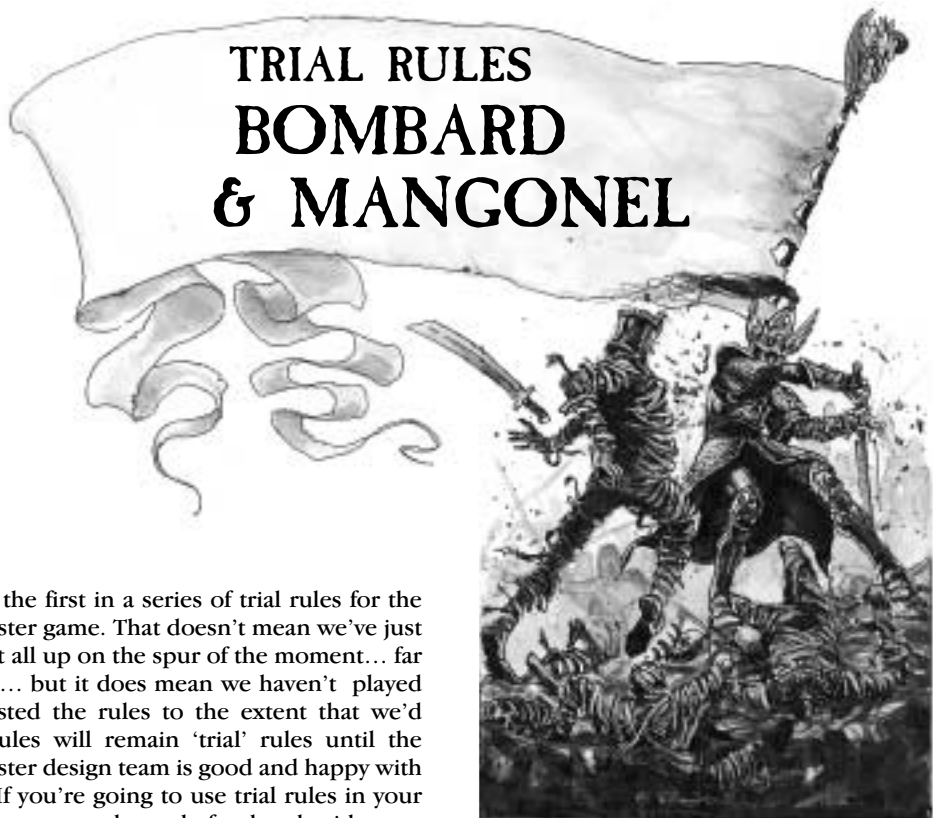


# TRIAL RULES BOMBARD & MANGONEL



This is the first in a series of trial rules for the Warmaster game. That doesn't mean we've just made it all up on the spur of the moment... far from it... but it does mean we haven't played and tested the rules to the extent that we'd like. Rules will remain 'trial' rules until the Warmaster design team is good and happy with them. If you're going to use trial rules in your games agree to do so beforehand with your opponent – but please DO use them! If you use them – and if you have comments about them – by all means pass your comments on to us. This will help us to build up a picture of how the rules work in as broad a context as possible. BUT – and it's a big but so you'd take notice – we don't have the time to correspond about rules development, so please frame your comments as points and not questions, give us the game background, and let us know exactly how many games you've played with the new rules and with what armies.

## MANGONEL AND BOMBARD

The Mangonel (stone thrower) and Bombard (primitive cannon) are special siege weapons. Because they are large and cumbersome weapons they cannot be used on the open battlefield unless, for whatever reason, a particular scenario demands it. Their primary role is to breach fortifications and as such their availability is confined to siege operations in the same way as Siege Towers, Rams, and so forth.

Both weapons can be used by any army in the same way as other siege equipment. This seems perfectly appropriate for the armies currently available, but we might like to make exceptions later once the range of armies starts to expand. It's hard to imagine Lizardmen using

a bombard for example! In the case of Orcs we'll assume that the odd bombard is captured along with a supply of powder, and in the case of the Bretonnians we'll have to take it that common sense prevails over their usual prejudices about gunpowder weapons! Players whose sensibilities are offended by the whiff of gunpowder can, of course, choose to restrict themselves to Mangonels.

Neither weapon can be placed upon the ramparts of a wall or tower. They are too heavy. This means that Mangonels and Bombards will out-range any artillery deployed by the defenders, forcing their opponents to either endure bombardment or mount a counter attack to take out the weapons.



*Mangonel, shown larger than actual size*

**STAT LINES**

	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max
<b>Troops</b>								
Mangonel	Artillery	0/4	3	0	-	1	80	-/1
Bombard	Artillery	0/4+bounce	3	0	-	1	90	-/1

Neither weapon moves once it is deployed on the table. Mangonels and Bombards are built or assembled on the spot and we must assume that it takes many hours or even days to get them ready for use. Therefore, these weapons have no move, cannot use their initiative and cannot be given commands except to 'retarget' as outlined below.

Mangonels and Bombards can be used against fortifications more or less in the same way as cannons and stone throwers. They are, in effect, very large and powerful versions of these weapons. They can also be used against troop targets in the usual manner. However, some special rules apply.

Both weapons have a range of 90cm.

Both weapons fire 'straight ahead'. This is defined as directly forward of a line drawn from the centre of the base front edge. When first deployed the player must align the

weapon so that it is facing the target. It is useful if the player declares exactly where the weapon is pointing when it is deployed, as this prevents any uncertainty should the model be accidentally knocked or picked up and admired.

During the battle the player may not move the weapon, except that he can issue an order to 'retarget'. This allows the weapon to turn on the spot by up to 90 degrees to face a new target. This order cannot be a brigade order, unless several Mangonels or Bombards are brigaded together, in which case a single order will suffice for up to 4 weapons. If an order to realign to a new target is failed the weapon remains facing the original target and cannot shoot that turn.

When firing at fortifications such as walls, towers and gateways a 6 is normally required to score a hit by any artillery piece. In the case of a Bombard or Mangonel a 6 is required to





*Bombard, shown larger than actual size*

hit the target unless a hit has already been scored against the same target in a previous turn. Once a hit has been scored against a fortification target the weapon is assumed to have 'got the range' and any further shots against the same target in subsequent turns will hit on a 4+.

Note that both weapons must be able to 'see' their target in the same way as other artillery. Bear in mind that by 'see' we mean not only that the crews can observe their weapon's fall of shot but also that there are no troop movements in the line of fire that might cause the crews to cease operations. This means that line of sight to a unit of troops is required over level ground.

The Shooting Overhead rule applies to the Mangonel and Bombard as it does to all artillery. This allows the weapons to 'see' over obstacles, including troops, on a lower level than either the weapon or target (or both). Tall fortifications such as walls and towers are

assumed to be a higher level than the ground they stand on – so they can be targeted in this way. See page 67 of the Warmaster rulebook for more about Shooting Overhead.

When shooting at fortifications the usual targeting rules apply. It is not necessary to shoot at the closest target. See page 91 of the Warmaster rulebook.

The Mangonel has a minimum range of 20cm as it is impossible to adjust its mechanism to shoot at closer targets. A target that is 20cm or closer cannot be shot at.

Neither the Bombard nor Mangonel can shoot at an enemy that charges them. They are simply too big and cumbersome to stand their ground and shoot at rapidly approaching enemy.

When shooting against troops the Bombard gets a bounce exactly like any other cannon. This does not apply when shooting at walls/towers as the stonework will obviously stop the cannon ball and prevent it bouncing.

Both weapons use the standard breach chart. However, at a range of 30cm or less the Bombard may add +1 to the dice roll in addition to any other bonuses. Bombards are ferociously destructive at short range, but also very vulnerable to enemy action or counter fire.

