

TRIAL RULES

TREBUCHET

by Dave Simpson

The Trebuchet is a very large siege weapon, that is utilised by almost every race in the Warhammer World when involved in a lengthy siege.

Because of the fact that the Trebuchet is such a large and cumbersome weapon, designed solely for bombarding fortifications in a siege that it may only ever be used in a siege game by the attacking army. The only possible exception to this is a special scenario specifies that it may be used. When used by the attacker in a siege scenario it may be taken by any race, it is not just restricted to Bretonnians, even though they are perhaps the race that utilises Trebuchets the most as the war machine does not use unchivalrous black powder and is made from sturdy Bretonnian oak beams.

DEPLOYMENT

When deploying your armies for battle, any Trebuchets must always be deployed before any other units are placed on the battlefield. This is because it takes many hours to unpack one and set it up, even longer if its



actually being constructed in-situ (up to three days in some cases). In addition to this once deployed the Trebuchet may never move as it is just too large a piece of equipment to be manoeuvred in this kind of way.

TARGETING

The Trebuchet may be used to target fortifications in the same way as cannons and stone throwers. In fact, the Trebuchet is in effect a very, very large stone thrower. Trebuchets may also be used against troop targets in the usual manner. However, some special rules apply. In addition to this any hits caused by the Trebuchet's missile attacks allow no save.

Because of its immense size the Trebuchet has a range of 120cm. In addition to this it is based on a 60x60mm base. The model wouldn't fit on anything smaller, yes its really that big!

The Trebuchet, like the Mangonel and Bombard, fires 'straight ahead'. This is defined as directly forward of a line drawn from the centre of the base front edge. It is useful if the player declares exactly where the weapon is pointing during the game, as this prevents any uncertainty should the model be accidentally knocked or picked up and admired.



Trial Rules

STAT LINES

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max
Trebuchet	Artillery	1/6	4	0	-	1	120	-/1

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). However, remember that troops placed in these fortifications are still subject to the normal targeting restrictions, so if you are firing at troops you must still fire at the closest unit.

During the battle the player may not move the Trebuchet, except that he can issue an order to 're-target'. This allows the Trebuchet to turn on the spot by up to 90 degrees to face a new target. This order cannot be a brigade order unless several Trebuchets 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 Trebuchet remains facing the original target and cannot shoot that turn. Note that the Trebuchet's first order in a battle will usually be to align a target as they are deployed before any other units are placed.

FIRING

When firing at fortifications such as walls, towers and gateways a 6 is required to score a hit by any artillery piece. Once a Trebuchet has hit 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 the Trebuchet must be able to 'see' its target in the same way as any 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 Trebuchet just as it does to all artillery. This allows the weapon 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).

The Trebuchet has a minimum range of 20cm as the slingshot like nature of the weapon makes it impossible to shoot at closer targets. A target that is closer than 20cm may not be shot at, if the target is 20cm to 120cm away then it may be shot at. This obviously makes units that are under 20cm ineligible as potential targets; thus they are ignored as far as the rules for firing at the closest target are concerned.

The Trebuchet may not shoot at enemy units that charge them. It is quite simply much too cumbersome a weapon to stand its ground in this way, besides most of the time the enemy would be inside its minimum range.



The Knight, pertinaciously sat upon his horse, approached the Siege Master who was busy organising his crew as they frantically unpacked the baggage train.

"I say," Said the Knight looking down at the busy Siege Master from atop his horse "how long before your catapult thingy is up and running?"

Not hiding his annoyance, the Siege Master looked up from his scrolls that were laid over a make-shift table at the Knight, "At least a day my Lord".

"A day!" retorted the Knight "I was hoping to sally out by the end of the week! These Empire men are absolute coward's and I doubt we'll be seeing them leave their castle anytime soon, so I need you to make all haste and crack this barrel open" he said the as he waved his hand in the general direction of the Empire fort.

The Siege Master gave an audible sigh, "My Lord, this contraption you see before you, once put together, is the height of Bretonnian engineering. Other nations have copied our work, and even the Dwarfs have nothing that can achieve the reach of our Trebuchets. There is nothing in the known world that can hurl a large rock as far and as accurately as we can."

The Knight looked arrogantly at the now red-faced Siege Master, he was obviously not used to being talked to in such a condescending tone. "While a treatise on the abilities of your war machine is much appreciated" the Knight said with veiled sarcasm "I don't see what it has to do with me".

"Because, my dear Lord, if you wish me to drive the Empire wretches from the their castle. I need time to set my siege engine up!" said the Siege Master now raising his voice and clearly exasperated.

"Well, there was no need for that outburst!" said the Knight as he grabbed the reins of his horse and sharply turned the mount around.. "Commoners!" he muttered under his breath, as he trotted back to the main camp.

