

# Orléans 1429

## 1.1 The Bombard

### 1.1.1 Operation

A single bombard cannot batter more than one hex per day. It can batter different hexes on different days. In a single day, several engines can either batter different hexes or they can combine their Battering Points together against one hex.



A bombard is worth 5 Battering Points.

### 1.1.2 Tactical operation

A bombard can fire once every 5 turns, in the same sequence as crossbows (still totally unrealistic as the real frequency was 2 per hour, but this is for better game play).

5 servants including one engineer are necessary to operate the bombard in a tactical game: They must be adjacent to the bombard and perform no other actions for 5 turns to operate it (historically, the crew was between 10 and 20).

Note: Use markers from VIKINGS numbered 1 through 5 to keep track of each turn while the bombard is reloading.

#### 1.1.2.1 Movement

A bombard cannot be moved.

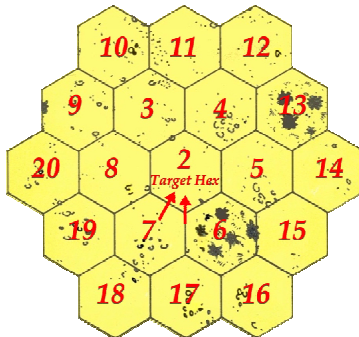
#### 1.1.2.2 Fire restrictions

Firing through an hex with a bombard is not allowed.

#### 1.1.2.3 Movement restrictions

Moving through an hex with a bombard is not allowed.

### 1.1.3 Resolving fire



The range of a bombard is 110 hexes. The actual hex where the stone will land is within a 2-hex radius of the targeted hex due to the poor accuracy of the engine. Roll 2D10 to locate the impact hex where the stone landed (which very likely will be different from your target hex). Arrows indicate the direction of the missile, whether the line of fire crosses a hex side or a hex angle.

Any character in the hex where the stone ball actually lands is killed immediately. Characters on adjacent hexes will suffer from the consequences of a ballista fire.

If the hex is occupied by a siege engine or a cart, use the column W (Wooden defenses) on the Battering Table.

Building, wall, structure on the impact hex: Apply the results of the Battering Table using 12 points for the bombard. Building, wall, structure on adjacent hexes: Apply the results of the Battering Table using 9 points.

As is stated on the Battering Table, bombards can suffer damage when they are used (result 'C'). Their battering strength can fall or may even be reduced to zero (since the Battering Points lost are divided between the engines involved at the choice of the owning player). A bombard that suffers 2 points of damage will explode, leading to casualties to any character within 2 hexes of the bombard (see §0).

## 1.2 Firearms

2 types of firearms are available: hand culverins and arquebus, or handgun. Hand culverins have a bigger tube and can inflict more damages than handguns even though their range is the same, but require an assistant to ignite them.



Fire arm type	Range			Frequency of fire	Limits on movement
	Short +0	Medium + 1	Long + 2		
Handgun / Arquebus	1-15	16-30	31-75	Offensive only, every 3 turns (2 turns to reload)	Movement impossible
Hand culverin	1-15	16-30	31-75	Offensive only, every 3 turns (2 turns to reload)	Movement impossible

## 1.3 Resolving Fire

### 1.3.1 Shooting at mounted characters / 1D10

If the character aimed at is armoured, the shooter adds +1 to the die roll

Die roll depending on weapon			Result depending on cover		
Bombard	Hand culverin	Arquebus	None	Light	Medium
1			F	F	F
2	1		F	F	E
3	2	1	F	E	D
4	3	2	E	D	C
5	4	3	D	C	B
6	5	4	C	B	A
7	6	5	B	A	Z
8	7	6	A	Z	-
9	8	7	Z	-	-
10	9	8	-	-	-
	10	9	-	-	-
		10	-	-	-

#### Explanation of results:

- : Shot misses. No effect.
- A : Offensive fire: Rider retreats 4 hexes immediately (§)  
Defensive fire: Rider's movement allowance is reduced by 4 hexes for this turn.
- B : Horse unharmed, rider stunned and dismounted.
- C : Offensive fire: Horse unharmed, rider wounded.  
Defensive fire: Same + A. Horse alone: Killed
- D : Offensive fire: Horse killed, rider wounded & stunned.  
Defensive fire: idem + armoured cavalryman can move 1 hex on foot, light cavalryman 2 hexes.
- E : Horse unarmed; rider killed & dismounted. Horse alone: Killed
- F : Horse killed; rider killed & dismounted.
- Z : The fire arm explodes

### 1.3.2 Shooting at characters on foot / 1D10

If the character aimed at is armoured, the shooter adds +1 to the die roll

Die roll depending on weapon			Result depending on cover			
Bombard	Hand culverin	Arquebus	None	Light	Medium	Heavy
1			C	C	C	C
2	1		C	C	C	B
3	2	1	C	C	C	B
4	3	2	C	C	B	A
5	4	3	C	B	B	A
6	5	4	B	B	A	Z
7	6	5	B	A	A	-
8	7	6	A	A	Z	-
9	8	7	A	Z	-	-
10	9	8	Z	-	-	-
	10	9	-	-	-	-
		10	-	-	-	-

#### Explanation of results:

- : Shot misses. No effect.
- A** : Offensive fire: Character retreats 2 hexes immediately (§)  
Defensive fire: Character's movement allowance this turn is reduced by 2 hexes.
- B** : Offensive fire: Character wounded;  
Defensive fire: Character wounded, and can only move half of remaining movement allowance (rounding down if necessary).
- C** : Character killed.
- Z** : The fire arm explodes

### 1.3.3 Explosion of the firearm

In case of a Z result on the Shooting Table (hand weapons) or 2C on the Battering Table (bombard), the fire arm explodes: Roll 1D6 and apply the results of the table below to the shooter. When a bombard explodes, each character within 2 hexes of the canon must be tested. If the character is armoured, add +1 to the die roll

Dice	Result
1	C
2	B
3	B
4	B
5	A
6	A

#### Explanation of results:

- A** : Character killed;
- B** : Character wounded;
- C** : Character stunned.

## 1.4 Mounted Archers

From the 14th century, archers are often mounted to gain speed and be able to participate in raids. But unlike Oriental archers, they had to dismount to use their bows. This class of characters can only shoot when dismounted.



## 1.5 Purchase Cost

The main advantage of these primitive firearms with regard to the crossbow or the long bow is the speed of training of the shooter, especially compared with the English long bow. The manufacturing time of these weapons was also shorter as for a bow, which required expert hands. This is reflected in the purchase table of these counters which are much cheaper than crossbowmen or archers.

The same formula is used for hand gunners as for armoured foot soldiers, or  $[1 \times \text{ATT} + 1 \times \text{DEF}]$ . As a comparison, crossbow men and long bows cost  $[3 \times \text{ATT} + 1 \times \text{DEF}]$ , or even  $[3 \times \text{ATT} + 2 \times \text{DEF}]$  if they wear an armour.

A bombard costs 35 points, just as much as a siege tower.