

Steel Panthers Weather / Lighting Conditions Chart

	Weather	Moon Phase	Visibility in Hexes	Actual Visibility (m.)	Spotting (%)	Hitting (%)	Rout/Rally (%)
Night	Clear	Full	26	1300	60	80	80
Night	Clear	Half	20	1000	50	75	75
Night	Clear	None	16	800	45	70	70
Night	Lt. Fog/Rain/Snow	Full	8	400	40	65	65
Night	Lt. Fog/Rain/Snow	Half	6	300	40	60	60
Night	Lt. Fog/Rain/Snow	None	4	200	35	55	55
Night	Hvy. Fog/Rain/Snow	Full	6	300	35	50	50
Night	Hvy. Fog/Rain/Snow	Half	4	200	35	55	55
Night	Hvy. Fog/Rain/Snow	None	2	100	30	50	50
Day	Lt. Rain/Dust/Mist	NA	26 bis 40	1300 +	80	no effect	no effect
Day	Rain/Lt. Snow/Hvy. Dust/Lt. Fog	NA	10 bis 30	500 +	70	90	90
Day	Hvy. Rain/Snow/Fog/Sandstorm	NA	4 bis 10	200 bis 500	60	80	80
Day	Blizzard/Monsoon/Sandstorm o C*	NA	2	100	50	75	75
	*"o C" -> of the Century						

“In General, I would make the settings the same for both sides. The one exception would be Route/Rally. If a nation is known to practice extensively at night, then this could be raised by 10% to reflect that training. Also, an enemy know to be exceptionally poorly trained, may have their ratings lowered by 10%. This combination can make actions such as the British Paratroop (+10%) attacks in the Falklands against the Argentinians (-10%) much more realistic.

Some of these notes seem self-explanatory. However, I've received a lot of comments in the past (from SPWAW) asking why Hitting or Route/Rally should be lowered. The answers may not be obvious to players who've never spent long nights marching through the rain, trying to hear or see any signs of an enemy. For people who have done this, you know how plausible it is to actually stumble into a sleeping enemies foxhole - if the weather is bad enough - surprising you both. As a practical matter, most nations wouldn't conduct operations where the settings are below 40% on the Spotting column. The exception would be nations with good night vision devices, who would use the night for their advantage.

Visibility in meters represents the absolute maximum in which a military type vehicle could be 'spotted'. Armored vehicles are often heard before they are seen. This is partially represented by having the higher than normal visibility (and the chance to hit them reduced through the lower 'hitting' setting). Once a target is 'spotted' by one unit, it can be 'marked' with a parachute flare, tracer fire, etc. This happens automatically in the game (spotted by one = spotted by all).

Spotting is reduced - sometimes drastically - in order to make up for the increased visibility. Vehicles will still be spotted at greater ranges. Infantry, especially highly experienced units and scouts, can usually get within 50m without being spotted. Nations with high 'vision' ratings (night vision goggles, thermal sights, etc.) will excel in Spotting with these settings, giving an advantage in the game where it exists in the RW.

Hitting is lowered for a variety of reasons. It represents the loss of accuracy of shooting at muzzle flash, instead of an actual object. It also represents shooting at targets under a parachute flare (not as easy as in daylight). In bad weather, there is also just a general loss of clarity (for lack of a better word) in regards to what you see - shadows may seem like real targets, for example.

Route/Rally is lowered to represent the fact that troops will get pinned/retreat/rout quicker at night and in very bad weather. There is just much more confusion when in these conditions. Rallying troops is also more difficult, because leaders can't actually see and communicate with their own men very well.”