

Brimstone and Iron

Some Alternate Weapon Rules for Warhammer Fantasy

Version 3.

This page originally started off as some house rules for some of the weapons in Warhammer.

The following rules suggestions can be used for simplified skirmish-type games or for larger battles.

Unarmed

Strength	Save Modifier	
S-1	+1	-2 to Hit.

Very few fighters are genuinely effective in unarmed combat. Most professional fighting men concentrate on improving their skill at arms while most non-professionals don't put in the practice. Most creatures that usually use weapons will be at -2 to-hit if fighting unarmed. This may require the use of the 7+ rules (ie to roll a 7 roll a 6 and then a 4+, an 8 a 6 and a 5+ etc).

Note that Unarmed Attacks and some of the weapons below have a positive Save modifier, so even unarmoured targets get a Save of 6.

Street Fighting Skill. This is a relatively rare skill and allows the model to fight unarmed without a -2 to-hit penalty.

Pugilism. This is a rare skill and usually restricted to professional boxers or oriental monks. A Pugilist can fight unarmed without a -2 to-hit penalty but also gets an extra attack if fighting barehanded or with a single hand weapon and an empty hand.

Brass Knuckles

Strength	Save Modifier	
As User	+1	-2 to Hit.

Using Brass Knuckles or any similar device such as a metal gauntlet is treated as an unarmed attack so is still -2 to-hit unless the fighter has Street Fighting or Pugilism Skill.

Dagger

Strength	Save Modifier
As User	+1

In a surprise attack scenario the GM may allow a fighter who attacks or defends with a dagger instead of a hand or other weapon an Initiative bonus of +1.

Improvised Weapons

Strength	Save Modifier
As User	+1 -1 to Hit. +1 to Target's Armour Save.

Strength as user but -1 to hit and gives the enemy a +1 to their armour save.

Wrestling

Strength	Save Modifier
S-1	+1 -2 to Hit.

Wrestling is a common diversion in many towns and villages but also has a battlefield role. If an enemy's armour is too good or there isn't room to use long weapons many fighters will resort to grappling and pinning an enemy so a dagger can be inserted through a vulnerable point in their armour. Basic Wrestling will be familiar to many fighters and is treated like any other unarmed attack, so is -2 to-hit, Strength -1 and Save +1. Wrestling Skill is for more accomplished wrestlers.

If a fighter with Wrestling skill makes an unarmed attack it is at -2 to-hit and if it hits it may damage like any other bare hand attack (Strength-1, Save+1). If the attack hits both sides each roll a D6 and add their Strength. If the attacker's roll is better the opponent is automatically knocked down.

If an opponent is knocked down and the wrestler is not fighting any standing enemies he can attempt a pin-fall in the next combat round. At the start of the next combat round both fighters take a Strength test.

If the knocked-down fighter passes his test but his attacker doesn't the knocked-down fighter gets up.

If both pass their Strength test the knocked down fighter is kept down till the next round but no damage is done.

If the attacker passes his Strength test but the enemy he is pinning does not, the winner automatically hits his opponent with his usual number of unarmed attacks. The GM may allow a wrestler to attack a pinned foe with a dagger if he rules the wrestler has one and was able to draw it (roll against Initiative).

A pinned fighter and the fighter pinning him cannot defend themselves against attacks from third parties, who may strike the wrestlers treating them as having a WS of 1. Wrestlers in a pin cannot attack third parties while involved in a pin.

Hand Weapons

Strength	Save Modifier
As User	As User

Hand weapons hit with the user's basic strength. Remember attacks of strength 4 or greater have Save modifiers.

Double Hand Weapons (Foot Combat)

A pair of hand weapons allows a user fighting on foot to make one more attack than the number given in its profile. Usually only hand weapons can be used simultaneously in this way. A fighter may have sword in one hand and a spear in the other and use either in a combat round but this would not entitle him to an extra attack.

This ability cannot be used by mounted fighters unless subject to a Special Rule.

Hand Weapon and Shield (Foot Combat)

In close combat using a shield and hand weapon together gives an additional +1 to the saving roll compared to the save he gets against ranged attacks. For example, a figure with heavy armour and a shield is 4+ against missile attacks but 3+ in melee. For units in formation this "Shield bonus" only applies to attacks from enemies to the front, not against foes fighting to the front or rear.

This ability cannot be used by mounted fighters unless subject to a Special Rule.

Hand Weapon *Heroic Combat Rules* (optional)

Use of these rules also requires that the [Advanced Injury Rules](#) are also used:

- Swords allow the user to parry an attack. The enemy is forced to re-roll one of his to-hit dice.
- Axes give an additional –1 save modifier.
- Maces or clubs cause a “Stun” result on a roll of 2-4 on the [Heroic Combat Rules Advanced Injury chart](#) instead of a 3-4.

Quarterstaff

A pole of between four and nine feet. It lacks the density or sharp edges of a hand weapon, so does less damage. Its speed and agility give the user a +1 to their save in close combat only. If used one-handed is treated as an improvised weapon.

Strength	Save Modifier	
S-2	As User	Two-Handed +1 to user’s save in close combat. +1 Initiative against fliers and cavalry

Great Weapon (Foot Combat)

Strength	Save Modifier	
S+2	As User	Strikes Last Two-Handed.

Strikes Last. This applies to combat rounds where fighters strike in Initiative order. In these rounds fighters using Great Weapons always Strike Last. A charging unit with Great Weapons still gets to attack first.

Two-Handed. Fighters using Great Weapons cannot use Shields when in Close Combat. Shields carried may still provide protection from ranged attacks.

If a [Combat Score](#) round involving a Great Weapon ends in a draw the Great Weapon user always loses and takes one hit, irrespective of Weapon Skills and Initiative.

Great Weapon (Mounted)

Strength	Save Modifier	
S+1	As User	Strikes Last Two-Handed.

Great Weapons are harder to use effectively if the fighter is mounted so only strike with S+1 strength.

If a [Combat Score](#) round involving a Great Weapon ends in a draw the Great Weapon user always loses and takes one hit, irrespective of Weapon Skills and Initiative.

Flail

Strength	Save Modifier	
S+2 (first round only)	As User	Two-Handed.
As User		

S+2 first round of combat only.

Hits S+2 for the first round of a combat only. In following rounds hits as with the user's normal strength.

Using a Flail when mounted is -1 initiative in second and subsequent rounds.

Morning Star Mace

Strength	Save Modifier
S+1 (first round only)	As User
As User	

Hits S+1 for the first round of a combat only. In following rounds hits as with the user's normal strength.

Using a pair of Morning Stars or a Morning Star in combination with a Hand Weapon, Ironfist or Buckler does not entitle the user to an additional attack.

Using a Morning star when mounted is -1 initiative in second and subsequent rounds.

In [Heroic Combat](#) cannot be parried by swords. If using Combat Scores any fumbles (1s) rolled count as +2 for the opponent instead of +1.

Halberd

Strength	Save Modifier	
S+1	As User	Two-Handed +1 Initiative against fliers and cavalry/mounted troops.

The term "Halberd" also covers Polearms such as Glaives or Poleaxes.

If using the [Combat Score System](#) and fighting fliers or mounted troops the user gets a +1 bonus to their Combat Score, and a +1 to their Initiative in the event of a Draw.

Spear (Foot Combat)

Strength	Save Modifier	
As User	As User	Two Ranks. Can be used to fight in two ranks unless unit charges that round. +1 Initiative against mounted troops and fliers.

May not be simultaneously used with another weapon but can be used with shield or buckler.

If moving independently or in an Unformed unit a spearman that is not in base to base combat with an enemy can still fight if they can make base to base contact with a friendly model that is in combat.

If using the [Combat Score System](#) the spearman gets a +1 bonus to their Combat Score, and a +1 to their Initiative in the event of a Draw if fighting fliers or mounted troops.

Spears (Mounted)

Strength	Save Modifier
S +1 when charging.	As User
As User	

Lances (Mounted only)

Strength	Save Modifier
S +2 when charging.	As User
As User	

Pikes

Strength	Save Modifier	
As User	As User	Two-Handed.
(S+1 against charging cavalry, chariots, and monsters)		Fight in four ranks
		Strikes First

Fight in four ranks (Three if Charging)

Requires two hands.

Strikes First. Always strikes first in the initial round of close combat, even striking before enemies that have charged. Note that enemies who are entitled to strike first because of a special ability or magic, **will** still strike before pike-armed models.

Models armed with pikes receive a +1 Strength bonus in the Close Combat phase of the turn they are charged by cavalry units, chariots or monsters. Note that this bonus only applies to attacks directed against the above charging units, not against other units.

All these special rules **cannot** be used against enemy units fighting the pikemen's flank or rear. Pikemen fighting to the sides or rear are at -1 to hit since the pikes cannot be used and get in the way.

Pikes give a +1 Initiative bonus against fliers attacking from any side.

Pikemen attempting to fight in woods or inside buildings suffer a -1 to hit penalty which may be increased to -2 if conditions are very cramped.

Pike units in woods cannot maintain formation so if in close formation treat woods as very difficult terrain and thick woods as impassable. If adopting a loose formation Pikemen still treat woods as difficult and thick woods as very difficult.

If fighting as an individual a pikeman can only strike first and/or have a +1 strength bonus against enemies within his frontal arc.

If using the [Combat Score System](#) and fighting fliers the pikeman gets a +1 bonus to their Combat Score, and a +1 to their Initiative in the event of a Draw.

Buckler

Bucklers are small shields. They give a +1 save in close combat but offer no protection against ranged attacks. If used in foot combat with a hand weapon the user is eligible for the Shield Bonus, giving a total save of +2.

While it is possible to grip a spear or quarterstaff with a hand holding a buckler, this gives no save bonus in game terms.

Bucklers are small enough that they can also be used as effective weapons. A buckler user with a hand weapon can choose to either use his buckler for defence during a combat round or as an additional hand weapon. For purposes of [Critical Damage](#) Bucklers are Bludgeoning weapons.

Ironfist

Ironfists work in much the same way as bucklers but are fitted with an array of blades. This makes them more effective as weapons but slightly less effective in defence. In a Close Combat round an Ironfist is either used as an additional hand weapon or as a Close Combat only Shield, increasing the save by +1. There is no Shield Bonus for the Ironfist if the user has a hand weapon. Pick if the Ironfist is used as a weapon or a shield before the round of Close Combat.

Net

A swirling net or cloak can be used to protect the user. In close combat it may also partially entangle and distract an enemy.

In close combat a net gives a +1 save and makes the user -1 to hit.

A net gives a +1 save against ranged attacks from thrown weapons and blowdarts at any range and from arrows or quarrels fired from more than half range. It gives no protection against sling or firearm bullets.

Whip

Strength	Save Modifier	
S-1	As User	Initiative +1 Fights in Two Ranks

Whip users can strike past friends in the rank before them so models in the second rank can fight if the unit did not charge that turn. Whip strikes cannot be parried by swords or bucklers.

If using [Combat Score Rules](#) use of a whip adds +1 to the Combat Score. In the event of both fighters getting the same Combat Score the Whip user gets +1 to Initiative. The first hit scored in a combat round will be with the whip (S-1).

Pistols (Ranged Fire)

	Range	Strength	Save Modifier	Short Range	Long Range	
Pistol	8"	4	-2*			Close Combat Quick to Fire
Dueling Pistol	10"	4	-2*	+1	+1	Close Combat Quick to Fire

A typical pistol is a 24-gauge weapon with a calibre of just over half an inch (.58")

Pistols are not subject to the -1 to hit modifier for targets beyond half range or for moving and firing. Being very handy weapons a pistol can be used to stand and fire even if the enemy charges from within half their charge allowance.

If more than one pistol is carried normally only one can be fired in each shooting phase. If more than one pistol can be fired during a shooting phase each shot is at -1 to hit.

*Save modifier value includes additional -1 given by “Armour Piercing” special rule.

Quick to Fire: Quick to Fire weapons are not subject to the -1 modifier for shooting and moving in the same turn, Quick to Fire weapons may always be used for a Stand and Shoot Charge Reaction, even if the chargers are too close for this response with other weapons.

Single Pistol (Infantry Close Combat)

Strength	Save Modifier
4	-2*

If in close combat a pistol user can make one S4 Sv-2 attack in the first round of combat providing he did not use the pistol to Stand and Fire. This can be combined with hand weapon attacks so a fighter with a pistol and hand weapon can make one more attack than in his profile, one being S4 Sv-2. Once fired an empty pistol counts as a hand weapon. A fighter with a shield can use a pistol but only makes his standard number of attacks, one of them in the first round being S4 Sv-2.

*Save modifier value includes additional -1 given by “Armour Piercing” special rule.

Multiple Pistols (Infantry Close Combat)

A fighter with two or more pistols can use one to Stand and Fire and then fire one in the first round of close combat or fire two in the first close combat round. A pistol in each hand gives the user A+1 attacks, up to two of which are S4 Sv-2. Each figure can fire no more than two pistols in a close combat, regardless of how many pistols are carried. This may be altered by some special rules for some units.

Pistols (Mounted Troops Close Combat)

If in close combat a pistol user can make one S4 Sv-2 attack in the first round of combat providing he did not use a pistol to Stand and Fire. This cannot be combined with a hand weapon or additional pistols to give an additional attack if the shooter is mounted unless the unit is subject to the Fusillade Special Rule.

Improvised Missiles

	Range	Strength	Save Modifier	Short Range	Long Range	
Improvised Missile	3"	S-2	+1		N/A	

Heavy Improvised Missiles. Throwing a heavy object such as a barrel or boulder does S+3 damage but requires a successful Strength roll first (roll equal or less than model's strength). Throwing range is equal to the thrower's basic strength in inches.

Throwing Weapons

	Range	Strength	Save Modifier	Short Range	Long Range	
Javelin	8"	User			N/A	Quick to Fire
Throwing Knife/Star	6"	User			N/A	Quick to Fire
Throwing Axe/Heavy spear	6"	User+1			N/A	Quick to Fire

Throwing weapons are not subject to the -1 to hit penalty for moving and shooting nor are they -1 to hit for targets at beyond half range.

Optional rule. Thrown weapons can be used to stand and fire but are subject to a -2 to hit penalty (this is not in addition to the basic -1 to hit for stand and fire). Chargers may also throw throwing weapons as they charge, providing range is more than their basic move. This is also subject to a -2 to hit penalty.

If Throwing weapons are used this way the two units are halted 2" apart and casualties worked out and removed before combat is joined and kills do count towards the combat resolution score. If the charged unit is eliminated by thrown weapons the charging unit may

make an Overrun move. If the target was an independent or in an Unformed unit the charger may continue its charge to reach another model to engage in close combat.

Quick to Fire: Quick to Fire weapons are not subject to the -1 modifier for shooting and moving in the same turn, Quick to Fire weapons may always be used for a Stand and Shoot Charge Reaction, even if the chargers are too close for this response with other weapons.

Throwing Nets

	Range	Strength	Save Modifier	Short Range	Long Range	
Net	8"	Special			N/A	One-use.

Once per game, the net may be thrown in the shooting phase instead of the model shooting a missile weapon. Treat the net as a Thrown weapon in all respects with a range of 8". Use the model's BS to determine whether the net hits or not— there are no movement or range penalties. If it hits, the target must immediately roll a D6. If the result is equal to, or lower than his Strength, he rips the net apart. If the result is higher, he may not move, shoot or cast spells in his next turn, although he is not otherwise affected. In either case the net is lost.

Grenades

Primitive grenades take time to ready so a model may not move and throw a grenade in the same turn. If it is raining heavily the fuse cannot be lit and the grenade will not be thrown unless the user passes an Initiative roll.

Hand grenades have a range of up to 6". Since grenades are somewhat clumsy weapons BS is not used to determine accuracy but a creature must have a BS of at least 1 to throw a grenade. Roll a scatter dice and artillery dice and follow the following rules.

If you roll a number and a Hit the grenade lands where you intended.

If you roll a number and an Arrow the grenade deviates in the direction indicated and by half the distance in inches shown on the Artillery dice.

If you roll a Misfire and an Arrow, the grenade was a dud and does no damage at all.

If you roll a Misfire and a Hit, then the grenade explodes prematurely. Centre the template on the thrower and work out damage against them and any models under the template.

Hand mortars or Grenade throwers use the same procedure as for Hand Grenades but have a range of up to 16" and use the full value of the Artillery dice if there is a deviation. Models equipped with Hand Mortars can throw their ammo as Hand Grenades if they wish.

Torinoko Grenades

Torinoko Grenades are used by the Ninja Assassins of Nippon and are made from eggshells filled with explosives or flash powder. Firecrackers are also used by the Ninja. Torinoko Grenades and Firecrackers all have a range of 6", use a 3" diameter marker and cost half the points of conventional grenades.

Torinoko Explosive Grenades are Strength 2.

Torinoko Flash Grenades will blind any models under their marker until the end of their following turn. Blinded models cannot fight or do anything else and are hit automatically in close combat. Blinded models can move if they are lead by sighted models.

Firecrackers bounce around causing confusion. A unit hit by firecrackers has its Initiative and WS reduced by -1 in the following Close Combat round.

Fire Bombs

Fire Bombs are thrown using the thrower's Ballistic Skill. Thrown range is twice the thrower's Strength in inches. No modifiers for range or moving apply.

A model hit by a Fire Bomb takes D3 Strength 4 hits with no saves for armour, and all models within 1" of a hit target suffer a single S3 hit with saves allowed. If you roll a 1 the firebomb will misfire and the thrower will be hit with the Fire Bomb's explosion in the same way a Fire Bomb affects a successful hit.

Flash Powder

Flash Powder is thrown using the thrower's Ballistic Skill. Thrown range is twice the thrower's Strength in inches. No modifiers for range or moving apply.

If Flash Powder hits the intended target the warrior must pass an Initiative test with a +1 modifier, or be unable to do anything but move next turn.

Holy Water

Holy Water is thrown using the thrower's Ballistic Skill. Thrown range is twice the thrower's Strength in inches. No modifiers for range or moving apply.

A vial of Holy water contains enough liquid for just one use. Holy water causes 1 automatic wound to Undead, Daemons or Possessed models with no armour save. Chaos Beasts, Champions and Warriors must pass a Toughness test or take an automatic wound, no save. Chaos Marauders or lesser Chaos followers are not affected by Holy Water.

Undead or Possessed models may not use blessed water.

Missile Weapons

Sling

	Range	Strength	Save Modifier	Short Range	Long Range	
Sling	18"	3			-1	2 x multiple shots at -1

A slinger can move and fire in the same turn but shots are at an additional -1 to hit. The slinger may fire twice in a turn, but both shots are an additional -1 to hit.

Repeater Crossbow

	Range	Strength	Save Modifier	Short Range	Long Range	
Repeater Crossbow	24"	3			-1	2 x multiple shots at -1

Unlike a conventional crossbow, a Repeater Crossbow can move and fire in the same turn but shots are at an additional -1 to hit if moving. Note that if the Repeater crossbow fires twice in a turn, each shot is at an additional -1 to hit.

Crossbow

	Range	Strength	Save Modifier	Short Range	Long Range	
Crossbow	30"	4	-1		-1	Move or Fire

Crossbows are Move or Fire weapons. If used by a mounted moving shooter, the crossbow may only fire on alternate turns. For a unit of mounted crossbows, half (rounded down) may fire each turn moving.

Bows

	Range	Strength	Save Modifier	Short Range	Long Range	
Shortbow	16"	3			-1	Volley Fire
Bow	24"	3			-1	Volley Fire
Longbow	30"	3			-1	Volley Fire

Bowmen can move and fire in the same turn but shots are at an additional -1 to hit.

Volley Fire: If a unit did not move in that turn, it may Volley Fire. Half the models in the third and subsequent ranks, rounding up, may fire in addition to the front two ranks. Volley Fire cannot be used as a Stand and Shoot Charge Reaction.

Blowpipe

	Range	Strength	Save Modifier	Short Range	Long Range	
Blowpipe	12"	D6	+1		-1	

Blowpipes can move and fire in the same turn but shots are at an additional -1 to hit.

Blowpipe darts are usually only effective if poisoned or drugged. Strength is variable with where the dart hits, quality of the poison and so on. Strength of a hit from a blowpipe is D6 so roll one D6 for each blowpipe unit firing in each shooting phase.

If the blowpipe user rolls a Strength of 4 or more the usual save modifiers do not apply. The target actually gets a +1 save against blowpipe darts. The strength of the blowpipe attack only applies to living targets or those vulnerable to poison. You could shoot darts at a wooden door all day and not break it down.

Black Powder Weapons

Rainstorm

When attempting to fire a Black Powder weapon in a rainstorm, roll a D6. On a result of 1-2, the weapon fails to fire. You will need to make this roll every time you try to fire for every weapon firing.

In addition to this risk of failure for Black Powder weapons, the ranges of all missile weapons are reduced by half during a rainstorm.

Arquebus

	Range	Strength	Save Modifier	Short Range	Long Range	
Arquebus	24"	4	-2*		-1	Move or Fire

Also known as a Handgun, Haynde Goyne or “Hackbut” in Reikspeak the typical Arquebus fires a one-ounce lead ball and has a bore of about 2/3 of an inch.

*Save modifier value includes additional -1 given by “Armour Piercing” special rule.

The Arquebus is a Move or Fire Weapon.

Blunderbuss

The Blunderbuss uses two sets of rules, one for when used by an individual and the other set for whole units armed with Blunderbusses.

Blunderbus Individual Rules

	Range	Strength	Save Modifier	Short Range	Long Range	
Blunderbuss	0-8"	3	-2	+1	N/A	Reloads
	8-16"	1	0	N/A	+1	Reloads

Can move and fire and is +1 to hit. No penalty for moving and firing or firing beyond half range. Instead, the Blunderbuss uses a different profile for shots beyond half range. Blunderbuss fire is S3 Sv-2 at 8" or less and S1 at 8-16". Cannot be fired in close combat. Once fired a blunderbuss user must spend a movement phase stationary to reload.

Any models in base-to-base contact with a target hit by a blunderbuss are also hit on a 4+. Any models (friend or foe) nearer than the intended target and too close to either side of the line of fire of a blunderbuss shot will also be hit on a 4+. If you suspect a model may potentially be hit draw a line between the shooter and the intended target and visualize this as a corridor with a width equal to the shooter's base. Any models within this area can potentially be hit and will be hit in a 4+.

Unit Rules for Blunderbusses

Massed blunderbusses have a fire zone that extends 12" forward of the unit and is as wide as the unit. Any model in this area is hit on 4+ unless behind substantial cover such as a hill or building. Massed blunderbuss fire is S3 but adds +1 to the strength for each additional rank of 5 models or more up to S5 if the unit is in Close Formation.

Volley Gun

	Range	Strength	Save Modifier	Short Range	Long Range	
Volley Gun	12"	4	-2*	+1	+1	Move or Fire except first shot each battle.

A volley gun is a carbine-sized weapon with several barrels, each loaded with one or more pistol balls. There is a single lock so all the barrels are fired at once. The volley gun is slow to load but a relatively handy firearm. To reflect this the first time a volley gun is fired in a battle the shooter can move and fire and has no penalties for doing so. After this first shot the weapon becomes a Move or Fire weapon.

*Save modifier value includes additional -1 given by “Armour Piercing” special rule.

A volley gun is +1 to hit at all ranges and has no to-hit penalty for firing at more than half range or when moving.

Ducksfoot Pistol

	Range	Strength	Save Modifier	Short Range	Long Range	
Ducksfoot Pistol	8"	4	-2*	Template	Template	Close Combat. Reloads

The Ducksfoot pistol has several barrels splayed in an arc and designed to all fire at once. They are popular with jailers, ship’s captains and others who think they might find themselves facing an angry mob.

In Close Combat the Ducksfoot pistol counts as a normal pistol (S4 Sv-2). In the shooting phase use the breath weapon template and roll a D6 to determine the number of hits. Distribute these among any targets under the template.

*Save modifier value includes additional -1 given by “Armour Piercing” special rule.

Once fired the user of a Ducksfoot pistol cannot fire again unless he spends a movement phase stationary to reload.

Wallbüchse

	Range	Strength	Save Modifier	Short Range	Long Range	
Wallbüchse	36"	5	-3*		-1	Move or Fire

The Wallbüchse or Wall Gun is a larger version of the Arquebus with a calibre of around 1" and firing a quarter pound ball. It is designed to be fired rested across a wall or rampart or from a stand or light carriage. They are also used as shipboard weapons.

As the name suggests, the Wallbüchse is mainly used from a defensive position.

*Save modifier value includes additional -1 given by “Armour Piercing” special rule.

The Wallbüchse has a crew of one but requires two crew to move it. Wallbüchses are rarely used in a mobile role on the battlefield but if this is done it requires a two-man weapon crew and is a move or fire weapon.

Sweeper

A sweeper is a form of swivel gun that is only used to fire anti-personnel shot. It is a Template weapon with all hits at S3 Sv-2.

Leadbelchers

	Range	Strength	Save Modifier	Short Range	Long Range	
Leadbelcher Cannon	12"	4	-2	Template	Template	Reloads. Artillery Dice of hits

Available to Ogre Leadbelchers only

Suffers no “to hit” penalties for moving, long range, or multiple shots.

Once fired the ogre cannot fire the weapon twice in a game unless they spend a full turn stationary to reload the cannon.

Light Cannon

	Range	Strength	Save Modifier	Short Range	Long Range	
Light Cannon	36"	7	-5			Cannon rules.

The light cannon is a weapon often used as a wall or ship-mounted swivel gun. It may have a bore of between 2" and 8" but the most common forms tend to fire a ball of around 6lb weight.

The light cannon follows the normal cannon rules with the notable exception that some well-armoured or magically protected targets may still be allowed a saving throw. Light cannon can also fire as Sweepers.



[Heroic Combat](#)

[Imperial Scrapboard](#)