Swordcraft Ltd
WAR MACHINES HANDBOOK

Credits

Written by Nathan Reid

Proof read and approved by Swordcraft Ltd

Photographers : The Professional Hobbyist, MargieB Photography - LARP, Penwoody Photography, and thanks to all others unable to be credited properly.

This Document will outline the allowed War Machines allowed at Swordcraft and their required rules to be able to field.

Contents

Requirements
(TLDR)

No sharp surfaces exposed anywhere on War Machine.
Bolt/Screw threads kept short on external areas.
MUST have a form of wheeled carriage.
MUST be able to shoot a single shot to 20 Meters to pass.
MUST be able to shoot Grapeshot to 10 Meters to pass (if used)
Pushrods MUST be safe much like a Banner Pole (capped ends and no sharp parts)
No Crossbow type firing style (tethered limbs/arms, proper Ballista style)
No open sling-shot style.
Ability to lock fire mech (catch nock point, trigger lock, etc) so doesn't fire whilst on move.
Cannon like weapons must have barrels of MINIMUM 1M long, plus extras to not look like a plain pipe with rubber bands.
Have a reference picture of what your war machine is based on.

Carriages

All War Machines <u>MUST</u> be wheeled, this is to represent that they are "heavy" equipment, so they cannot be carried across the battlefield.
<u>Only Exception to the wheeled carriage is a Trebuchet, because of how it works, it is not required to have wheels.</u>

Examples of carriages:
- Tripods
- Gun cart
- Pedestal
- Split Carriage

Carriages can be any size, so long as you are able to move the War Machine. They can also lock down onto the ground, the ability to lower the carriage onto the ground like folding wheels up.
Carriages must look sturdy and be able to support the weapons system it is used for, if it was real, so smaller limbs for cannons are not advised.

Carriages may also have shields attached to protect the crew from Normal Missile weapons (arrows and bandgun rounds) but will take damage to War Machine from Siege

Missiles.
Carriages must be able to remain stationary when the weapons attached are in use, so you can not "run and gun" with a war machine with a carriage (does not apply to War Vehicles)
Carriages must be able to stand unaided and hold their weapons up for use unaided, so a tripod must be able to stand and hold a swivel cannon.

Crew

There must be a minimum of 2 crew per War Machine, for the War Machines to be able to be used.
The crew can use any weapons or armour they wish to use whilst crewing the War Machines, and can swap mid game if needed, but allowed by only the owner of the War Machine. Same idea as if you were borrowing any gear, ask if you may help crew the weapons with the owner.

War Machine Damage Points

A War Machine will have a variable number of DP depending on size, necessary crew numbers and armament

The smaller the War Machine, the less DP it will have, the larger the War Machine the more DP it will have

Examples :

- simple barrel on tripod may have 1 DP,
- larger tripod and ball joint mounted barrel may have 2 DP
- Gun Carriage Hell-Blaster with 1M large wheels may have 3 DP
- Shielded Gun Carriage cannon may have 3 DP
- Single wheeled pedestal mortar may have 1 DP
- Steam tank may have 5 or more DP pending its size

The more Ornate the War Machine looks, and the larger it is, the more DP it can gain, please keep this in mind.

A war machine may only be damaged by attacks causing Siege Damage.

When a War Machine has no DP left, it is considered destroyed and the crew may decide to abandon the War Machine and fight, or they may choose to step away from combat and stay with the War Machine near combat by telling players to move around them or move with the War machine out of the combat area (move into terrain or flee the field)

If the Crew are all killed, then the War Machine is also considered Destroyed.

The crew of a war machine (other than a steam tank) is also required to take a death if their machine is surrounded and it is no longer safe for them or people around them.

If respawns are in play, when the crew all die, they may take the War Machine with them to respawn and the War Machine comes back with its full DP, otherwise they may act as normal as above.

War Machine Repairs

Only Blacksmith styled healers (or equivalent of your race) may "repair" War Machines. You must act out "repairing" the War Machine in a meaningful way, the rest of the healing is done the same as normal, perform a stone test, if passed, continue healing if needed, if failed, lose a stone like normal and the healer must try again.

You may only heal 1 Damage Point Per Stone Test. Multiple blacksmiths may "repair" at same time, but DP cannot exceed its Given Value, so if a War machine has 3 DP, it cannot gain more than 3.

"Repairing" a Steam Tank must be done from outside the War Machine, to act as though you are repairing the damage done to the armour plating.
Treat repairing all War Machines the same as healing a player, it must be stopped, not in combat (shooting at players), and if War Machine are hit (by Siege Missile) or smith is hit, the repair fails as normal.

Construction

All War Machines are required to have a sturdy frame/carriage and barrel/arm.
Any building material may be used, but remember it must be mobile and you are willing to transport it to and from the field.

The external of the War Machine must look like something out of the Warhammer Universe and from the relevant Faction it is in. So Dark elves won't use an Empire hell-blaster as an example.

Penwoody

All External surfaces shouldn't have any sharp faces or points, or overly exposed threads from bolts and screws. Things such as hose clamps shouldn't have lots of over exposed thread either and should be covered if it does extend out from being done up so much.
It is encouraged that the external faces and parts of the War Machine be painted or covered to look more Medieval/Fantasy and also to match the Faction/Warband it is part of.

The firing mechanism can be whatever is legal and safe and doesn't destroy the War Machine when used.
Examples of what can be used for propulsion :
● Stronger bandgun tubing then bandgun rounds
● Low Velocity tennis ball launcher
● Weights not exceeding 60KGs
● Flexible plastic for throwing arms
● Air or gas propellant

Loading push rods that have a lanyard must not have the lanyard length longer than the push rod and a half, to ensure that the push rod is not launched during a miss fire.

The Firing mechanism must have a safety catch of some kind so that it does not fire accidentally when moving or if hit near the firing mech.
Examples of safety catch:
- Notched flange
- Gate latch
- Shaft blocker
- Stick in rope

When deciding on what type of War Machine to construct, make sure it is going to be able to withstand arrows, melee strikes and it can withstand other Siege Missiles.

Ammunition / Siege Missiles

"Single shot" ammo must be at least 100MM in length and 65MM in width. Must reach 20M when fired as a single round.
"Grapeshot" ammo can be any size. Must reach 10M when fired as single round
All ammo must be safe enough to be able to be shot at anyone anywhere without causing injury.
All ammo must be covered in cloth or smooth tape.

Examples of passed ammo :
- Tennis ball on end of pool noodle wrapped in tape or cloth
- Large Foam "stress" balls
- Foam Blocks

Other options can be used provided they are of similar quality, all must be shown to EQ before being allowed on field, and must be shown being used in the War Machine.

All Siege Missiles that are in motion once shot, kill a player or summoned creature wherever they are touched/hit by the Siege Missile on the body, including head, hands, feet and groin that normally don't count. This is also any part of equipment you are wearing or holding, meaning any shields, banners, cloaks/capes, and weapons that are touched at any point kill the player.

All Siege Missiles can bounce off players and kill multiple players should it keep moving after being fired.

If you are told you have been hit by a Siege Missile, assume you didn't feel it, but other players saw it make contact with you and take the death, as the crew will be watching where their Siege Missiles land.

Single shot Siege Missiles do 1 damage point to Epic Creatures and other War Machines, but Grapshot does not do damage to either.

War Machines can load multiple of the same type of Siege Missile if able to, but not mix both types of Missiles.

Prop Weapons

Petards/Bombs

Petards/bombs are explosives, magical or mundane, that require 1 hand to carry.
They must be a minimum of 300mm wide, long and deep, that looks like a Medieval/Fantasy bomb from the Faction/Warband using it. A generic Petard/Bomb is just a wooden powder keg that can be used by any faction. It cannot look modern or have modern looking material on the outside.

Petards/Bombs will deal 1 DP when used, Petards/Bombs don't respawn with Players when respawns are in play.

To use a Petard/Bomb you must carry it to War Machine and place it down next to the War Machine, act like you are lighting the fuse or casting a spell to ignite it and then yell "Fire in the Hole". If a player using a Petard/Bomb is hit when setting it up, the Petard/Bomb doesn't ignite and can be tried again. Once "Fire in the Hole" has been called the Petard/Bomb is expended and moved out of the way (treated same as used ammunition, moved out to safe spot nearby) and the damage is applied to the War Machine it is placed next to.

Petards/Bombs are able to be "re-make" if the prop is able to be re-acquired after use. The user must "re-make" the prop for 30 seconds acting as if rebuilding the prop and then perform a stone test, if successful, it can be used again, if failed, lose a stone like normal and redo the "re-make" again.

Land Mines

Mines are a dedicated anti-War Vehicle weapon.
They must be of at minimum of 500MM across/diameter in size. Mundane mines appearance must be built up to look like it has packed explosives inside a shell of some form, and have a fuse style point. Magical mine appearance must be clearly looking runed and magic circle style etchings, coloured markings that differ brightly from the base. Other styles for magics can be packed with ingredients needed to make explosives like alchemy use.

To use a Land Mine, you must first "prime and set" the mine. This is done by acting out that you are setting the fuse, etching the magical runes in the ground, for 5 seconds, then players must do a stone test to see if you were successful in "prime and set" of the mine. Once set they must be left in place unless the user comes back and "defuses" the mine with another stone test, if successful, they can pick up the mine and move and re "prime and set" at another location.
If a stone test is failed, normal rules apply of lose of stone and players may re-try the stone test.

Land mines do 1 DP ONLY to War Machines that move over it, they DO NOT harm players. War Machine crews and players MUST treat enemy Land Mines as <u>invisible</u> and "move over " the mines as if they weren't there, whilst <u>not actually</u> standing/moving (if possible) over the Land Mines to avoid damage to the props. When a War Machine has "moved over" the Land Mine, damage is applied and the mine is turned upside down.
Upside down Land Mines are expended and have their damage applied to a War Machine, and must be treated as used ammunition.

Please keep in mind if the Land Mines are set in areas where large fights could happen, they may be stood on and this is a risk that players using Land Mines must take into account when using them.

Land Mines are able to be "re-make" if the prop is able to be re-acquired after use. The user must "re-make" the prop for 30 seconds acting as if rebuilding and then perform a stone test, if successful, it can be used again, if failed, lose a stone like normal and redo the "re-make" again.

Wheel Jammers

Wheel Jammers are exactly what the name says.
Any Wheeled War Machine can have its movement impeded by these props.
They must be of minimum 65MM wide and 1M long piece of cloth wrapped foam (think pool noodle) to look like a piece of wood.

These props must be "re-make" at the start of a round/fight, 30 second "re-make" must be acting to build the prop, then perform a stone test, if successful, the prop can be used immediately and handed to any player, if the test failed lose a stone like normal and retry the "re-make" again.

To use a Wheel Jammer, it must be placed in a wheel of a War Machine. If it cannot be placed in the wheels because the wheels are too small, it will have no effect on that War Machine, as it must be able to be placed into the wheels
When placing a Wheel Jammer, please be mindful of the Equipment you are placing it into, and not damage the War Machine by hitting the wheels.

To remove a Wheel Jammer, a crew member must come out and physically remove the Wheel Jammer, and put it down next to the War Machine, treat it like ammunition and moved out of the way.

Wheel Jammers are able to be "re-make" if the prop is able to be re-acquired after use. The user must "re-make" the prop for 30 seconds acting as if rebuilding and then perform a stone test, if successful, it can be used again, if failed, lose a stone like normal and redo the "re-make" again.

War Machine Specifics

War Vehicles - Steam Tanks, War Wagons, Doom Wheels and the like

War vehicles must be a fully enclosed mobile vehicle. The minimum size is 2M wide, 2.5M long and 1.5M high, as the Vehicle must have a minimum of 2 crew like all War Machines, so keep that in mind when building one. They may have any number of port holes for weapons to shoot out of. Please keep any Vehicle relevant to the Faction it is a part of. Any Ranged Siege Missile weapon on the Vehicle must have a "Mounted Point" to be fired.
Example of "Mounted Point" :
"Cannons must be attached to a rail/fixed point and pivot in a porthole window or turret of a Steam Tank"
Vehicles must also have a clear entry/exit point for emergency access.

Ballistas

Ballista style War Machines must not use the rope in between arms for use of propulsion to fire Siege Missiles. The Rope in between arms must be fixed to the main body and ornamental only, use an "open topped" cannon style for the propulsion of Siege Missiles.

Catapults

Catapults must have their throwing arm wrapped in material in the case that an arm snaps and is potentially launched. It is advised that they arm also have a tether so it cannot be thrown should the arm break. The Surface that "catches" the arm when firing should have heavy amount of padding for the consistent force applied when firing the Catapult, and also be wrapped in case the "catch" snaps under firing pressure.

Trebuchets

Trebuchets should have the same style of wrapped material like a Catapult arm in case the arm snaps. Please keep in mind the flick of the arm and net of War Machine and the pressure that will be applied to the swing point holding the center arm and weight, so using a thick wooden pole, a steel bar or similar for the pivot pole. Ensure that the Frame of the body can withstand the swinging weight and won't lean to the side and keep the body upright.
Have a form of wheel chock if the trebuchet is wheeled to avoid rolling when fired.

Cannon-Like War Machines

Cannon-like War Machines (cannons, hell-blasters, volley guns, mortars, etc.) must be a minimum of 1M in barrel length. It must be on some form of wheeled carriage The barrel must be "enclosed" to appear like a cannon barrel, it can have open sides for the propulsion to move inside the barrel. The back end of the barrels must be decorated to not have the appearance of just a tube with rubber bands. So things like stocks, ignition ports, firing hand grips or loading ports are required.

War Machine Rules

Each War Machine can only be Targeted and damaged by other War Machines with Siege Missiles. Epic Creatures, Normal Missile Weapons or melee weapons CANNOT target or damage War Machines, But the crew are open to be hit and shot at. Only exception is the crew WHILE INSIDE a Steam Tank for their own safety, if the crew leave the Steam Tank during play, they are open to be targeted like normal.

Each War Machine crew should be aware of the Damage Points the War Machine has.
Each Warband bringing a War Machine to a game night should notify their chapter prior to arrival, so the Marshals are aware.
If a War Machine is surrounded and cannot move to safety, the War Machine along with the crew will be considered "Over Run" and dead.
Exception is a Steam Tank.

If any player makes contact with any War Machine that isn't part of the crew, the player is killed much like if they have been shot by Siege Missile. This is for the Safety of the player, the crew and the War Machine, and to discourage people attacking War Machines instead of the crew.

When War Machines are moving, Players Alive or Dead <u>MUST</u> make way for the War machine, as it is easier for players to move, than it is for a War Machine, partially Steam Tanks
If an abandoned War Machine is in the way of combat or other War Machines, only crew or Marshals may move the War Machine as required.

War Machines may move "In Battery" which is War Machine Primed and loaded, ready to fire, but must be stationary to fire its Siege Missiles.
War Machines cannot be loaded whilst moving, because you can't load and prime the War Machine safely when moving.
War Machines that can be moved, must start with its crew on their side's spawn zone.
All War Machines must be spawned unprimed and unloaded, at start of game/round or when it respawns with crew.

Margaret Bosidis Photography

Unique Rules

Steam Tanks

The very front angled plates that form the front face of the Steam Tank ignore Siege Missile damage, though the rest of the Steam Tank, including the roof, still take Siege Missile Damage like normal.

Steam Tanks Require a Crew member to be its guide from the outside of the tank and keep count of the hits it takes and inform the crew when it is destroyed. The guide must also keep an eye on players near the Steam Tank and move them when required so the Steam Tank can move where required.

Steam Tanks require 3 players to field, 2 to use the War Machine, and 1 to Guide.

The Steam Tank Requires a Tank Commander, they are responsible for the direction of the tank and crew inside. Should there be any problems with the Steam Tank, they should communicate with the Guide and vice versa.

At no point can any player not part of the Crew reach inside the Steam Tank through a porthole, this is for the safety of crew, players and the War Machine, any player that does so during play is killed by making contact with the Steam Tank.

Isle of View Photography - Margaret Bosidis

Trebuchets

Trebuchets may be set up in a coned off area known as a "Dead Zone" which is the same length of the arm around the War Machine. So a 2M arm will have a 2M Dead Zone.
The crew will still need to start in the spawn area and can run into the Dead Zone to begin using it. At no point can any other player, other than crew and Marshals, enter the Dead Zone.
A Dead Zone must be set up at the start of a Quarter, and can't be moved between rounds, so it doesn't take up game time for resets. It can be set up within the starting half of the field on, or at the Marshalls discretion.
If the enemy team reaches the Dead Zone, the War Machine is considered "Over Run" and is destroyed. The crew can abandon the War Machine if safe to do so and rejoin the fight if not surrounded.
The Dead Zone is there for the safety of players because of the flick a Trebuchet can create when firing, and no one should enter the Dead Zone when firing, marshall or player.

End notes

Not all War Machines in photos will pass current rules, as some may be to short in shot or barrel, or other parts of requirements. But they serve as ideas and examples for future builds, and that all races have access to War Machines.

Further updates and changes will be logged at end of document here.

We Hope that this document helps and answers all questions about War Machines at Swordcraft.

V1.0