



d30 Weather Events (Precipitation)

DAILY PRECIPITATION DETERMINATION

Based on the precipitation class (I, II, III, IV, V) noted for the season and terrain on table **WTHR**, roll 1d30 on table **PREC**, and index the result (for that class) with a precipitation indication (to left). Based on the resulting indication, follow the directions for that type (below **PREC**).

Key to SCN & SCS

For **SCN & SCS**, the following temperature ranges indicate the type of precipitation:

mean temp.	type
35°+	rain
30°	mixed
25°-	snow

rain: for rain or mixed precipitation, number indicates total precipitation for the duration of the cell (types A-E), or for each 10 min. period during a supercell (type F); for snow, total is doubled as snowfall (all types)

wind: average wind speed for duration of cell, with gusts reaching 3x average

solid: denotes size/amount of hail/sleet (respectively, depending on temperature range for the storm); solid precipitation is ingored for "snow conditions"

hook: chance in 30 of a hook formation becoming a tornado; severity of tornado relative to chance in 30 (e.g., 5=minor damage, 30=widespread devastation)

PREC: WEATHER EVENTS BY PRECIPITATION CLASS

Resulting Storm	I	II	III	IV	V
- No Precipitation Event	1-29	1-25	1-15	1-8	1-4
A. Single Cell	30	26-28	16-19	9-14	5-9
B. Multi-cell Cluster, Non-severe	—	29	20-23	15-18	10-14
C. Multi-cell Cluster, Severe	—	—	24	19-21	15-18
D. Multi-cell Line, Non-severe	—	30	25-28	22-25	19-23
E. Multi-cell Line, Severe	—	—	29	26-28	24-27
F. Supercell	—	—	30	29-30	28-30

A. SINGLE CELL STORM

1. Determine duration: 20 + 1d10 minutes
2. Determine effect: Roll once on table SCN: Non-severe Storm Cell.

B. MULTI-CELL CLUSTER, NON-SEVERE

1. Determine number of cells: (1d30+10) ÷ 5 (rounded up)
2. Determine duration individually for each cell: 20 + 1d10 minutes
3. Determine effect individually for each cell:
Roll for each cell individually on table **SCN: Non-severe Cell**.
4. Determine duration of break after each cell: 1d30÷2 minutes

C. MULTI-CELL CLUSTER, SEVERE

As per **B. Multi-cell Cluster, Non-severe** (above), but rolling for effect on **SCS: Severe Storm Cell** to determine individually the effect of each cell.

D. MULTI-CELL LINE, NON-SEVERE

As per **B. Multi-cell Cluster, Non-severe** (above), but ignoring step 4 (there is no substantial break between each cell of the squall line).

E. MULTI-CELL LINE, SEVERE

As per **C. Multi-cell Cluster, Severe** (above), but ignoring step 4 (there is no substantial break between each cell of the squall line).

F. SUPERCCELL

1. Determine total storm duration: 1 hour + (1d30x10) minutes
2. Determine effect every 10 minutes (per below) on **SCS Severe Cell**:
 - first 10 minutes: roll 1d10
 - second 10 minutes: roll 1d10+10
 - every 10 minutes thereafter: roll 1d10+20
 - final 10 minutes: roll 1d10

SCN: NON-SEVERE CELL

Duration: 20 + 1d10 minutes

	rain	wind	solid	hook
1	.1"	3	—	—
2	.2"	3	—	—
3	.3"	3	—	—
4	.4"	3	—	—
5	.5"	3	—	—
6	.6"	4	—	—
7	.7"	4	—	—
8	.8"	4	—	—
9	.9"	4	—	—
10	1"	4	—	—
11	1"	5	—	—
12	2"	5	—	—
13	.3"	5	—	—
14	.4"	5	—	—
15	.5"	5	—	—
16	.6"	6	—	—
17	.7"	6	—	—
18	.8"	6	—	—
19	.9"	6	—	—
20	1"	6	—	—
21	1.25"	7	—	—
22	1.5"	7	L	—
23	1.75"	7	L	—
24	2"	7	L	—
25	2.25"	7	M	—
26	2.5"	8	M	1
27	2.75"	8	M	5
28	3"	8	H	10
29	3.25"	8	H	15
30	3.5"	8	H	20

SCS: SEVERE CELL

Duration: 20 + 1d10 minutes

	rain	wind	solid	hook
1	.5"	3	—	—
2	1"	3	—	—
3	1.5"	3	—	—
4	2"	7	—	—
5	2.5"	7	—	—
6	3"	7	—	—
7	.5"	10	—	—
8	1"	10	—	—
9	1.5"	10	—	—
10	2"	15	—	—
11	2.5"	15	—	—
12	3"	15	—	—
13	1"	20	L	—
14	1.5"	20	L	—
15	2"	20	L	5
16	2.5"	21	L	10
17	3"	21	L	15
18	3.5"	21	L	20
19	1"	22	M	—
20	1.5"	22	M	5
21	2"	22	M	10
22	2.5"	23	M	15
23	3"	23	M	20
24	3.5"	23	M	25
25	2"	24	H	5
26	2.5"	24	H	10
27	3"	24	H	15
28	3.5"	25	H	20
29	4"	25	H	25
30	5"	25	H	30