

NULN ARTILLERY MASTERS

Imperial Gunnery School

Nuln, the second largest city of the Reikland sits astride the great river Reik just as Altdorf does. Nuln is the focus of the entire southern Reikland, where travelers from Wissenland, Stirland, Averland and further east converge. North of Nuln the Reik is too wide to bridge, so the city forms a natural meeting point for traders and adventurers traveling from east to west.

Nuln is also the home of the Imperial Gunnery School. Here cannons are cast and artillerymen learn the arts of ballistics. Only the very skilled and most intelligent men are accepted into the great halls of the school as the regiment of studies and discipline is quite rigorous and demanding. Eager students study the many practical problems associated with moving and servicing the artillery trains, as well as refining the techniques used to produce and maintain the various types of artillery equipment.

Thanks to their efforts, a large and efficient corps of cannons services the Empire, which is far superior to anything outside its borders. Recently however, new technologies have been perfected that will allow the cannons of the Empire to sound against it's enemies with more power and destruction than ever before.

Largely the work of Sigismund the Mad, who was also responsible for the development of the Imperial Hell-hammer, these new types of cannon shot will give the Emperor's Navy a better chance of coming away from a naval engagement intact. He has also spent the last few years refining the principles and techniques used to train the great artillery masters, preparing them for the day his new weapons would be ready.

Nuln Artillery Masters

One of the most desired accolades that can be bestowed upon an individual at the gunnery school is that of an Nuln Artillery Master. These are the men who lead the artillery squads onto the battlefield, the men who command the cannon crews on the mighty Greatships, the men who make the decisions that make the difference between winning the battle or ending up with a stone marker over your head in a cemetery in Middenheim. Only the best will obtain the title of artillery master as no where else are the standards set so high, the effort required to make it so great or the discipline of mind and body so rigid.

The Imperial player may only purchase Artillery Masters for the man o' war class ships in his fleet. They may not be placed onboard ship-of-the-line or independent class vessels.

The artillery masters are very adept in loading various types of cannon shot to fire depending on the situation at the time. There is quite a selection at the master's disposal, depending on how skilled the artillery master is, as well as how thorough the ship is stocked. The variations in firepower available now are extreme in their effects. For example, newly discovered lightweight alloys allow the cannon shot to travel further distances. The addition of a 2nd cannonball to a cannon that is fired with a dangerously high powder charge enables the shot to do extreme damage at close range. Even hollowed out shot that is filled with lead or gunpowder can now be used to cause fires and explosions on enemy vessels.

With so many choices at his disposal, the Imperial admiral now has the opportunity to pick and choose his deadly attacks, delivering the final blow only when the timing is perfect.

Shot Types

The artillery master has up to seven different types of shot to fire from the imperial cannons depending what is available to him at the beginning of the game. Each type can be devastating to an enemy ship if used at the correct time in a battle. A good admiral will weigh his options carefully as he knows that he only has limited attacks with the specialized ammo. The different shot types available are as follows:

Round Shot

Round shot is the standard form of ammo fired through all imperial cannons. In the absence of an artillery master, this is the only type of shot that may be fired by the cannon crews.

Range: 0" - 9"

Saves: Normal

Long Shot

This cannonball is made of lighter alloys, which enable the shot to travel further distances.

Range: 0" - 12" (use Elf range ruler)

Saves: Modifies the normal saves as follows:

0" - 3" : -1

3" - 9" : No Modifier

9" - 12": +1

Chain Shot

Two smaller cannonballs connected by a length of chain. Very effective when hitting sail locations as the chain cuts through sails and ropes very well.

Range: 0" - 6"

Saves: No range modifiers, sail locations at a -2 save and take 2 damage. Other locations are +1 save and take normal damage. As always, a natural 6 is an automatic save, regardless of modifiers.

Double Shot

Two regular cannonballs fired at the same time with a larger powder charge.

Range: 0" - 3"

Saves: No modifiers, but locations must make 2 saves at each location, takes 1 damage for each missed saving throw. Can cause critical hits.

Fire Shot

Hollowed out round shot filled with molten lead just before firing. Causes *blazes* on any hit areas.

Range 0" - 9"

Saves: Normal modifiers.

Magic Shot

Must have a wizard in fleet alive to fire this type. Player may add/subtract one to location rolls as desired. A "1" is still a miss.

Range: 0" - 9"

Saves: Normal

Bomb Shot

Highly volatile mixture placed in hollow round shot. Causes an **automatic** critical hit *in addition* to any other critical hits that may occur normally. Only 1 cannon out of the total firing (on a broadside of 3 cannons for example) actually fires a bomb shot - the rest are treated as round shot and resolved as normal. Use a different colored die to represent the bomb shot when rolling for location. The hit area takes 1 damage in addition to causing the critical hit (which may cause another critical hit).

If a successful hit is made, roll a die, on a "6" remove an enemy crew counter as well.

If a "1" is rolled on the colored die then *the Imperial* player must roll a save for location of firing gun. A missed saving throw causes a hit (and critical hit) as above but on the Imperial ship instead.

Range: 0" - 9"

Saves: Normal

Game Procedure

Nuln Artillery Masters are not easy to come by. So few actually complete the strict regiment of training and most of those end up on the battlefield, not at sea. The Emperor himself assigns these men, and only to Imperial Admirals most in his favor. If the Imperial player decides to request the Emperor for an Artillery Master, he must first spend 25 points and then roll on the following table.

- 1 Request denied, points spent are lost.
- 2 Request authorized reluctantly, add 25 points to cost.
- 3-5 Artillery Master arrives as requested.
- 6 You are in the Emperor's favor. Draw 5 additional counters to choose from at no extra cost.

To use the Artillery Master, select 4 Round Shot counters and place them aside. Mix the remaining 36 counters together face down and draw out 6 more for a total of 10. If in the Emperor's favor, draw an additional 5. Additional points may also be spent to acquire more counters to pick from - see below for full details. After all committed points are spent and you have picked all the counters you are entitled to, the leftover counters should be set aside and are not used for the remainder of the game. Look at the counters selected and decide which you will keep. Out of these 6 (or 11) counters drawn, up to 2 may be kept and used during game play.

Each additional 25 points spent allows an additional 5 counters to draw and of these drawn, 1 counter to be used in an attack. You may do this twice - at a cost of 50 points (not including the cost of the Artillery Master himself), which would yield a total of 16 counters (or 21 if including extra counters from the Emperor) picked after the required four round shot are selected. If spending the maximum amount, the Imperial player could have up to a total of 4 attacks with the special ammunition available.

The Imperial player **must** decide how many points (if any) he will commit for extra counters **before** looking at any he has already drawn. If the Imperial player has set aside points to draw extra counters, he must draw them at the beginning of the game. The Imperial player should keep these counter selections a secret from the enemy player.

Before moving the ship with the artillery master, the player places a type of cannon shot on each of the four sections of the shot type template - which correspond to the four ship sides, bow, stern, port, and starboard. This placement **MUST** be done before any movement for that ship. If he forgets to place the counters before movement, it is assumed that all cannons are loaded with round shot. When it is time to fire one of the cannons on that ship, the player shows what type of shot is being used and then range and die rolls are determined. If the range is incorrect or the enemy is out-of-range, the shot goes off harmlessly and is a miss. You **MUST** discard the special shot counter if this happens. Unlike the normal round shot that you have an unlimited supply of, the special shot is limited, and placing the template is considered firing in gaming terms. When using Bomb Shot, roll for location even though it may be out of range, as you still need to determine if there was a misfire.

Once placed on the Shot Type Template, counters must remain face down there until fired. Of course the Imperial player may look at them at any time, but he may not change them or rearrange them in any way. The **only** way to change shot types is by firing the cannons. If you do not want to target a vessel, you may fire them into the sea. In the case of round shot, the counters may be pulled off at the end of the turn and re-used, as there is an unlimited supply of round shot for the cannons. Other types however **MUST** be discarded if they are changed. That is because they are limited in number and the Imperial player should only load special shot when he is certain that he will be able to utilize it.

Special shot fired from a ship is considered to be in all cannons on that particular side. For example, if a Double Shot counter is placed on the Bow section of the Shot Type Template, then both cannons in the bow are considered to have the Double Shot loaded. If one cannon is damaged however, then only the remaining cannon would get to fire the Double Shot. The only exception is with Bomb Shot. It is considered in one cannon only.

It may seem that getting only 2 attacks out of the 10 counters chosen for 25 points is not very cost effective. On the contrary, this is one of the best values in the game. For example, to get a Dwarf Weapon Rune of Fortune card that allows you to add or subtract 1 to the "To Hit" roll for 1 cannon on the ship, you must spend 50 points for the Runesmith and an additional 25 points for the card, which is discarded after use. The Magic Shot counter could be used by the Imperial player on a Greatship broadside and get three attacks that do the same thing for only 25 points and still have a second counter to use.

Boarding Actions

Due to their expertise in firing cannons, artillery masters also help the Imperial player during **defensive** boarding actions. If there are any operational cannons on the side the ship is being boarded, roll on the table below to determine if the grapeshot fired in defense kills any enemy crew. The artillery masters skill and knowledge enables him to fire more precisely than the crew normally could and sometimes the enemy is killed before he can even get onboard the Imperial ship.

When defending on a ship (carrying an artillery master) during a boarding action, roll a die and consult the table below (each defensive round).

1-5	1-5	No effect, resolve-boarding action normally.
1-6	1-6	Remove one enemy crew <i>before</i> resolving the boarding action.

Fleet Restrictions

Only MOW class ships may have artillery masters. SOL and independents may not have artillery masters purchased for them. If a ship carrying an artillery master is sunk, the counter is placed on the wreck or debris marker and is treated just like a wizard or an admiral. Once rescued, he may not continue to fire specialized shot as the equipment needed is not available to him any longer. Once the last crew counter is killed, remove the artillery master as you would the wizard or admiral.

Summary

Nuln Artillery Master **Cost 25 - 50 points** **Battle Honors 2**

Pick 10 counters and may choose 2 of those to use. You may purchase extra counters to pick from. Extra counters cost 25 points for 5 more to pick from and 1 more to use. This may only be done twice.

Special shot loaded may only be changed by firing. Round Shot counters are not discarded. Special shot is considered to be in all undamaged cannons on that side, with the exception of Bomb Shot. May only be used on MOW class ships. Roll on table when defending during boarding actions.