

# **„AND THE CAISSONS KEEP ROLLING ALONG“**

Expanded Rules for Artillery in Triumph and Tragedy

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Based on rules and concepts by Björn Reichel and Christian Steimel



## Introduction

This article aims to clarify numerous issues which have arisen over the years since the first release of *Triumph and Tragedy*. Until the incorporation of these rules into a proper publication, you may use these rules to represent various types of artillery in your games of *Triumph and Tragedy*.

The general firing procedure is outlined in the *T&T* main rules.

## Types of Artillery

There has been some confusion as to what kind of artillery falls into which category. The following is to be used as a general classification, and should be considered a guideline and not a definitive listing.

All artillery pieces fall into one of the following categories: light mortars, mortars, light field guns, field guns, howitzers, anti-tank guns and off-table artillery.

**Light Mortars** are small-calibre, indirect-fire weapons. They use the small “Hand Grenade” template and have a maximum range of 48”, and a minimum range of 12”. They may fire over intervening terrain if they have an observer figure which can see the target and is within 12” of the mortar, or within unit coherency if the unit leader.

For example, you could have a Hero directing the fire of a mortar unit behind a hillock on which the hero figure is positioned, or the unit leader at the edge of a ditch, while the mortars are positioned at the bottom of said ditch.

Since the light mortar is rather limited, you may allow for two light mortars in place of each heavier piece (i.e. have a mortar squad of two teams of 4 crewmen and a leader).

A light mortar should cost 50 points apiece, plus costs for the crew.

**Mortars** work like the above light mortars, but have a maximum range of 60” and use the normal artillery template. They cost 75 points apiece plus crew, and are single artillery pieces (as opposed to the two-for-one light mortars).

If you wish to differentiate, mortars which fire high explosive grenades have anti-tank values like their field gun counterparts (-1 and -2, respectively). If firing fragmentation or “shrapnel” grenades, the modifier may be removed (since most enclosed armoured vehicles, even the primitive ones primarily discussed within these rules, can withstand those).

**Light field guns** are light pieces, such as “battalion guns”, “screw guns”, “trench guns” and “mountain guns” (broadly-speaking, anything below 50-60mm calibre). They work like artillery, but use the small “Hand Grenade” template, and only cost 75 points. They have an armour penetration modifier of -1 (like hand grenades).

**Field guns** are the main category of artillery. They comprise calibres from 50 to 100 or 120mm. Examples would be the German FK 96 77mm gun, the Russian 76mm field gun, the British 18pdr, and the French “Soixante-Quinze” 75mm. Use the artillery rules as described in the main rule, and apply a -2 modifier against vehicles. Note that they can only fire in direct line, although the umpire may allow for some “crossing trajectory” if the piece is positioned on a suitably elevated position (a hill or similar). Field guns cost 100 points apiece, plus crew, which should be a realistic number (at least five, possibly more).

**Howitzers** are a type of field gun that can fire on a higher trajectory than direct-fire artillery, but not as steeply as a mortar. They may shoot over friendly units without requiring an observer, and you may allow them to fire over low obstacles such as a scrub patch or a hamlet of low huts; if positioned on a hill, they should be allowed more than a regular field piece. I am reluctant to cost them considerably higher than field guns, and their availability should probably be regulated by an umpire, by TO&Es or agreement by the players. They have lower muzzle velocities than direct-fire field guns, and you may use this to justify a modifier of -1 for shots against vehicles, as compared to the normal -2 for field guns.

**Anti-tank guns** are specialized artillery pieces to deal with armoured vehicles. I’ve included them for the sake of completeness, although they only become available in numbers in the late 1920s and early 1930s. This entry considers small-calibre AT guns such as the German Pak 36. Treat them like light field guns, but with a vehicle damage modifier of -3. They cost 85 points apiece.

**Off-table artillery** is a catch-all term to include large-calibre field guns, mainly French 155mm, British 8” howitzers, German 21cm mortars, and the like; and may also be used to represent truly long-range guns such as railway artillery or ship’s guns used for shore bombardment. Use the rules as described in the main rules. If you need to value OTA, I suggest a cost of 50 points PER SHOT, although I would strongly suggest using an umpire’s decision, or a (random) number of shots determined by scenario regulations. If you wish to use OTA to represent truly large calibres or high-intensity barrages, I’d suggest using multiple shots instead of larger templates or higher damage effects.

## **Other Artillery**

If you wish to represent specialized types of artillery, such as anti-aircraft, I suggest using the type of field gun best matching the size, and allowing it to fire at aircraft.

Rockets are described in the Colonial supplement, as are primitive automatic weapons; more modern machine guns are described in the main rules.

## Summary Table

<b>Artillery Type</b>	<b>Range</b>	<b>Template</b>	<b>Anti-Tank</b>	<b>Special</b>
Light Mortar	12-48	2''	-1 HE, 0 Fragn.	Indirect (high trajectory)
Mortar	12-60	4''	-2 HE, -1 Fragn.	Indirect (high trajectory)
Light Field Gun	Table	2''	-1	Direct (flat trajectory)
Field Gun	Table	4''	-2	Direct (flat trajectory)
Howitzer	Table	4''	-1, unless large calibre, then -2	Indirect (medium trajectory)
Anti-tank	Table	None, or 2''	-3	Direct (flat trajectory)
Off-table	Table	6''	-2	See rules