

# Artillery supplement

This supplement is for all rules without integral Artillery rules.

Guns should be based on square bases, optimally not more than 1cm wider than the gun model. They should be no larger than 9-12 pdrs.

They should have crew figures attached, who act as firearm equipped troops. These always count as under command, with an order to stay in position facing the enemy.

Guns should not be moved normally in a game, but small guns (Up to 3 pdr ) can be manhandled by 4 unwounded men at 10cms a turn.

Limbered guns can be unlimbered in 2 turns by 4 stationary men in contact with the gun model. Limbered guns and wagons move at 15 cms a turn, in open terrain only.

## Gun operation:

Guns require a certain number of crewmen to load and fire;

Muzzle loaders: 12 men equivalents

Breach loaders: 6 men equivalents

A maximum of 4 crew can load a muzzle loader, and a maximum of 3 crew can operate a Breach loader

This means a muzzle loader needs 4 men for 3 turns, or 3 men for 4 turns (etc) to load and fire. In a turn in which a gun fires, no loading points can be carried over into a subsequent turn.

## Artillery effect:

|                | 10-100 cms   | 101-200cms    | Longer        |
|----------------|--|---------------|---------------|
| Muzzle loaders | Automatically hits – consult chart below for casualties caused |               |               |
| Breach loaders | Hit on 2 (D8)  | Hit on 3 (D8) | Hit on 5 (D8) |

## Casualties caused:

| Range / D6⇒      | 1  | 2     | 3     | 4     | 5     | 6     |
|------------------|----|-------|-------|-------|-------|-------|
| 0-25 cms (TL9)   | 1W | 1W 1K | 1W 2K | 2W 2K | 2W 3K | 5K    |
| 26-50 cms (TL7)  | -  | 1W    | 1W 1K | 1W 2K | 2W 2K | 2W 3K |
| 51-200 cms (TL5) | -  | -     | -     | 1W    | 1W 1K | 1W 2K |

These hits (W = Wound, K = Killed) are randomised among members of the hit group, so may hit the same man twice

The TL score in brackets is the addition to the threat level a hit unit has the next time it dices for actions. Formed troops may not dice once for the whole units actions if fired at by Artillery, each group must dice for itself that turn.

|                      |  |
|----------------------|--|
| Belt fed MG          | Fires as 10 Breach loading rifles if 2 crew, as 5 BLRs if only 1 crewman.  |
| Rotary MG (Gatlings) | Fires as 6 Breach loaded rifles if 2 crew, as 3 BLRs if only 1 crewman. (It jams for 1 turn if all to hit rolls are odd numbered.) |

Guns fire at all groups directly in front of the models base, however, Breach loaders may only target a single group within the target area.  
Machine guns shoot within 45° of straight ahead.