War Wagons

War wagons were used as defensive positions to neutralise enemy cavalry and form a platform for initially holding enemy attacks and then launching counterattacks. The Hussite leader, Jan Zizka, developed innovative tactics with armoured war wagons (vozová hradba) to support the peasant revolution in early 15th century Bohemia.

A typical war wagon profile is provided below:

<table>
<thead>
<tr>
<th>ORDER</th>
<th>MR</th>
<th>SHOOT</th>
<th>ATTACKS</th>
<th>HTH</th>
<th>ARM</th>
<th>KILL</th>
<th>HITS</th>
<th>DL</th>
<th>ML</th>
<th>PTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLOSED</td>
<td>12</td>
<td>4+</td>
<td>1 PER CRW</td>
<td>4</td>
<td>6</td>
<td>4+</td>
<td>4</td>
<td>7</td>
<td>7</td>
<td>150</td>
</tr>
</tbody>
</table>

Weapons: 6 crew: all armed with Halberds, 3 x Heavy Crossbow or Handgun
Armour: Light Armour
Special Rules: War wagon
Upgrades: None

Some armies armoured and reinforced their war wagons is noted in the relevant army lists.

Crew

The crew of a war wagon are not permitted to leave the wagon unless forced to through morale failure or losing a round of combat. If there are fewer than five crewmen, they suffer all of the penalties for being shattered (see page xx), except that they do not suffer the –1 penalty to their MR for being under minimum strength. The number of crew is counted as the number in the whole unit of war wagons.

If the crew of a wagon mounted artillery piece is reduced to fewer than half its number or fewer, its capacity to fire is reduced. The SHOOT value of the crew is worsened by one point.

War wagon units and movement

War wagons are organised into units of between one and six models and must remain within 15cm of another model in the unit. For determining unit strength, count the number of crew. War wagons move in the same manner as elephants but are always moved as individual models even if they are in units. They may not march but may add 5cm to their MR if their entire move is on a road and in a straight line.

War wagons do not need to make simple or complex manoeuvres; simply face the wagon the direction you wish it to go and move the model. However, if a war wagon moves in any direction other than a straight line then it travels only half the MR listed on its profile. If a turn is more than 90° then it may make no other movement that turn.

War wagons that have not moved that turn (or upon deployment) may be shackled together by means of chains. To move again, a whole turn must be spent to unlink the wagons. Shackling them provides formed infantry between the wagon with protection from enemy troops – the unit counts as having the advantage of terrain for combat resolution (page 59).

War wagons and terrain

Except for shallow water and other uneven terrain war wagons treat all terrain as impassable. War wagons count distances doubled when travelling in uneven terrain. Situations such as flanking may cause war wagons to cross rough or very rough terrain or an obstacle. Roll a D6 for each war wagon that touches the terrain: they are destroyed on the score of 1–3. Each time the war wagons move through such terrain they must test. War wagons that survive treat the terrain as if they were closed order infantry for the purposes of moving out of it.

Charging with war wagons

War wagons do not double their MR when they charge and follow all of the restrictions that other troops face when charging. Enemy cavalry and chariots may only opt to flee in the face of a war wagon charge. All war wagons are terrifying (see page 114) and, for the purposes of outnumbering, count as a number of models equal to their starting number of hits, in the same way as elephants. This always stays the same and is not reduced if the war wagon or the unit loses hits during the game.

Shooting from war wagons

Missile weapons that are unable to move and shoot may shoot in a turn that the war wagon moves but suffer the –1 penalty for doing so. Wagon mounted artillery may not move and fire.

Shooting at war wagons

Only ranged attacks from artillery can harm the war wagon. If the wagon is reduced to 0 hits by artillery it is destroyed and any crew are killed. When shooting at war wagons with lighter weapons, the crew is treated as the target and counts as in hard cover. Crew use their own ARM.

War wagons and hand-to-hand combat

War wagons act in the same manner as any other troops in hand-to-hand combat, albeit that they are far more powerful. As they are terrifying (see page xx), war wagons automatically disrupt any unit they charge unless the target is also terrifying. The war wagon gets only one attack for each crewman beyond the first (but never gets one “for free”). War wagons may only hold as a charge response. Each war wagon is treated separately in combat, even if part of a unit, although multiple combats may still arise.

When fighting against a war wagon just roll the usual number of attacks against the war wagon profile, representing attempts to tear parts of the wagon apart or topple it, and to stab crew members through openings. Cavalry and chariots lose all bonuses for weapons and unit rules such as fearesome and warhorses when they charge. Two handed weapons never auto kill against war wagons.

For each damaging hit that is not saved by a war wagon, one crewman is removed as a casualty – note that a –2 penalty applies to “to kill” rolls (see page 57). This does not give the opposing unit an extra casualty for combat resolution.

In combats involving war wagons, the +1 closed order infantry and depth bonuses for combat resolution are not applied. The war wagon unit counts as having the advantage of terrain for combat resolution. If the war wagon loses the combat, treat this as it were a normal combat (i.e. take ML test, automatically break if the whole unit, not the individual wagon, is under 5 models strong, etc). War wagons are never pushed back and never retreat (they become disrupted though). If the crew flies or retreats and the attacker follows up or pursues, the war wagon is overrun and considered destroyed or disabled for the rest of the battle.

If the war wagon wins combat and the enemy is pushed back, flies or retreats, they may not follow up/pursue and the combat is over.