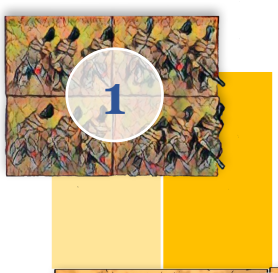
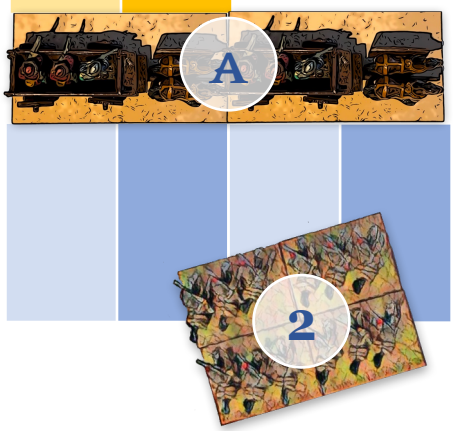
Battle Wagons v1.0

1.Battle Wagon shooting



When a Battle Wagon shoots, it shoots from the long edge as if it were the front edge. 1 dice is thrown per 1 BW of frontage. Typically, this will be 2 dice per wagon. Each wagon model is treated as 2 wide TUG when it comes fire arcs. So, in our example here only the left –most wagon from TUG A can shoot at TUG 1, but with 2 shooting dice (1 per file)

2. More shooting



TUG 2 is in in arc of both bases. As such both wagons are eligible to shoot.

TUG A has several shooting options.

- All files (4 dice may shoot at TUG 2)
- The right-most of base can shoot at TUG 2 (2 dice) and the left-most base can shoot at TUG 1 (2 dice)
- 1 file base of the left-most base can shoot at TUG 1 (1 dice) and 3 files can shoot at TUG 2 (3 dice)

Shooting at Battle Wagons

TUG 1 and TUG 2 can shoot at TUG A. As TUG is in column all faces are treated as having Barricades. As such, the cover shooting penalty applies to both 1 & 2 when shooting at A.

3. Shooting behind the flank

When in column Battle Wagons treat the side edge as the front edge for shooting and being shot at. TUG 3 is in a position to to shoot from behind the flank. It then qualifies for the the 'behind the flank' shooting modifier. However, the Battle Wagon is in column so does still count as having barricades, and therefore benefits from having cover.

4. Shooting at Battle Wagons in Line

Battle Wagon C is in trouble. They are in line, therefore **cannot** count as having Barricades. TUG 4 qualifies for shooting to flank. As such gets the 'behind the flank' shooting modifier.

If instead TUG 4 chose to charge, while the Battle Wagons cannot claim Barricades, the charging TUG does not get the charging flanks general claim (as Battle Wagons never suffer that!)