

Weather Effects for Conquest: The Last Argument of Kings

Weather effects may be used in your games of *Conquest: The Last Argument of Kings* to add some flavorful rules. Keep in mind the following pages are mostly intended for more narrative oriented settings, such as campaigns, providing some thematic turn of events.

Pick a season to represent the weather in which the battle takes place. Then, roll a single D6 and see the effects that will apply during the course of the game. Alternatively, choose whatever weather is most suitable for the game. For example, picking the “Fog” option when playing a Nord raid in Autumn is particularly suitable to represent an unsuspected attack!



Spring

D6	Weather	Effect
1	Muddy Ground	<p><i>Spring rains soak the ground, making it impractical to roam around the battlefield</i></p> <p>All Regiments on the battlefield may never take more than 2 March actions during their activation, regardless of any other rules (ie. Vanguard, Double Time, etc...).</p>
2	Life Blossom	<p><i>Abundant vegetation grows everywhere, moving through terrain becomes a dangerous task</i></p> <p>Broken Ground is treated as Dangerous Terrain. Dangerous Terrain is treated as Very Dangerous Terrain.</p>
3	Wild Fauna	<p><i>The world of Eä is a dangerous place, with wild creatures lurking in every corner</i></p> <p>At the start of each Turn, each player rolls a die. On a roll of "1", the opponent may choose a single Regiment currently on the battlefield (excluding Characters). The Regiment suffers D6 hits when activated (before any Draw Events apply).</p>
4	Howling Wind	<p><i>Shooting in the fierce spring weather becomes a difficult task</i></p> <p>Volley characteristic for all Regiments on the battlefield is reduced by 1 (to a minimum of 1).</p>
5	Spring Storm	<p><i>The sky cracks with great fury as a thunderstorms sweep across the battlefield</i></p> <p>At the start of each Turn, each player rolls a die. Whoever rolls higher selects D3 Regiments currently on the battlefield. Each of these Regiments suffer D3 hits with the <i>Cleave 2</i> special rule when activated (before any Draw Events apply). On a tie during the initial roll, each player selects D3 Regiments.</p>
6	Gentle Breeze, Radiant Sun	<p><i>A beautiful day for slaughter!</i></p> <p>No effects applied.</p>

Summer

D6	Weather	Effect
1	Exhausting Weather	<i>The oppressive heat takes its toll on the tired troops</i> Once per Turn, each player may force the opponent to re-roll one successful Reinforcement roll.
2	Scorching Sun	<i>With the sun blazing in the sky, limbs become heavier overtime</i> March characteristic for all Regiments on the battlefield is reduced by 1.
3	Blinding Sun	<i>Troops must adjust their sight to the excessive sunlight</i> For the first D3 Turns, Volley and Clash characteristics for all Regiments on the battlefield are reduced by 1 (to a minimum of 1).
4	Searing Air	<i>The infernal warmth of the air saps the will of the troops</i> When Broken, a Regiment must perform the Rally/Combat Rally action twice during their activation in order to remove their Broken status.
5	Beautiful Shining Sun	<i>Perhaps a hot day, but nothing that will hold back the upcoming massacre</i> No effects applied.
6	Light Breeze	<i>A perfect summer weather, more so for those wielding ranged weapons</i> All Regiments on the battlefield with the <i>Barrage</i> special rule see their range increased by +2".

Autumn

D6	Weather	Effect
1	Depressing Weather	<p><i>Damped clothes and the prospect of incoming death lowers the courage of the troops</i></p> <p>Resolve characteristic for all Regiments on the battlefield is reduced by 1 (to a minimum of 1).</p>
2	Fog	<p><i>Thick fog covers the battlefield, leading to confusion and limited range sight</i></p> <p>All Regiments suffer a -1 penalty to their Reinforcement roll (ie. a 3+ becomes a 4+, etc).</p> <p>Additionally, all Regiments on the battlefield with the <i>Barrage</i> special rule have a maximum range of 18”.</p>
3	Heavy Rain	<p><i>Autumn is a prosperous season for unpleasant weather</i></p> <p>The <i>Take Aim</i> out-of-combat action may not be used by any Regiment on the battlefield.</p>
4	Torrential Rain	<p><i>Pouring rain soaks the troops and encumbers the easiest of actions</i></p> <p>The <i>Take Aim</i> out-of-combat action may not be used by any Regiment on the battlefield. Additionally, all Regiments on the battlefield with the <i>Barrage</i> special rule see their range decrease by -3” and all Regiments with the <i>Fly</i> special rule see their March characteristic halved.</p>
5	Thunderstorm	<p><i>An electric storm makes the battlefield a dangerous place to wander</i></p> <p>At the start of each Turn, each player rolls a die. Whoever rolls higher selects a Regiments currently on the battlefield. It suffers D6 hits with the <i>Cleave 2</i> special rule when activated (before any Draw Events apply). On a tie during the initial roll, each player selects a Regiment.</p>
6	Grey Skies	<p><i>No rain in sight but the grey skies augur an ugly day ahead</i></p> <p>No effects applied.</p>

Winter

D6	Weather	Effect
1	Icy Soil	<p><i>Slippery terrain or marching on a frozen lake, there are many dangers in such conditions</i></p> <p>If a Regiments Marches twice or Charges during its activation, the Regiment is considered to have moved through Dangerous Terrain.</p>
2	Snowstorm	<p><i>Vision and ability to perceive the enemy is greatly limited by the raging snowstorm</i></p> <p>All Regiments on the battlefield may never move more than 18" during their activation.</p> <p>Additionally, all Regiments on the battlefield with the <i>Barrage</i> special rule have a maximum range of 18".</p>
3	Frostbite	<p><i>By constant exposure to the cold, limbs become numb, slowing down the troops</i></p> <p>When taking a Charge action, the Regiment rolls two dice to determine the Charge Roll and discard the highest. The <i>Unstoppable</i> special rule may not be used.</p>
4	Chill To The Bone	<p><i>The frigid air discourages the troops, sometimes even limiting their ability to act</i></p> <p>The <i>Take Aim</i> out-of-combat action and the <i>Inspire</i> in-combat action may not be used by any Regiment on the battlefield (note: charging Regiments do count as <i>Inspired</i>).</p>
5	Hail	<p><i>Lumps of ice fall from the sky, causing chaos and confusion</i></p> <p>Roll a die whenever a Regiment uses the <i>Volley</i> or <i>Clash</i> action. On a score of 1 or 2, the Regiment may not perform this action. The action is lost. Additionally, Regiments cannot use the <i>Fly</i> special rule when Marching or Charging and have their March characteristic halved.</p>
6	Cold But Dry	<p><i>Nothing unexpected for a grim day on the killing fields</i></p> <p>No effects applied.</p>