A Guide to Cannons

"Our faith in Sigmar, strong as it may be, is often not enough to deter the evils that prowl these lands. A whiff of grapeshot, however, is quite often sufficient."

-Master Gunner Pumhart von Steyr

Of all its arms and armaments, no weapon is as integral to the defense of The Empire as the cannon. No blade of man made can so easily dispense with rampaging hordes and terrifying beasts that hide deep in the forests and hills. Originally gifted to man by their Dwarven allies, ingenious designers at the Imperial College of Engineers have refined the designs over the years, bringing rise to even more powerful contraptions (which are sometimes more dangerous to the user than their target!).

The ranger, power, and weight of artillery, among other things, make them operate differently than your average blunderbuss. Within this guide are a variety of weapons stats, weapon qualities, talents, and more to help your bring the power of the Empire's (and its enemies!) great weapons to life.

The Basics of Cannons

When it comes to using cannons, there are three main things that differentiate them from regular handguns: the weight, the ballistic complexity, and reload complexity.

Weight

Even the lightest of cannons are massive creations. The average piece comes in at about 8,000 pounds, making it impossible for even an ogre to carry in their arms. For

that reason, the chart provided later in this guide does not include encumberance values for the cannons listed. Instead, it utilzies a concept known as Motive Power. Motive Power is a rating of how many draught animals are required to move a piece of artillery at a constant pace. All draught animals listed in the Enemy In Shadows Companion count towards this minimum and Heavy Draught Horses count as two. One final note is that cannons can be pushed short distances without the usage of animals as noted within the *Mechanics of Cannons* section.

Ballistics

Unlike their simpler cousins, proper usage of cannons and artillery is far more complicated than mere "point-and-shoot". Without even a basic understanding of the physics propelling the cannonball, one cannot hope to make any effective usage of them. As a result, those without any advances in the *Ranged (Cannoneer)* or *Ranged (Engineering)* skills suffer a -30 to all attempts made to aim at an enemy.

Another key difference is the deliberateness of the aiming; while handguns can be aimed and shot in the same round, the lumbering nature of most artillery makes them difficult to adjust. Rather than provide a bonus to hit as with regular ranged weapons, the *Aim* action must be used to get the target in sights. If the enemy targeted takes a *Move Action* or are otherwise displaced, the cannon must be readjusted to their new location.

Reload

Preparing a cannon to be fired is also a complicated task: one must load the cartridge, insert the cannonball, and prepare the pricker, among other things. Similar to aiming, those without the *Ranged (Cannoneer)* or *Ranged (Engineering)* skill advances are unable to load artillery. The only exception is through guidance; a character with the Follow My Lead talent advances in the previously mentioned skills can can freely provide instruction to others how to properly do it. Those listening may freely use the skill advances and talents of those guiding them, but not their characteristics.

The Mechanics of Cannons

The mechanics behind loading and shooting a cannon can be broken down into four easy steps. Though numbered for convience, the first three steps can be taken in any order.

Step 1: Positioning

Though unable to move them long distances, small crews can push wheeled artillery small distances. The number of soldiers required to push a cannon is equal to how many animals are needed to pull it (motive power). If met, they can do it without testing, but if not, they must do an Athletics test modified by -30 per pusher missing, moving 1 foot per SL.

Step 2: Aiming

Once the cannon is in position, the next step is to aim. When taking an Aim action, have the GM do a hidden Challenging (+0) *Ranged (Cannoneer)* or *Ranged (Engineer)* skill test OR a Very Hard (-30) Ballistic Skill test and record the result.

Step 3: Loading

The process of loading an empty cannon is carried out as an Extended Challenging (+0) *Ranged (Cannoneer)* or *Ranged (Engineer)* skill test. The necessary success level varies per cannon and multiple characters can contribute to process (indeed, Imperial Army cannons are usually run by a four man team).

Step 4: Fire!

With the piece aimed and loaded, the final step is to fire! A character may spend an action to ignite the fuse, but requires no test to do so. What happens next depends on the range of the target: at short range or closer, they are too close to react and cannot dodge the incoming shot. If they are long or further, they may oppose the test using their Dodge skill.

In either case, the roll determined in Step 2: Aiming is revealed and used along with regular situational modifiers (such as range, size, and weather) to determine if it hits.

Example: *On their way back from a lucrative trip to the Border Princes, merchant brothers Breward and Yob Vikramsson spot a horde of undead assaulting an Imperial Outpost. Their master, a gaunt necromancer, watches gleefully from a cliff above. Not content to sit by, the two spring into action.*

Luckily for those soldiers, cannons are the pair's main wares. For their first actions, the brothers realize it would be quicker to push the cannon into position themselves than to try and manuever their stubborn ox. Working together, the two brothers combine their strength scores; Yob's impressive 45 and Breward's less-so 36 make for a total of 81. The two characters perform a single test and roll a 23: success! The one yard they may move is enough to turn it around towards the seige ahead.

Next, they set about aiming it. Breward, with a steady hand and trained eye, attempts an Aim test using his Ranged (Cannoneer) skill of 63. The GM rolls in secret: getting a 31, he succeeds with 3 degrees of success and
notes the result.

Yob, meanwhile, had been spending his action loading. Performing an Average (+20) Ranged (Cannon) skill test, he manages to roll a 42 under his total of 88, granting 4 degrees of success against the necessary total of 12. The next round, he continues his test, gaining another 4 SL with a roll of 45 and his brother joins in, attempting his own test towards the total which adds an additional 4SL. The cannon is loaded!

All that's left is to fire. Yob spends his action to light the wick and only seconds later the munition ignites, sending the 12lb ball of lead careening at the dark wizard ahead. The 3SL acquired by Breward while aiming is revealed and then modified by the applicable situational modifiers (in this case, +20 due to being in close range). The grand total is 5SL, and being so close, the Necromancer is unable to dodge; the connecting strike tears his head and torso clean off, killing him instantly and dissolving his undead thralls below.

ARMORY

CANNON	PRICE	MOTIVEPOWER	RANGE	DAMAGE	QUALITIES AND FLAWS*
Dwarf Bombard	50GC	2 O	100	+15	Reload 4, Obliterating (Small)
Dwarf Cannon	500GC	1 A	250	+30	Reload 8, Obliterating (Enormous), Unstoppable (5)
Dwarf Organ Gun	50GC	1 A or 3 O	100	+15	Reload 16**, Multi-shot (4), Obliterating (Small)
Empire Demi-Culvern	100GC	1 A	300	+15	Reload 8, Obliterating (Average), Unstoppable (2)
Empire Culvern	200GC	2 A	500	+20	Reload 10, Obliterating (Large), Unstoppable (3)
Empire Cannon	500GC	4 A	250	+30	Reload 12*, Obliterating (Enormous), Unstoppable (5)
Empire Great Cannon	1000GC	8 A	100	+15	Reload 16, Obliterating (Monstrous), Unstoppable (10)
Naval Swivel Gun	50GC	None	50	+10	Reload 3, Mounted

* All Cannons suffer from the Dangerous Weapon Quality and all Dwarfen cannons have the *Dwarfen Accuracy* Weapon Quality

** For every 4 SL obtained on the Reload test, the user(s) may fire one shot.

Cannon Qualities and Flaws

In addition to the qualities listed in the core rulebook, this guide provides new qualities to properly represent the nature of cannonfire. Unlike the core rulebook, Qualties and Flaws are presented in one group rather than seperate. Ones not listed below can be found on page 297 of the *Core Rulebook*.

Diffusion

The ammunition in question has been designed to break up into shrapnel upon firing, sacrificing concentrated firepower in exchange for wider coverarge. Cannons using this ammunition lose their Obliterating and Unstoppable Qualities if they posses them.

Dwarfen Accurcary

While generally smaller than their human-made counterparts, Dawi cannons make up for it with pinpoint accuracy. All weapons with this quality gain a +20 to aiming.

Entangle (Cannon)

The linking chain of chainshot makes for a fine way to lock down larger foes. Any enemy hit by this who does not suffer the effects of Obliterating (X) gains an *Entagled* Condition with a Strength equal to 100.

Incendiary

Some types of ammunition are designed to start fires rather than break through walls. Ammunition with this act as a normal cannonball when fired; however, upon contact with its target, it ignites chemicals within, exploding into flame and granting 5 Ablaze Conditions to everything within Blast range. If a fumble is suffered while firing or loading, it explodes to the same effect.

Mounted

Some cannons are attached to a fixed point, granting greater stability at the expense of mobility. Cannons with this quality may not be moved but gain +20 to all tests to aim.

Multi-shot (x)

The maddest of engineers have developed cannons with more than one barrel. Weapons with this quality can fire as many shots in one test equal to their rating.

Noxious

Chemical weaponry is no stranger to the Empire, though what was once accomplished through rotten cattle carcasses is now done through more sophisticated means. Ammunition with this quality is stuffed to the brim with all manner of caustic chemicals, leaving the impact location a no-go zone. All enemies who enter within the ammunition's

AMMUNITION

AMMO TYPE	PRICE	ENC	RANGE	QUALITIES AND FLAWS
Roundshot and Powder	10/	2	As Weapon	Accurate
Grapeshot and Powder	15/	1	1/10 of Weapon	Blast 10, Diffusion, Terrifying
Chainshot and Powder	2GC	4	1/10 of Weapon	Blast 3, Entangle (Cannon), Imprecise
Carcass and Powder	3GC	2	As Weapon	Blast 5, Incendiary, Noxious

Blast rating yards of the striking point must make a Challenging (+0) Endurance test or gain 1 Poisoned Condition. This posioned area lasts for five minutes.

Obliterating (Size)
The force of a cannon's blast in unmatched by even the mightest of earthly creatures, tearing through scales and ripping off limbs on even the weakest of hits. When striking an enemy of the listed size or smaller, the creature's armorat the struck location is destroyed, it is reduced to zero wounds, and is subjected to a severe critical injury: roll 2d10 and add 80 to the results to determine the critical wound suffered. For every level of size below the Obliterating rating, the target suffers an additional critical to a different location (such that an Average sized creature would take 2 criticals if the size listed was large).

Terrifying
Marching against a cannon is never an easy thing, but some pieces are more intimidating than others. Antipersonnel ammunition is deadly enough to make even the most disciplined of units break rank. Characters targeted by shots with this quality must succeed against a -20 Cool test rather than the normal +20.

Unstoppable (x)
So powerful are cannons that their ammunition can plow through rows of targets without slowing. Shots from this cannon continue on past the first target and will strike an additional number of targets behind them equal to the rating.

Special Qualities and Flaws
The below quality and flaw are not listed as part of any of the above Cannons or Ammunition. Rather, they are only used circumstances mentioned below.

Aiming Tools
While most gunners hit their targets through trial and error, there are tools to help those who wish to be more precise in their aim. Cannons with this trait allow the gunners to attempt a Challenging (+0) Intuition or Easy (+20) Lore (Science) test to determine what their aim roll was before they fire.

Your standard issue cannon does not have this trait, though some specialist ones are constructed with sights. Additionally, any user armed with a Gunner's Quadrant treats all cannon's they aim as having this trait.

Safe
High qualitiy iron or other production methods have made the item in question fail-proof. Standard cannons do not come with this quality but version with them can be constructed or purchased at three times the price. If added, cannons with this lose the Dangerous quality but suffer Fumbles as normal. If these cannons suffer damage, they regain the Dangerous Quality until repaired.

Volatile
Serious damaged has left this cannon incredibly dangerous. The cannon suffers a Misfire! and explodes whenever a fumble is rolled rather than on even fumbles only. The GM should grant this to any cannon that suffers even a single point of damage.

New Career: Gunner
Dwarf, Human

Through thunderous fire, you dominate the battlefield and bring to heel even the greatest of foes.

Gunners serve as the backbone of Imperial and Dwarven armies, tending to artillery that is as powerful as it is dangerous.The complexaties of cannon-usage means that crewmembers are typically given specialized roles, such as loaders tending to the powder and Gunner Sargeants taking care of the animals and aiming. That being said, the inherent deadliness of the job means that even Master Gunners help fill in during the heat of battle.

'Wizards? Bah, who need 'em?! A crew o' gunners and a cannon are far more reliabile than those Wazzoks. Far less likely to blow you up, too.

-Nokri Garkinssnev, Dwarven Hammerer

Due to the many horrible creatures that inhabity the untamed areas of the world, Gunners and their crews are always in high demand among adventuring types. For those employed by the Imperial Army, cannons are not typically assigned to patrol duty, allowing crews ample free time to pursue their own matters.

Gunner Advanced Scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
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Career Path

Cannon Loader - Silver 1
Skills: Athletics, Consume Alcohol, Cool, Dodge, Endurance, Gamble, Perception, Ranged (Cannons)
Talents: Marksman, Safety First, Rapid Reload, Unshakeable
Trappings: Powder charge, Cannon Sponge, Rations

Gunner - Silver 3
Skills: Animal Care, Animal Training, Charm Animal, Drive, Ranged (Blackpowder), Outdoor Survival
Talents: Animal Affinity, Fast Shot, Predictive Aiming, Sniper
Trappings: Breastplate, Demi-Culvern and Crew of 3 Cannon Loaders, Gunner's Quadrant, Handgun

Artillery Captain - Silver 5
Skills: Leadership, Lore (Warfare), Melee (Any), Ride
Talents: Concentrated Fire, Deadeye Shot, Read/Write, Warleader
Trappings: Commision, Company of 10 Cannon Crews, Light Warhorse, Officer's Weapon

Master Gunner - Gold 1
Skills: Lore (Science), Navigation
Talents: Follow My Lead, Inspiring, Orientation, Savant (Science OR Warfare)
Trappings: Cannon Battalion, Great Cannon

TALENTS

Concentrated Fire
Max: Fellowship Bonus
Tests: Leadership tests towards cannon crews
You possess a keen understanding of how to best coordinate the efforts of those who serve under you. Whenever commanding cannon crews, you may designate a particular enemy for your troops to target. All aim actions to hit this enemy gain a +10 for every level of this talent purchased.

Follow My Lead
Max: 1
Your mastery of all things gunnery allows you explain even the most complicated of concepts in a simple manner. By spending an action, you may personally guide someone in proper cannon usage as a free action, granting them your gun-related talents and skill advances on their next turn.

Predictive Aiming
Max: Initiative Bonus
Tests: Aim tests to predict enemy movement
Your ability to predict your enemy's next step is unmatched. Before making an aim action at an enemy, you make make a Challenging (+0) Intuition test to try and determine just where they plan on going. If you succeed, you succesfully predict their next action and do not forfeit the aim if they move.

Safety First
Max: 1
Unlike most of your compatriots, you value safety above all. Whenever a cannon you were involved loading suffers a Fumble, roll a d10. On all results except 9, the Fumble becomes a simple failure. Otherwise, proceed as usual. If more than one loader posseses this talent, both may make their own individual rolls and BOTH must roll a 9 to suffer the fumble.