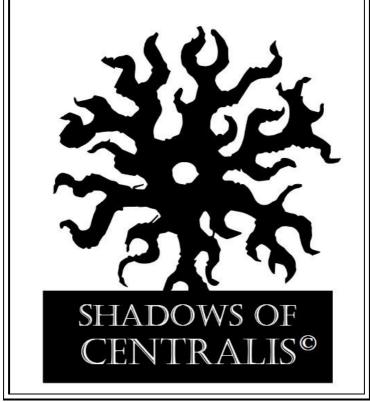
Effect: Swirling winds kick up sand, dust, and light debris. More of a frustration than anything else, the dust storm interferes with a warrior's ability to accurately *Shoot* his missile weapon. A -1 modifier is applied to all D10 Shooting rolls.





Condition: Snow

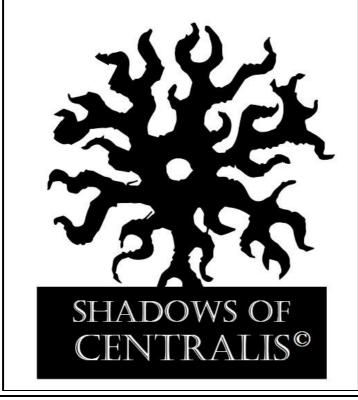
Effect: Blanketing the ground is a layer of thick snow. Though not deep enough to fully hinder movement, it does hamper things slightly. All *Running* and *Charging* is made at respective Standard Movement (M) rates only, all *Fleeing* and *Pursuing* uses only 1 D10.



Weather Conditions

Condition: Day is Night

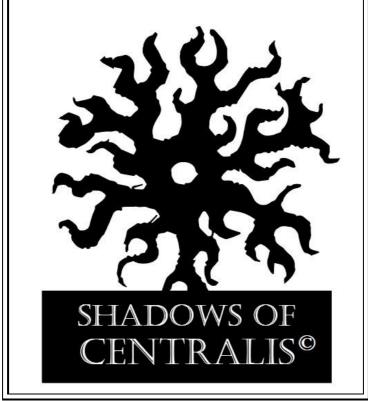
Effect: A meteorological anomaly, perhaps as a result of interference from the gods, the sky turns pitch-black, leaving the battlefield illuminated only by the small torches warriors carry. The maximum distance a unit can see is 20". Units can only *Charge, Shoot* or cast *Magic Spells* at enemy units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





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.

