



Standard War Machines

Standard War Machines

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Ballista	211	6"	4	3 Fixed	1	8	Wounds / 2	1 / 3, Range:30", Str (3), d3 hits, d3 wounds	Fires Every Turn Base 4
Light Catapult	166	6"	4	3 Fixed	1	8	Wounds / 2	Stone: 1 / 3, Range:30", Str (3), d3 hits, d3 wounds Shot: 1 / 3, Range 18", Str (1), 3d3 hits	Base 9
Catapult	298	6"	4	3 Fixed	1	8	Wounds / 2	Stone: 1 / 3, Range:36", Str (3), 2d3 hits, d3 wounds Shot: 1 / 3, Range 24", Str (1), 4d3 hits	Base 9
Light Cannon	348	6"	4	3 Fixed	1	8	Wounds / 2	Ball: 1 / 3, Range:30", Str (4), 2d3 hits, d3 wounds Shot: 1 / 3, Range 24", Str (2), 3d3 hits	Base 9
Cannon	691	6"	4	3 Fixed	1	8	Wounds / 2	Ball: 1 / 3, Range:36", Str (4), 2d3 hits, 2d3 wounds Shot: 1 / 3, Range 24", Str (2), 4d3 hits	Base 9
Heavy Cannon	1025	6"	4	3 Fixed	1	8	Wounds / 2	Ball: 1 / 3, Range:36", Str (5), 2d3 hits, 2d3 wounds Shot: 1 / 3, Range 24", Str (2), 5d3 hits	Base 9
Mortar	199	6"	4	3 Fixed	1	8	Wounds / 2	1 / 3, Range: 12" - 36", Str (2), 4d3 hits	Base 9
Heavy Mortar	342	6"	4	3 Fixed	1	8	Wounds / 2	1 / 3, Range: 12" - 45", Str (2), 6d3 hits	Base 9

Special Rules

- All war machines are considered to have a morale of 8, unless otherwise stated in the different races' army lists.
- All war machine missile attacks are considered to have the "Artillery" ability.
- All war machines fire every other turn, unless otherwise marked.
- All war machines are Base 9 unless otherwise stated.