



ARTILLERY



rtillery has a variety of rules to represent the versatility of these powerful guns. As of this publication, Artillery comes in 2 types:

- » **Cannons** (which come in Light, Medium, or Heavy varieties) and
- » **Swivel Guns** (or Swivels for short).

Artillery can either be attached to a Structure, usually a Fortification or a Ship, or taken by a unit on mobile field carriages.

7.1 Artillery Crews

All Artillery must have a dedicated crew. As a crew takes Casualties, operating the guns becomes less efficient, and another crew may be assigned to take their place if necessary. Each single piece of Artillery has a crew requirement, which increases with the size of the gun (*See the Artillery Stats chart pg.77*) Only one crew model is required to fire a piece of Artillery, but the listed minimum number of models is required to effectively Reload and move them.

A player assigns a non-Mounted unit from their force to crew a group of Artillery before the start of a battle. Units assigned to crew Artillery do NOT need to have the Artillery Crew or Expert Artillery Crew Special Rules (these units are just better at it!). The assigned unit is the only one that may move, Reload, or Fire those Artillery pieces until another unit is assigned to take their place.

If the Artillery is in a Structure, all the guns assigned to a unit must be in the same Structure section. Otherwise, artillery crews must remain Cohesive with their Artillery pieces to operate them.

A unit may be assigned any number or type of Artillery pieces, even if it's more than it can effectively crew. When a group of guns is Fired, Moved, or Reloaded by the gun crew, the controlling player decides which ones are used.

For example, a unit of 4 models is assigned to 4 Light Cannons on a ship's deck (2 facing starboard, 2 facing larboard). Since the minimum crew requirement for Light Cannon is 2 models per gun, all four guns cannot be effectively crewed at the same time by the assigned unit.

The controlling player activates the gun crew, and decides to fire the two guns on the starboard side. This is legal, since there is at least one crew model for each of the guns being fired. The player resolves the Shoot Test as normal, and the guns gain 4 Reload markers.

On the next turn, the player activates the same gun crew, and would like to Reload the Cannons that fired in the previous turn. Since the minimum crew requirement is met for both of the guns that require Reloading (2 crew models per Light Cannon), they both may be reloaded at maximum efficiency.

SWITCHING CREWS & ABANDONED ARTILLERY

Artillery assignments may be changed by taking an Assignment action (see Actions). Artillery cannot be given a new crew if it is being crewed by another unit. If the original crew is still on the battlefield, it must first take a Standard action to Abandon some or all of the Artillery, or the crew must be at least 12" away from their guns at the end of an activation. Then another unit may be assigned to the abandoned Artillery.

Any unit can crew any abandoned Artillery, no matter which force originally fielded it. If any unit is Cohesive with one or more abandoned Artillery pieces at the start of an activation, they may use an Assignment action to do so.

To continue the example above, the unit of 4 models assigned to the 4 Light Cannons takes 2 Casualties. Another unit of 6 models is moved into the same deck section as the gun crew and its Cannons.

When the gun crew is activated, it takes a Standard action to Abandon three of its Cannons (2 larboard and 1 starboard), leaving it with only 1 of its original guns. Later in the turn, the unit of 6 models activates, and takes an Assignment action to crew the 3 Light Cannons that the original crew had abandoned.

MOVING ARTILLERY

Artillery in Structures cannot be moved unless dictated by a scenario or special rule. A gun in a Structure is never considered to be moving, even if the Structure is (like Ships).

Swivels, Light Cannons, and Medium Cannons on field carriages can be moved and turned. A Heavy Cannon on a field carriage cannot be moved but may be turned.

Moving Artillery on a field carriage reduces a unit's Move distance in addition to any Rough terrain the unit might be moving through (*see Artillery Stats pg. 77*). If a mobile gun has less than the minimum crew, it can only turn in place.

A gun's crew may not climb with an Artillery piece on a field carriage, nor may it be "picked up" or pulled across object terrain that is 1" or taller. A gun on a field carriage may be moved into a Structure, but only if it has a door (not window) large enough to roll it through.

FIRING ARTILLERY

As noted earlier, only one assigned crew model is required to fire a piece of Artillery, but Artillery cannot be fired if the unit crewing it participated in a Melee Combat earlier in the same activation. Likewise, an Artillery piece cannot fire if it turned or moved earlier in the same activation.



CREWS IN COMBAT

A gun's crew may make a Ranged Attack with Small Arms or Artillery, but never both in the same Activation. When Charged (and if an Artillery Crew has enough models), gun crews make Defensive Attacks with their Small Arms, not the Artillery they are crewing (unless it is a Swivel gun).

Artillery pieces are objects that provide Cover.

RELOADING ARTILLERY

A gun crew may simultaneously reload as many Artillery pieces as it can, but if a unit cannot meet the minimum crew requirements for all Artillery, the unit may only Reload as many Artillery pieces as they can effectively crew.

For example, a unit of 6 models is crewing 2 Medium Cannons, which have a minimum crew requirement of 3 models each. This gun crew can use one Reload action to remove Reload markers from both guns simultaneously, since it has met the minimum crew requirement for both guns.

Let's say the unit takes 2 Casualties. Now they do not have enough models remaining to crew both Medium Cannons effectively. They must ignore reloading one of the guns to meet the minimum crew requirement in order to Reload the other one.

Artillery crewed at its minimum requirement or greater Reloads at the normal rate; each (Standard) Reload action removes one Reload marker.

For the truly desperate, Artillery crewed at less than its minimum requirement Reloads as a Dedicated action; remove 1 Reload marker per activation regardless of how many actions are spent. Don't forget, suit-activated Special Rules (like Artillery Crew) won't trigger when Reloading as a Dedicated action.

DESTROYING ARTILLERY

Artillery that is in a Structure section can only be destroyed with Critical Damage. (*See Critical Hits and Lucky Hits pg. 73*)

Artillery on field carriages cannot be destroyed by Small Arms and Swivels, but are treated like any other model in the unit if successfully hit by a Cannon. In these cases, Artillery has a standard 6+ Ranged Save when in Cover and a 9+ Ranged Save in the open.

Any unit that is crewing Artillery, or is within 1" of any abandoned Artillery has the option to spike the guns so they may not fall into enemy hands in the future (*see Spike Artillery under Actions pg. 42*). A spiked Cannon cannot be fired for the rest of the game, but it remains on the battlefield until it is destroyed completely by some other means.



7.2 Making Ranged Attacks with Artillery

CANNONS

Cannons have slightly different rules for firing which depends on what they're shooting at. In addition, it also matters what you load into your Cannons!

Cannons may target the following:

- » Units in the open (i.e. not occupying a Structure)
- » Structures or Structure sections

Cannon ammunition comes in three varieties of shot type:

- » **Roundshot:** the typical single cashinnonball, and the default for all Cannons. It has very long range, is good against Structures, but is less effective against units and ship's Rigging.
- » **Chainshot:** two cannonballs joined by a short chain. It has shorter range, is good versus Rigging, but is less effective against Structures and units.
- » **Grapeshot:** a large cartridge of smaller shot. It is short range and is good versus units, but is less effective against Structures and Rigging.

All the above ammunition types are described fully on **p. 78**.

Cannons also have a limited Arc of Fire, depending on how they are fielded:

- » The Arc of Fire for a Cannon on a field carriage is a cone of up to 45° from its current facing. Choosing a target within this cone does not count as moving the gun.
- » The Arc of Fire for a Cannon on a fortification is a cone of up to 45° from its current structure face, outside of which the gun may not fire.
- » The Arc of Fire for a Cannon on a ship is the width of the deck it is on (this will be explained fully in the upcoming Ships section).

The ship turning gauge is also useful for determining the 45° Arc of Fire. Line up the Wind Direction arrow pointed down the centerline of a Cannon, and the line separating Windward and In the Winds Eye is as far as the gun can target in it's arc.

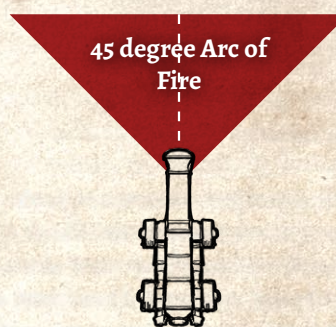


Figure 46

MAKING A RANGED ATTACK WITH CANNONS

This is resolved in a similar fashion to Small Arms in Chapter 5, with the additional step of checking for **Damaging Hits** as follows:

1. Roll the Shoot Test for each Cannon firing (Initial Shot)
 - a. Choose a target unit.
 - b. Check Line of Sight and Arc of Fire.
 - c. Choose Cannons to fire.
 - d. Choose ammunition.
 - e. Check distance to target.
 - f. Roll for Initial Hits.
 - g. Add Reload markers.
2. Check for Damage
 - a. Target is a unit in the Open or normal Cover - target receives one automatic Damaging Hit
 - b. Target is a Structure - attacker rolls for a number of **Damaging Hits**
 - c. Apply Damage and any effects (eg Critical Hits) to Structures
3. Attempt Ranged Saves where Applicable
 - a. Remove Casualties
4. Enemy takes a Fatigue Test if hits/Casualties are scored.
 - a. Apply effects of Fatigue if any

I. THE SHOOT TEST (INITIAL SHOT)

Each Cannon being fired will try to hit its target according to the following steps. Each Cannon fired will roll one d10 to determine if this **Initial Shot** is successful.

Roundshot is the default (and most common) shot type used and its effects are outlined in the following examples. Rules for other shot types can be found at the end of this chapter.

a. Choose a target unit.

Choose an enemy unit or Structure section to be the target of the Ranged Attack.

Units may **only** be targeted by Cannons if they are not occupying a Structure. If a Unit is inside a Structure, then the Structure Section is targeted instead.

b. Check line of sight and arc of fire.

Check to see that each Cannon in the attacking unit has Line of Sight to at least one model in the target unit or the Structure Section itself. Targets must also fall within the gun's Arc of Fire (see below). If not, that unit may not be targeted. The attacking unit may select a different enemy as long as Line of Sight can be drawn to it.

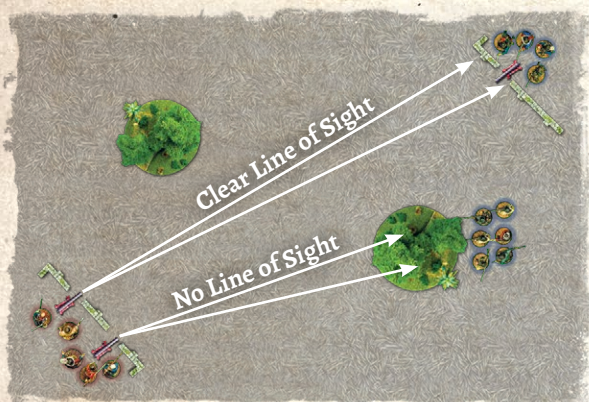


Figure 47

In Figure 47, the unit to the left wants to shoot its Cannons at the enemy. The stand of trees blocks Line of Sight to the unit behind it, so the attacking unit decides to target an enemy unit that has a Cannon set up in a ruin.

c. Choose Cannons to fire.

If the unit is making a Ranged Attack with one or more Cannon, each must have 0 Reload markers in order to be fired. The controlling player declares which ones it will fire.

In the example above, both of the Light Cannon in the attacking unit have 0 Reload markers, so the unit opts to fire with both.

d. Choose ammunition.

As mentioned, Roundshot is the default ammunition for all Cannon. If a player has purchased additional ammunition types when building their force, this is the step where you choose one of the available types. The ammunition you choose will affect the following steps differently, and will be explained later in this section.

In our example, the attacking unit has no ammo upgrades so it fires with Roundshot.

e. Check distance to target.

Measure the distance between the closest Cannon in the firing unit and the target (*see Measuring Distances p.31*). If the Cannon is firing from a Structure section, measure from the closest edge of that section instead.

Shoot Tests for Cannons firing Roundshot receive a +1 penalty for every 8" between the target and the attacking unit (*See the Artillery Stats table pg. 77*).

Cannon Range	Penalty
0" to <8"	+0
8" to <16"	+1
16" to <24"	+2
24" to <32"	+3
32" to <40"	+4
40" to <48"	+5
48" to <56"	+6

Table 3: 8" Range Penalties (Roundshot and Chainshot)

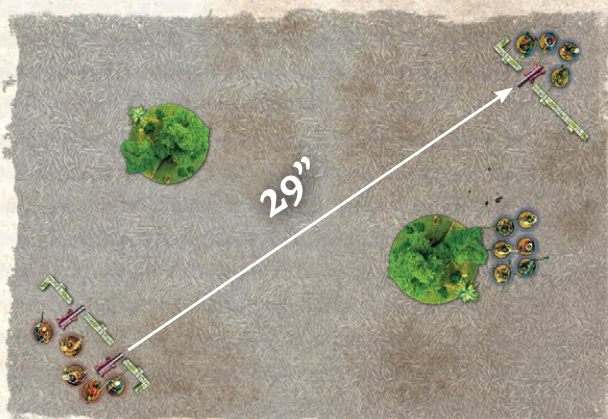


Figure 48

In Figure 48, the closest Cannon in the attacking unit is 29" from the unit in the ruin. This imposes a +3 penalty to the Shoot Test.

f. Roll for Initial Hits.

Since Roundshot is being used, the attacker will roll one d10 per Cannon attempting the Shoot Test, regardless of the size of Cannon being fired. (*See the Artillery Stats table pg. 77*). This is called the **Initial Shot**.

The unit making the Ranged Attack spends 1 action, and rolls the appropriate number of dice.

When Cannons are fired, initial hits are determined with a base target number of 4 (NOT the unit's Shoot skill), modified by the range. Each roll that is equal to or greater than the target number (base target number + range modifier) counts as a hit on the targeted unit.

Some Special Rules or Ship Traits (for example Low Profile) may also modify the target number for the Initial Hit roll.

A successful Initial Shot does not itself damage the target.

A reroll for the Shoot Test (like spending a Fortune Point) could reroll the initial Shoot Test results or the additional hit results (*See Check for Damage below*), but not both.

When Cannons fire upon a Structure with the Low Profile or Simple Rig trait, the penalty to hit only applies to the Initial Shot, not the Damaging Shots.

As a reminder, the first Shoot Test attempted by a unit during their activation is made without consequence. For every additional Shoot Test that unit attempts during their activation, the unit gains 1 Fatigue point.

To continue the example above, the attacking unit rolls 2 d10 because they are attacking with two Cannon. The target number to hit is 7 (4 base + 3 range penalty = 7+). Both dice are rolled. The results on the dice are 7 and 9, so both guns scored Initial Shots on the unit.

g. Add reload markers.

When a Cannon is fired, it gains 4 Reload markers.

2. CHECK FOR DAMAGE

Once you have established whether the Cannon has hit the target, the next step is to check to see if any **Damaging Hits** have been caused. This is done slightly differently depending on the target.

a. Target is a unit in the open or in normal cover

When hit by Roundshot, the unit receives **one automatic damaging hit** (irrespective of the Cannon type being fired) with no saving rolls allowed. One miniature is removed from the unit.

b. Target is a structure

Units inside a Structure (for example a ship or building) may not ordinarily be targeted by Cannons firing Roundshot or Chainshot, instead the structure itself must be targeted and any damage may also cause casualties to the occupants of that structure section.

To determine the number of Damaging Hits caused, roll a number of d10 equal to the Damage Dice for the type of Cannon firing (*See table on pg. 77 for the number of Damage Dice for each size of Cannon*).

The target number to determine Damaging Hits on Structures is the target structure's current Fortitude plus the range penalty which was used to determine the Initial Hit.

Each Damaging Hit

- » Reduces the target Structure's Integrity/Fortitude (*See Fortitude and Integrity of Structures on pg. 74*) by one point
- » May cause a Lucky Hit
- » May cause a number of Critical Hits
- » Causes a hit to any units occupying that structure section (*See Attempt Ranged Saves Where Applicable on pg. 74*)

For example, A battery of 3 Light Cannons is firing Roundshot at a ship with a Fortitude of 3 and an Integrity of 4. The ship is 25" away from the guns. The Cannons need a 7 to hit (4 base, +3 for the range) with the Initial Shot. 3 d10 are rolled for the test, with the following results: 1, 8, 8. Two of the 3 Light Cannons scored Initial Hits.

Four damage dice are rolled to determine Damage caused by the guns that hit (2 for each Light Cannon), but the new target number is the range modifier added to the current Fortitude of the Structure (+ 3 range mod + 3 Fortitude = 6+) The dice are rolled, with the results of 6, 7, 8, 8. The ship took four damaging hits.

c. Apply damage and any additional effects to structures:

Each Damaging Hit causes one point of damage to a Structure (*see Fortitude and Integrity of Structures below*), and may cause Lucky or Critical Hits as described below.

The Critical Damage tables for each Structure type can be found in the Structure section of the rules (*pages 68-70*). It's possible to generate Lucky Hits and Critical Hits with the same attack.

LUCKY HITS:

If a player rolls at least one natural 10 with the Damage dice, roll once (and only once) on the Critical Damage Table for the appropriate Structure type. Subtract one from the roll, and determine the final result. If for some reason a Lucky Hit causes you to roll on another Critical Damage table, subtract one from that roll as well.

A Structure may take only one Lucky Hit per Shoot Test, no matter how many natural 10s were rolled.

CRITICAL HITS:

If an Artillery attack inflicts a number of damaging hits that are equal to (or greater than) twice the current Fortitude value of the Structure being fired upon (after all damage from the attack has been applied), roll on the Critical Damage Table for the appropriate Structure type. Roll once on the table for each time you double the Structure's remaining Fortitude.

For example, a shanty with a Fortitude of 2 is damaged 6 times by the Cannons on a ship. This attack drops its Fortitude to 1, so the 6 hits doubles the shack's Fortitude three times. Three d10 are rolled on the Building Critical Damage Table to determine the fate of the shanty...

3. ATTEMPT RANGED SAVES WHERE APPLICABLE.

CANNON HITS AGAINST UNITS IN THE OPEN OR NORMAL COVER

As already mentioned above, no saves are allowed when a unit is not in a structure. The unit will receive one casualty for each damaging hit (usually just the one for each Cannon that hit them).

The only exception to this is when a unit is targeted by certain shot types (for example Grapeshot), see page 78 for a description of different shot types and their effects.

CANNON HITS AGAINST UNITS OCCUPYING STRUCTURES

For each Damaging Hit that a Structure section takes, a model within the Structure section might also be removed as a casualty. Each hit must be applied to units within the section of the Structure that was targeted. If there are no units in the section that the Artillery fired upon, no hits are applied to units.

For example, if a section of a building takes 3 hits from Cannon fire, the unit in that section would take 3 hits as well.

All hits are distributed as evenly as possible among all units in the affected section, as explained in Structures (p. 67). Once all hits are distributed, each affected unit takes the appropriate Ranged Saves, removes Casualties, and tests for Fatigue as usual. The Unit receives its normal Ranged Save and will often receive the benefit of Hard Cover too.

For example, if a section of a ship containing 2 units takes 5 hits, one unit would take 3 hits, the other would take 2 (which units take which hits would be decided by the controlling player)

Hits to units in a ship's Rigging are handled a little differently, and are explained in the Targeting Ships section (p. 90).

If a unit is allowed to make any saves, they are resolved exactly the same as attempting Ranged Saves vs Small Arms (p. 53).

4. DEFENDING UNIT ROLLS A FATIGUE TEST.

If the targeted unit or a unit in a Structure took any hits (even if it suffered no Casualties) it must take a Fatigue Test, and may gain Fatigue as a result (See *Fatigue Test p. 46*).

That's the end of the process to determined Ranged Attacks with Cannons. Now we can look at Damage to Structures in a bit more detail and cover other types of artillery and shot that can be used in the game.

7.3 Fortitude & Integrity of Structures

All Structures have a Fortitude and an Integrity rating to reflect their durability in the face of Artillery fire.

» Fortitude is a measure of how difficult it is for Artillery to damage the structure. The higher the Fortitude, the harder it is to damage.

» Integrity is the amount of damage a Structure can take before its Fortitude is reduced.

Below are the Fortitude and Integrity values for common Structures:

Type	Fortitude	Integrity
Shanty	2	2
Wooden Building	2	3
Large Wooden Building	3	3
Stone Building	3	3
Large Stone Building	3	4
Very Large Building (Any Type)	4	4

Table 4: Fortitude and Integrity of common buildings

Fortitude determines the base number for Damage Rolls when a Cannon attempts to damage the Structure, and it also makes critical damage less likely. Each Damaging Hit counts as a point of damage against the Structure, which is tallied and compared to the Structure's Integrity. Fire damage is also handled in this way.

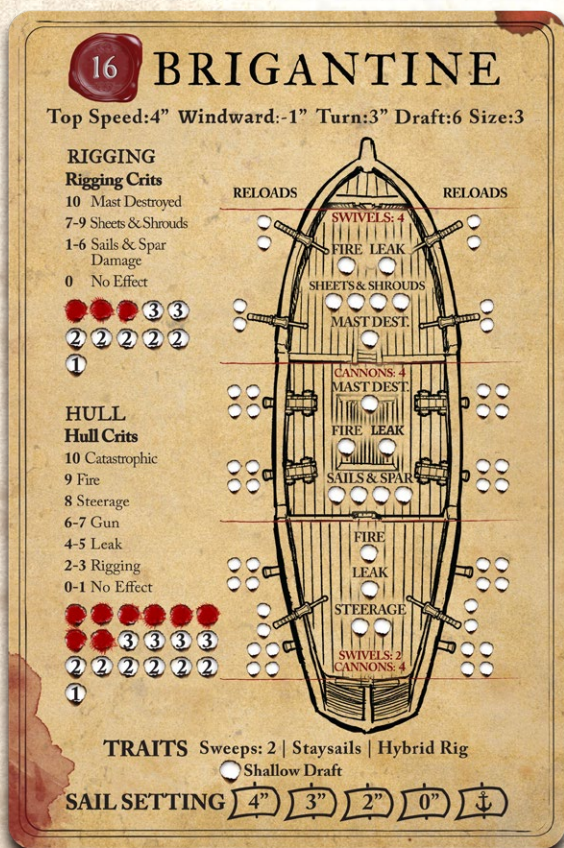
Each time a Structure's damage tally equals its Integrity value (or doubles it, or triples it, etc.), the Structure permanently loses a point of Fortitude immediately after all damage from the attack is applied.

For example, if a stone building (see table above) was to accumulate 3 damage, its Fortitude would drop to 2 because that's the building's Integrity value. It would remain at Fortitude 2 until it accumulated 3 more damage (for a total of 6) at which point it would drop to a Fortitude of 1.

All **Blood & Plunder** ship cards have rows of bubbles to check off to track damage. Simply start at the top left corner and work your way across the row to the right as the ship takes damage. Once a row is full, drop down to the next one. The bubble to the right of your last checked box will tell you what the Ship's current Fortitude is.

For example, the ship to the right has taken 3 damage to it's Rigging, which is at Fortitude 3. It has also taken 8 damage to it's Hull, dropping it to Fortitude 3.

Structures cannot drop below a Fortitude of 1. Structures can only be destroyed with critical damage, which is explained before.



7.4 Swivel Guns

A Swivel Gun is a lightweight Artillery piece designed primarily for anti-personnel use. As such, it blurs the line between Artillery and Small Arms.

- » Swivels are crewed and Reloaded as Artillery.
- » Swivels target units in the manner of Small Arms, not Artillery. Therefore, Swivels may only target units, units inside Structures, and ship's Rigging.
- » Swivels have a base target number of 6+ for Shoot Tests.
- » Each Swivel gains 2 Reload markers, not 4.
- » Units with Artillery-related special rules (like Artillery Crew) may apply them to Swivels, but not special rules that would apply to Small Arms (like Fast Reload or Drilled).
- » Swivels have a 360° Arc of Fire to represent their lighter weight and mobility (they can be moved to another part of the section and be braced on a gunwale or window sill, for example). However, they cannot be removed from the Structure section in which they were placed when purchased.
- » Swivels can be used to make Defensive Attacks (pg.48) when charged.

MAKING A RANGED ATTACK WITH A SWIVEL GUN

Since Swivels are so similar to Small Arms, they use the same steps as Making a Ranged Attack with Small Arms on pg. 50. It is, however, still considered an Artillery attack.

When going through the steps, remember that:

- » The base target number for the Shoot Test is 6, not the Shoot Skill of the unit operating it.
- » Roll all three of a Swivel Guns attack dice together (there is no need to roll for separate Initial Shots or Damage).
- » Swivels can't be half fired like Small Arms.



7.5 Artillery Rules Quick Reference

Table 5: Artillery Types

	Minimum Crew	Move Penalty on field carriage	Points per single gun on a Structure	Points per single gun on a field carriage	Points per pair of guns (on Ships only)
Swivel Gun	2	-1"	4	8	n/a
Light Cannon	2	-1"	5	10	7
Medium Cannon	3	-2"	7	14	10
Heavy Cannon	4	immobile	9	18	13

The Point values listed include Artillery when building a force. (See *Creating a Force*, p. 94)

	Base target number	Initial dice rolled to attack	Damage dice rolled if Initial Hit	Reload markers gained after firing
Swivel Gun	6	3	0	2
Light Cannon	4	1*	2	4
Medium Cannon	4	1*	3	4
Heavy Cannon	4	1*	4	4

*The rolls to determine the initial hits are separate from the dice rolled to score further hits against a target. This means that a reroll for the Shoot Test (like spending a Fortune Point) could reroll the initial Shoot Test results or the additional hit results, but not both.

Table 6: Cannon Shot Types

As mentioned earlier in the chapter, Cannons can fire a variety of Ammunition types.

	+1 range penalty every...	Maximum range	Does a natural 10 always hit?*	Point cost (per Cannon)	Point cost (per pair of Cannons)**	Special Rules
Roundshot (default)	8"	unlimited	Yes, at any range	free	free	<ul style="list-style-type: none"> » No Saves for units outside a Structure » Half damage to Rigging
Chainshot	8"	40"	Yes, within maximum range	+1	+1	<ul style="list-style-type: none"> » No Saves for units outside a Structure » Half damage to non-Rigging Structures » Target gains +2 Rigging Fortitude if not at highest sail setting
Grapeshot	4"	40"	Yes, within maximum range	+1	+1	<ul style="list-style-type: none"> » Target units as per small arms; roll Initial and Damage dice all together as a single attack

*Two or more natural 10s are needed to score a Lucky hit when the target number is 11+.

**If an additional shot type is purchased, all guns on the ship must pay for the upgrade if any are to use it.

Table 7: 8" Range Penalties (Roundshot and Chainshot)

Range	0" to <8"	8" to <16"	16" to <24"	24" to <32"	32" to <40"	40" to <48"	48" to <56"
Penalty	+0	+1	+2	+3	+4	+5	+6

Table 8: Standard 4" Range Penalties (Small Arms, Swivels, and Grapeshot)

Range	0" to <4"	4" to <8"	8" to <12"	12" to <16"	16" to <20"	20" to <24"	24" to <28"	28" to <32"
Penalty	+0	+1	+2	+3	+4	+5	+6	+7

7.6 Cannon Shot Types

ROUNDSHOT

The typical single cannonball is the default for all Cannons.

- » A Shoot Test with Roundshot will succeed on a natural 10 at any range.
- » Roundshot rolls Damage dice to score Damaging Hits against Rigging and Structures.
- » If a unit outside of a Structure is hit by a Cannon's Initial Shot when using Roundshot, one Casualty is automatically caused without a Ranged Save (even if they are in Cover).
- » Rigging takes half as many hits when targeted with Roundshot. (Halve after hits are determined, rounding down).

CHAINSHOT

Two cannonballs joined by a short chain or bar, excellent at shredding ship's Rigging.

- » A Shoot Test with Chainshot will succeed on a natural 10 up to its maximum range.
- » Chainshot rolls Damage dice to score damaging hits against Rigging and Structures.
- » As with Roundshot, if a unit outside of a Structure is hit by a Cannon's Initial Shot when using Chainshot, one Casualty is automatically caused without a Ranged Save (even if they are in Cover).
- » Non-Rigging Structures take half as many hits when targeted with Chainshot. (Halve after hits are determined, rounding down).
- » If Rigging is the target of Chainshot and the enemy Ship is not at its highest original Sail Setting, the target Rigging adds +2 Fortitude against the attack.

GRAPESHOT

A large cartridge of smaller shot, designed to decimate units.

- » Grapeshot targets units in the manner of Small Arms, not Artillery. Therefore, Grapeshot may only be used to target units, units inside Structures, and ship's Rigging. Grapeshot may not target Structure sections other than Rigging.
- » A Shoot Test with Grapeshot will succeed on a natural 10 up to its maximum range.
- » A Cannon using Grapeshot rolls all Initial and Damage Dice together requiring a 4+ to hit plus range modifiers (**See Artillery Tables**).
- » Rigging takes half as many hits when targeted with Grapeshot. (Halve after hits are determined, rounding down).

A unit Assigned to a Light Cannon wants to fire Grapeshot at an opposing unit that is 7" away. The base target number for firing a Cannon loaded with Grapeshot is 4, plus the range penalty of 1 (more than 4" away, but less than 8" away) means it has a target number of 5. The unit attacks with the guns 3d10 (1 for the Initial Dice, plus 2 for the Damage Dice) and roll a 9, 8, and a 3. The unit suffers 2 hits from the Cannon and must make 2 Shoot Saves.

Huzzah! You've done it again! You've reached a point where you should really stop reading the rules and play a game! The ship section will go much smoother once you've tried your hand at some combat involving Structures and Artillery.

After you find an opponent (maybe the same one as last time), skip down to Chapter 9: Creating a Force (p.94), and make another small force of around 100 points per player. Don't worry about the specifics of buying Artillery for units, simply take one Light Cannon per force (or find a suitable proxy) and assign it to one unit in each force. The assigned unit doesn't even need any Artillery skills.

Set up an all-land game board just like last time ... around 3'x3', or maybe a little wider, with a lot of terrain on the table. But this time, mix in a Structure or two, evenly spaced along the centerline of the game board. If you don't have any structures in your terrain collection, don't worry. If you have a utility knife, a marker, and a small box from your favorite online mail order megacorporation, you can whip up a serviceable proxy building in about five minutes!

Once that is complete, set up and play the Land version of the Take and Hold scenario found on page 145. After a game or two, you should have a good grasp on this block of rules. Then it's on to the Ship rules! (Finally!)