

TORSION ARTILLERY

While many were used only in sieges, a number of armies employed devices resembling large crossbows to propel stones or huge arrows into enemy fortifications or formations. The Romans were great exponents of this technology, but so were the Greeks, Chinese and others. Power was provided by twisted sinews or ropes. Larger stone throwers were used in sieges to attack fortification walls, and very occasionally in battles. Smaller stone or bolt throwers could occasionally be used in battles, such as by Alexander the Great to cover a river crossing. They were more commonly used in defence of camps. Because of their infrequent appearance and disproportionate effect upon games, we do not usually include them within a game of *Swordpoint*, but these rules are provided for those who wish to employ them in their own scenarios.

MODELS

An artillery model comprises of the machine itself plus a crew usually of two or three models, on a single base 60mm x 80mm (or 80mm x 100mm if necessary to fit the model). It may be a small stone or bolt thrower, or a large stone thrower. If it is necessary to allocate a points value to these machines we suggest they are costed at 40 points each.

UNITS

Each machine operates as a single unit of one model. It will always count as an unformed unit.

COMMANDERS

A Commander model may not join an artillery base.

SHOOTING BY TORSION ARTILLERY

Artillery bases have a range of 36" (small) or 48" (large) and can hit targets in their frontal arc of vision. Small stone or bolt throwers are fired in the shooting phase in the same way as other missile weapons, rolling one D6 per base to determine whether a Hit is scored. A unit or model hit by a small stone or bolt thrower sustains not 1 but D3 casualties (use a D6 and halve the number that appears, rounding up), which means that even an elephant can be hurt or eventually even killed by hits from one.

Large stone throwers shoot by designating an impact point and throwing 2D6. The target is hit on a score of 6-8. A score of 2 or 3 means the shot falls 8" short, one of 4 or 5 means 4" short, 9 or 10 means 4" long and 11 or 12 means 8" long. A unit taking a hit sustains D6 casualties.

Armour saves are not allowed for hits from a War Machine.

SHOOTING AT ARTILLERY BASES

When shooting at artillery shots are worked out against the entire model and any hits scored are randomised against the crew and machine. This is essentially the same as for shots at elephants. Once hits have been established, randomise where they strike as shown below.

D6 Score	Hit
1, 2, 3, 4	The machine – unfortunately this cannot be damaged by missiles.
5 or 6	A crewman.

When a base accumulates crew Hits equal to the number of crew figures, the base is removed. Hits should therefore be recorded until this total is reached.

CHARGE RESPONSES

If charged, an artillery base's crew will disperse as there are not enough of them to mount a defence against a direct attack. The charging figures are moved up to the machine's position and the model is removed in the combat phase.

COHESION TESTS

If a War Machine base or battery is forced to take a Cohesion Test for any reason and it fails, the model is removed from play.

