

TRENCH  CRUSADE™

# Field Artillery

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Some scenarios may call for a field artillery weapon placement, according to the specific rules established by each. These weapons can range from turrets, mortars, cannons, and even armored vehicles such as tanks and others. When called for, the scenario may specify which field weapon is present in the battlefield and where it must be placed, or leave it open to the players to decide. See below for the profile of each of these weapons.

## Gun Turret

A Gun Turret is often represented by a circled G on the scenario map. It can be used by any model, however, it must be set up with an **ACTION** the first time it will be used. If successful, the model has properly set it up. Place the Gun Turret model on a 25mm base in the location you desire. The Gun Turret can pivot in any direction. Below is the Gun Turret profile:

**Name:** Gun Turret | **Type:** 2-handed | **Range:** 24" | **Modifiers:** 3 Attacks, +1D to Attack, +1D to Injury | **Keywords:** RISKY, CRITICAL

- **Rules:** The Gun Turret can't be moved. A model that is in base contact with the Gun Turret is considered to be armed with it. Only one model can be armed with the Gun Turret at a time. The model must be able to use Ranged weapons to arm themselves with the Gun Turret. While using the Gun Turret, the model can't take any other **ACTIONS**, except Move. If the model moves away from contact with the Gun Turret, or if they're engaged in melee combat, they're not armed with the Gun Turret any longer.
- The Gun Turret can make three Attack Actions instead of one, as **RISKY ACTIONS** each. A model armed with it can target separate models with each attack, as long as all targets are within 6" of each other. After taking all three attacks, the Activation of the model is over regardless of any remaining **ACTIONS** the model might have. If they fail any of the **RISKY ACTIONS**, the Activation of the model is over and the Gun Turret is jammed.
- A model can attempt to unjam the Gun Turret with an **ACTION**, as long as they're in base contact with it and not engaged in melee combat. If successful, the Gun Turret is no longer jammed.
- After making three attacks, consecutively or not, by the same model or not, the Gun Turret must be reloaded as a **RISKY ACTION** by a model that is in base contact with it and not engaged in melee combat. If successful, the Gun Turret is reloaded, and the Activation of the model is over regardless of any remaining **ACTIONS** the model might have. If failed, the Activation of the model is over and the Gun Turret is jammed. Unjamming the Gun Turret, in this case only, will also reload it.
- The Gun Turret rolls attacks with +1 DICE. It reduces the injury roll penalty from armor and shields by 1. Thus Reinforced Armor only offers a -1 modifier to injury rolls caused by this weapon. It also adds +1 DICE when rolling on the Injury Chart. The model cannot apply any of their own applicable modifiers, if any, when armed with the Gun Turret.
- The model armed with the Gun Turret is considerably exposed to enemy fire. Enemies add +1 DICE when rolling on to hit the model with ranged attacks.

## Mortar

A Mortar is often represented by a circled M on the scenario map. Mortars cannot be placed in indoors' areas or completely covered space, such as bunkers, covered hideouts, etc. It can be used by any model, however, it must be set up with an **ACTION** the first time it will be used. If successful, the model has properly set it up. Place the Mortar model on a 25mm base in the location you desire. The Mortar can pivot in any direction. Below is the Mortar profile:

**Name:** Mortar | **Type:** 2-handed | **Range:** 6-36" | **Modifiers:** 1 Attack | **Keywords:** RISKY, SHRAPNEL, BLAST 3"

- **Rules:** The Mortar can't be moved. A model that is in base contact with the Mortar is considered to be armed with it. Only one model can be armed with the Mortar at a time. The model must be able to use Ranged weapons to arm themselves with the Mortar. While using the Mortar, the model can't take any other **ACTIONS**, except Move. If the model moves away from base contact with the Mortar, or if they engage in melee combat with an enemy, it is not using the Mortar any longer. The Mortar can only be used once per turn. The model cannot apply any of their own applicable modifiers, if any, when armed with the Mortar.
- Attacking with the Mortar is considered as a **RISKY ACTION**. Specify a 1x1mm point on the battlefield within 36" of the model that is armed with the Mortar and that they can see the location you want to target, or a 1x1mm point within 6" of any one of your warband models that can see the location you want to target. Next, make a Ranged Attack as a **RISKY ACTION** with the model armed with the Mortar. If attacking a location from the line of sight of an allied model, make the roll with -1 DICE. If the roll fails (i.e. you roll 6 or less with the two lowest Dice), the model's Activation is over and the Mortar misfires, landing 3" away from its intended location, multiplied by the number representing the degree of failure (for example, if you rolled 4, the bomb lands 15" away, as  $7-4=3$ , and  $5 \times 3=15$ ). The direction is decided by your opponent. Roll on the Injury Chart for each model within the **BLAST** radius.
- If the bomb lands exactly on top of any model, roll with 3D6 on the Injury Chart and add the dice together! Other models hit by the projectile roll on the Injury Chart as standard. Any model hit, but not taken Out of Action, by this attack is blown D3" directly away from the point of impact (roll for each model separately), stopping if they hit other models/buildings/objects. This attack has the Keyword **SHRAPNEL** and therefore causes an additional +1 **BLOOD MARKER**. Cover, range and higher position do not affect this attack.

Roll injuries for models that would benefit from Cover from the perspective of the **BLAST** point with -1 DICE. The Activation of the model ends immediately after using the Mortar, regardless of any remaining **ACTIONS** the model might have.