

MORTARS

OPTIONAL ADVANCED RULES

Welcome to Alternative Armies free file of optional advanced rules for the use of Mortars in your games of Slaughterloo. Note these rules do not replace those in 5030 and that all players must read and agree to use them before being enacted. They are a small enhancement to the game.

In the rules you treat Mortars as Howitzers. If you are interested please go to our website at www.alternative-armies.com and learn more about Slaughterloo.

Mortars are artillery pieces (pg18) and can form batteries as howitzers do. They always count as 'Unlimbered' in all circumstances.

Mortars are always treated as 'Unlimbered' and their gun crew is set up as per a cannon with six members touching its base defining field of fire; open order (pg20). Basing for the Mortar is 50mm square. Mortars act as single guns but as batteries they act as per the rules (pg25). Siege Mortars are crewed as Siege Cannons and crewed the same but with no limber animals of course. Fire Power points are worked out as normal.

Mortars do not move easily or at all during play. This means their placement is vital for a player before the game begins. The only way to move during play is for the gun crew to lift and carry which requires a Form roll with a +4 Modifier to succeed. The movement is up to 5cm only per action in ANY direction. The Mortar must then pass a Form Roll at +3 to be able to fire again regardless of its movement. However **pivot** actions for a Mortar are always free. Note this movement option also applies to Siege Cannons and Rockette Batteries if players desire. However due to its great weight a Siege Mortar may not ever move in play and to pivot must pass a +3 form roll each time due to its massive bore.

Firing proceeds as normal with Mortars and uses the Howitzer template for indirect fire and burst. Heavy Mortars use THREE of the Howitzer template with the impact point being the centre; with the trio placed petal like around it for a total footprint of impact (all templates must touch leaving a tiny open centre). Use indirect firing for Howitzers for the procedure (pg54). The shells fired by Mortars do not Bounce they simply land and explode. Use page 61 however the minimum range for effective shooting is 30cm and below that range the Mortar may not open fire upon a target.

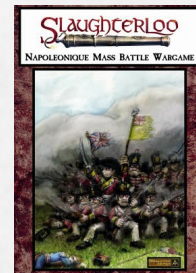
ARTILLERY POINTS COST	
TYPE	POINTS COST
Mortar	80
Siege Mortar	265
Making a Batterie Crew	+30 = 2 Gun Batterie +60 = 3 Gun Batterie

HOWITZERS				
RANGE	<30cm	>30-60cm	>55-125cm	>125-160cm
TARGET	NOT POSSIBLE	TARGET 6	TARGET 8	TARGET 9

Mortars attacked are treated as Howitzers for ranged fire and melee attacks. If they rout then the artillery piece is left in place and may not be removed.

All nations may make use of Mortars and should use their Foot Artillery statistics for the crew of this artillery piece. Siege Mortars may not be used by the Undead or the Otharmann Empyre and are limited to one per division except for the Elves of Armorica, the Army of Albion, the Ostarian Empire and the Krautians.

END



Authors Note: These bolt on mechanics have been play tested to a decent degree including the big siege mortar which is very powerful. We welcome feedback from players and this is version 1.3 of these rules. They may alter in the future. If you would like us to consider sculpting a siege mortar then also contact us. We create codes most requested in the huge Valon range.

