

D&D Mystara

Humanoid Warmachines



Compilation based on Gazetteer 10 Orcs of Thar
Fanware Expansion and addition By Robin

War machines are incredible fearsome devices built by humanoids to fight their wars. These juggernauts come in many shapes. They may have a destructive potential, but is nothing in comparison with their psychological effects on troops.

Building War Machines

In order to build one of these juggernauts, the chief of the horde needs the War Machine Engineering and Artillery skills. Depending on the chief's level, the war machine has various levels of efficiency;

Chief XP Level	War Machine Efficiency		Limits	Crew Bonus	Crew	Ammunition	HP
10 or less	Mediocre	1	1 Heavy Siege	+2AC, +2 Save, +2THACO	As weapon	12 Shots	60
11-15	Average	2	1 Heavy Siege +2 Light	+3AC, +3 Save, +3THACO	As weapon	12 Shots each	100
16-25	Good	3	2 Heavy Siege +4 Light	+4AC, +3 Save, +3THACO	40	30 Shots each	150
26+	Excellent	4	1 Giant, 2 Heavy, 6 light + Belfry	+5AC, +4 Save, +4THACO	65	12 Shots each	250

Extra supplies are carried separately

The chief must trade for 1000 gp worth of treasure for each War Machine efficiency point to acquire the various pieces needed to make the device work. An Excellent War machine would then cost 4000 gp to the horde.

The construction takes a full game year, during which the horde can neither travel, raid, nor fight wars. If any of these events happen, the time and the gold are lost. Everything must be started from the beginning again.

When the construction is complete, the chief must make a War Machine Engineering and an Artillery skill check. If either of these fails, the war machine is a failure. It breaks in unusable pieces when moved(if the Engineering failed) or used in any way (if the Artillery failed).

Once again, the time and money are lost and construction must start all over again.

Features of War Machines

A war machine is nothing but a mobile platform with siege weapons. It is partially covered with huge bones, giant rib cages, monster shells, furs, skins, Tribal Shields, all mounted on the (mostly wooden) frame.

Add ugly looking standards and war banners, rags, pieces of metal armor, combat trophies(including captured or killed heroes), skulls, fangs, claws, metal studs, tusks, rusty blades, a few small smoldering braziers(for smoke effects), prisoners in shackles(or affixed to the machine), spiked wheels, and you have your perfect war machine. Don't forget the drummers and a few bugles blowing large horns for a truly sonic Orcish atmosphere.

Depending on their efficiency levels, war machines come with more or fewer weapons. Let the PC (or DM) choose which weapons he/she wants to install on his machine.

Using War machines

Siege Weapons used on war machines inflict damage proportional to their size. proper use of these of these siege weapons is also described in the Rules Cyclopedia page or the Master Players book page 28.

For your convenience the information is set in this table applied with this document.



Here the Orc Wars counters displaying various warmachines. The Number is the Efficiency number. Thus far the Gazetteer 10 Orcs of Thar canon

I have made some minor additions and changes as listed here below.

It is important to also maintain the Canon as depicted above, except where I changed things, like the cost, duration and construction.

At first I differentiate the individual War Machine more, and enable a system to build your own. Secondly I differentiate the **Warmachines** as used in Gaz 10 and the **Soldier's War machine** (which in effect are not really machines).

I contradict the mention that a horde can only afford a single war machine. I decided this based on the average treasure as per Rules Cyclopeda for normal level humanoids. As higher level they would even have more treasure. And also, material prices amongst humanoids are mostly barter, finds + improvisation and theft. This is the reason Giant Skulls and bones can be used to make a Gallery shed or Belfry or Wooden shields. Also Humanoids do not really use monetary values of coins like humans do. Hence the cost is only a method of determining the total cost and hence duration of the construction.

The efficiency level may now also be used as guide to be used what to construct on your warmachine, and within the following limits.

The architect must make a *War Machine Engineering* skill check prior making the machine itself. The amount of success on his skill check may be added to the efficiency points. Good architects/designers are often stolen between the various hordes, and are generally well treated. The average skill is 8+1d10, yet never higher than the humanoid's intelligence + the number of skill-slots used in this skill.

Following the canon of Gaz 10 we get the following limitations.

Mediocre (1)	= 10 Efficiency Points,	Limits; 1 Heavy Siege, No Gallery Shed or Belfry
Average (2)	= 20 Efficiency Points,	Limits; 1 Heavy Siege, No Gallery Shed or Belfry
Good (3)	= 30 Efficiency Points,	Limits; 2 Heavy Siege, No Belfry
Excellent (4)	= 40 Efficiency points,	Limits; 1 Giant Siege, 2 Heavy Siege, 1 Belfry

Using the table and the various Siege Weapons which can be added, we can create a reasonable large variety in humanoid War machines. An individual DM or Player can now more or less vary design, functionality and appearance following the limitations and table suggestions, thus making no Warmachine equal.

To calculate the time to make a warmachine can also be done more detailed using the following method;

Take 10x Efficiency points used x gp to calculate for the costs of the platform/cart the warmachine is build upon. 5 x the Efficiency Points is equal to the HP of the base. Add all other HP from the table to know HP total.

Add all the costs of the siege machines and extra's used together (remember these are in sp) as given in the table (and these can't exceed the Efficiency limit).

Total this and add 10+1d20% gp extra for appearance effects.

Dividing this total by 25 will give the number of weeks required to make the item.

Repairing an item costs only the replacement costs of the damaged part, and takes 1/25th of the cost in time.

Extra Ammunition shots for a siege machine cost 10% of the siege machine used. Making ammunition takes 1/25th of the cost in time.

As can be seen in the table siege weapons cause structural damage (in hull points) which varies upon the structure.

As also can be seen is that if fired into a group of opponents (or versus individual characters), damage is spread over all targets in the targeted damage area.

A Failed hit roll implies the target is not hit, yet not that the missile does no damage.

On an even number on the hit roll the missile undershoots and lands between the target and the warmachine. On an Odd number the missile overshoots and lands behind the target. The missile will still damage the area where it lands accordingly. Only a 1 is a true miss; here something fails, the missile drops from the machine, a mechanism fails, or controls were done wrongly. If this happens the DM must roll another 1d20 and on a 6 or lower the warmachine breaks down, if higher it is just a failed shot (this is equal to a normal Bow & Arrow failure roll).

If Armor Value rules are applied this will lower any sustained damages to individuals by 50% of the AV the individual character wears. Keep in mind some spells prevent special forms of damage, these are however mostly individual.

Warmachines can be pulled or pushed by the remainder of the horde or by strong animals.

A warmachine needs 1 HD of humanoid per 5 HP total of the warmachine (add up), or 1HD of average strength animal (horse, ox, boar, Giant animal or Stone Giant or Hill Giant) per 10 HP, or 1HD of above strength animal (Dinosaur, Elephant, Giant animals, All Giant humanoids over 15') per 20 HP.

Pushers or pullers may be placed within the machine and are thus protected to attacks, however more difficult to control (as the do not see much outside), their initiative and reaction is thus low. If outside they often wear armor/barding.

Examples of creatures are; Giant Lizards, Giant Insects, Giant Slugs (very slow but very strong), Rhino, Mammoth, Elephants, Dinosaurs, Subdued Dragons, but also Giants. (see statistics and Examples; http://pandius.com/Monster_Manual_2.pdf). Often they are blinded for better control and reliance to the controller. They however have an upkeep of 100sp food / HD per month. For calculating the Cost and duration of the 'animal' warmachine do not add the normal '10x Efficiency points used x gp' as no platform is used, use above mentioned method instead.

Some monsters/animals do not need barding, or may have a natural attack like Biting, clawing, ramming horns, trample and such.

If such a creature is used as a base for a warmachine add the creature's HD x10gp to calculate its cost as a War Machine instead the Platform cost. The efficiency of such a creature is determined on the amount of damage it averagely gives.



Source example; The Hobbit Movie example Battle of 5 Armies; The warmachines made of giants who are blinded, have no feet or arms but metal ends usable as weapon, mounted by a single controller (and 1d3 archers)

A Giant (like in the example here) with two axe blade arms gives $2d10$ damage on each blade, and bladed feet giving $2d4$ kicking damage+ the creatures strength bonus. Lets say this is +4 (typical for a Hill Giant). This will then give an average damage of $2x(2+10+4)/2=8$ for each arm/ax attack, and 1kick each round for $2x(2+8+4)/2=7$, and giving such a creature an efficiency rating of $(2x8)+(1x7)=23$ (always round up). A good war machine thus.

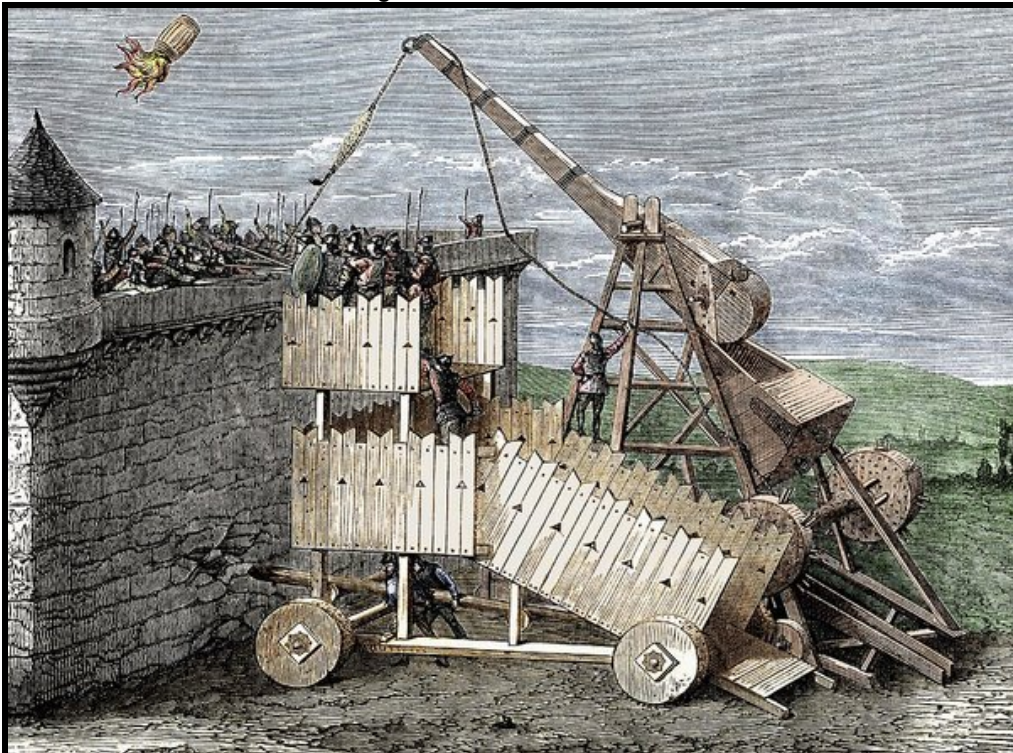
Keep in mind that claw/bite damage caused by creatures is less effective against structure. Wood receives 50% less damage and stone receives only 25%. Impact damage and breath weapons; however give full damage to wood, and 50% to stone and steel structures. Keep also in mind fire is a continuous source of damage which burns the building for an increasing amount of damage each round($1d6$, $2d6$, $3d6$, $4d6$, $5d6$, and $6d6$ which decreases when the structure is reduced to 75% at the same rate. Stone structures suffer only 50% fire damage in total, yet will also collapse partially at 50% damage total. People inside burning structures suffer $1d6$ to $3d6$ fire damage, and 5% of the structures hp on collapsing structures they are still in , and are prone, or stuck. Suffocation due smoke also requires a constitution check each round at a cumulative penalty of -1 or lose consciousness.)

If there are not enough HD a material war machine cannot be moved. Monsters and creatures (including slaves and Skeletons or Zombies) can be tamed or magically controlled to help pulling the device, but they must be acquired and trained accordingly, or the magic must be available. Chieftains act as foremen, cracking their whips for best results.

The war machine cannot be maneuvered or used with out at least one leader with *war machine engineering*, and the crew must have at least one member with *artillery* skill posted at each siege weapon. The horde chief usually sits on his throne, somewhere at the warmachine or close to it.

Alternative types of ammunition

Previously, weapon tables have shown damage and cost factors for normal ammunition. Normal ammunition is ammunition of a consistent quality, weight, shape, and size. In the field, characters sometimes have to rely on available stones and projectiles for their weapons. This greatly reduces the cost of operating a weapon continuously, but is drainage on manpower due to having to find and/or preparing ammunition. The rate of fire is slowed by the availability, shape (the worse, the more preparation is needed) and distance to this ammunition (in order of game terms 1 to 4 times as long). Unprepared foraged rocks may not be as accurate as standard ammunition (this can induce a hit roll penalty of +1 to+5). Only catapults and Trebuchets can utilize found stones. With these sometimes steel nets or sacks filled with sand, gravel and rocks are used instead single blocks of stone, but this does not change the damage or range, but has a 25%/shot to cause minimal damage when the net/sack tears while or before flight.



Pitch shot.

Pitch shot is a large ball of pitch (sometimes mixed with gravel) loaded into the weapon and lit just before it is fired. Pitch shot does not do normal damage (except to those it hits directly). Where it hits, it does 1d6 damage in a 10'x10' area, it ignites any flammable targets (such as oil, thatch, and wood) that it hits. This Impact of fire damage does last for the rolled x rounds unless it has ignited some combustibles in which case the fire lasts longer. Wooden structures can be damaged by pitch attacks. Damage starts out slowly-instead taking 1d6 points of damage, wooden structures take only 1 point. But wooden structures attacked by fire can be set afire, causing further damage. A buildings chance to catch fire is 5% per point of damage caused by each fire attack. This is cumulative during any 24-hour period. In other words, a building has a % chance if it is hit by one fire attack, 10% if hit by 2 fire attacks, and so on. Anything set afire will take 1 point of damage the first round, 3 more points by the end of the first Turn, 6 points the second Turn, and 12 points of damage for each Turn thereafter until destroyed (look at the Fire rules!!). Catapults and Trebuchets can use pitch shots; their firing bowls must be specially reinforced (costing 50 gp extra) to fire pitch shot. Pitch shot costs 5 times as much as normal shot.

Living Shot

Ceramic pots with Grey Ooze, Skill Pudding are also used, but are rare, extremely costly per shot (about 500gp HD creature in the pot, remember that this creature is captured alive, placed in an pot and kept just alive until ready to be sold, but extremely dangerous were landed.

Dead Shot

Often carcasses are also used, their range halved, their effect clearly to infect the local populace or food/water resources with disease carriers. The problem with this method is that the targeted area will also become dangerous for the attacker, unless magically specially protected. Creatures can be infected as per sickness rules (see). Water will be infected by 1% cumulative per round the carcass has contact with it. Only restored to normal if magically cleaned or refreshed with clean water.

Other shot

Some other materials are used also with less clear results, like glue, paint, money, etc. The DM must devcide what damage or secondary effects these materials give.

Ballista ammunition resembles a spear, usually with a larger head. It can inflict some damage to equipment (as given in the table). It is designed, as the crossbow, as a weapon for use against creatures, and if Armor Value rules are used any damage may be reduced by half the armor value. Armor must make a Material Saving through vs. Blow penalized by half the damage sustained, or be destroyed, else it will lose 2AV).

Examples Found in D&D materials and online

Triple Spear cutting ram

Orc name; **Baccaratata**

Light Warmachine

Total Efficiency(EF);12 Average

Platform; Push Cart on wheels

Attacks; 3 mounted triple bated spear (3x EF2) with 2 mounted cutting polearms(2xEF3).

Motive; 2 humanoids(Sword/Large Shield). Manually lifted and pushed forward into walking or riding opponents and tipped up or down to causeside polearms to cut. Chief behind horned wall AC+2



Source; Shadow over Mystara(<https://www.arcadequartermaster.com/cap ... osses.html>)

Spear Cart

Orc Name; **Riyakaa**

Light Warmachine

Total Efficiency(EF);5 Mediocre

Platform; Push Cart on wheels

Attacks; 1 mounted Sword Blade (EF2). 1 mounted Spear (EF1),

Platform; Banner, 2 victims alive (2xEF1).

Motive; 2 mid placed pushing humanoids (Sword/Large Shield). (AC+1 behind wheels)



Source;Shadow over Mystara <https://www.arcadequartermaster.com/cap ... emies.html>

Dragonskull Ram

Orc name; **Kulkodar Skullram** (Source; <https://funtranslations.com/orcish>)

Medium Warmachine

Total Efficiency(EF18);Average

Platform; Dragon Skull on Large wagon on wheels, Ram Gallery Shed(Dragon Skull) (EF2)

Attacks; 1 medium Ram(EF2), 1 medium Trebuchet(EF4), 2 light Ballista(2xEF1), Spikes(dragon teeth) 8 effective(8xEF1)



Motive; 4 pushing humanoids (Sword/Large Shield). (AC+2 behind wheels) double as crew Trebuchet, +3 Ballista crew

Source figure ; Ral Partha The War Machine <https://gamermulticlass.wordpress.com/2...r-machine/>

Trebuchet

Orc Name; **Avrebucheav**

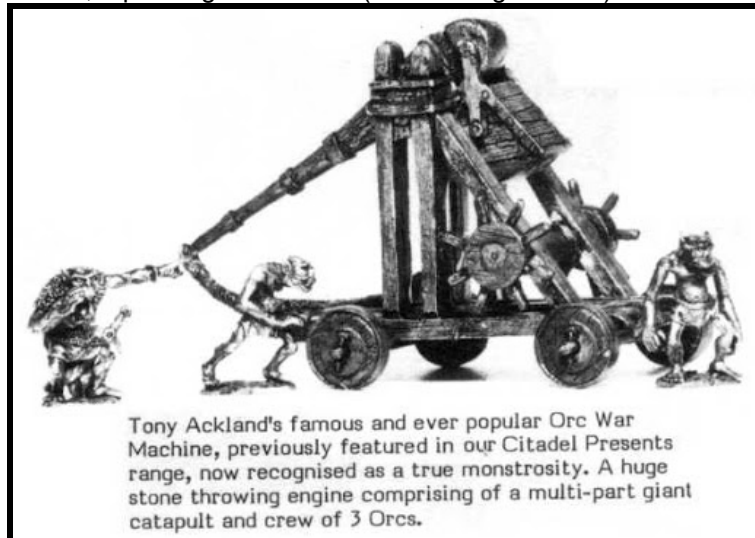
Medium Warmachine , which can be greatly increased in efficiency by adding more stuff

Total Efficiency(EF8);Average

Platform; Large wagon on wheels

Attacks; 1 Heavy Trebuchet (EF 8)

Motive; 3 pushing humanoids (Sword/Large Shield). double as crew Trebuchet.



Giant Trebuchet on wheels 3 orc crew

Source; Citadel miniatures

Ramlizard



Orc Name; **Garthok Garr** (Lizard ram)
Heavy Warmachine
Total Efficiency(EF26); Good Platform; Giant Lizard + Metal Castle
Attacks; Lizard attacks(Bite 1d8 +2 claws2d8 each), Ramming into (1d10 damage), Trample 1d10 damage(EF=4.5(bite)+9x2(Claws)+5.5(ram)+5.5 Trample=23.5EF), 2 light Ballista(2xEF1)
Motive; Green version of Giant Fire Lizard
http://pandius.com/Monster_Manual_2.pdf_page_426) 10HD, self motive; directed by crew. Crew AC+4 covered by steel "castle" using spears + missile weapons

Other example; <https://i.redd.it/lo1pn9nyizs>

[21.jpg](#)

Source ; Warhammer

Meatwagon

Orc Name; **Meav carav** (Meat Cart)

Heavy Warmachine

Total Efficiency(EF);

Platform; Wagon Frame

Attacks; Three moving up&down Scyth blades (3xEF5), Heavy Catapult(EF4)+ 20 Dead Shot organic remnants(spreading vile& Disease)(EF20x1 used), Wheel +medium blades (2wheels =2xEF3), 2 Mounted spears (2xEF1)

Motive; 30 Pushing or towing Humanoids (Sword/Shield), 8 catapult crew, 3 Blade crew

Catapult with triple bladed scythe ram (capable holding drawbridges down), and ramming into opponents as cutting blades or into castle doors. Dripping of blood and gore(wounds cause infection and/or disease)



source; Game World of Warcraft

Orc thin warmachine

Orc Name; **Avhin War Mach**

Heavy Warmachine

Total Efficiency(EF24); Good

Platform; ; Dragon Skull on

Elongated wagon on thin wheels,

Ram Gallery Shed(Dragon Skull)

(EF2), BoneShed (EF4), wooden

Castle (EF8)

Attacks; 1 medium Ram(EF2), large

Blade (2xEF3), Medium catapult(on

castle EF2), Medium Ballista(EF2)

Motive; 12

Humanoids(Sword/Shield)

Skullram with two side blades (good

into large mounted troops) ballista

and hooktrebuchet and terrifying

horn on top(sound demotiving

others), motive; Ogre pushed



Source; GameScape3D

Ramlizard Ballista

Orc Name; **Balliukava Garthok Garr** (Ballista Lizard ram)

Heavy Warmachine

Total Efficiency(EF35); Good

Platform; Giant Lizard in Barding + Metal Castle

Attacks; Lizard attacks(Bite 1d8 +1 claws 2d8), Ramming into (1d10 damage), Trample 1d10

damage(EF=4.5(bite)+9(Claws)+5.5(ram)+5.5 Trample=14.5EF), 2 light Ballista(2xEF1), Giant Ram (EF8), Castle (EF8), Medium Ballista (EF2), Plate Barding Creature (AC or AV+5)

Motive; Giant Subterranean Lizard http://pandius.com/Monster_Manual_2.pdf page 424) 6HD, self motive; directed by crew. Crew(4 minimum=driver +ballista crew)up to 6, AC+8 covered by steel "castle" using spears + missile weapons



source; artstation Weta <https://cdnb.artstation.com/p/assets/im ... 1480895074>

Explodecar

Orc Name; **Exploukion Carav**

Heavy Warmachine

Total Efficiency(EF28 once);

Platform; Large Cart

Attacks; 2 Sword Blades(2xEF2), 12 Medium Explosive Barrels (12xEF24)

Motive; 2 to 4 giant boar driven(blinded).

Loaded and guided in begin movement, after a few rounds no more Controller THACO -3. Can also be used without boars on downward slope, yet then Controller THACO is at -6.



Source; Mantic Games

Swingball

Orc Name; **Wreckaumn Boll**

Heavy Warmachine

Total Efficiency(EF3, 5, 7 or 9);

Platform; Either fortress wall or on wagon

Attacks; Wrecking Ball (EF 2, 4, 6 or 8)

Motive; on walls nil, on wagon 8 humanoids (sword/Shield pulling or pushing), or animals. Varying orientation of the structure and gravity with the controls by the controlling orc enable it to make on it.

Crew; 4 to rotate(pulling ropes or chains), 1 to control attack and verbally control rotating crew.

On structures or on wheeled cart with enclosed chamber. Functions as a wrecking ball destroys walls ,

Motive power cart vresion; continuous Boar driven central rotation hub for spiralling (handles control which direction), and boar or ogre driven push forward. Will also crush if riding over opponents (EF1).



Source; <https://spikeybits.com/2018/10/orc-vehi...mlech.html>

Bolacart

Orc Name; **Boela Carav**

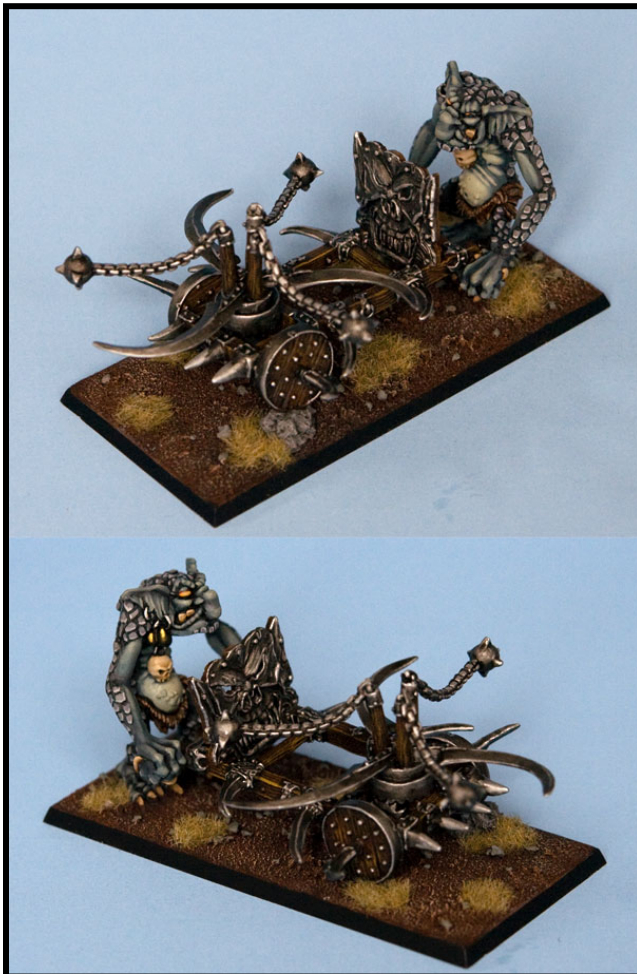


Light Warmachine
Total Efficiency(EF26);
Platform; Large Cart Frame
Attacks; 2 small wrecking balls
(2xEF2), 4 spear Blades
(4xEF1), 3 moving Scythe
Blades(3xEF4), 2 Moving
Polearm Blades on
Wheels(2xEF3)
Motive; Centaur or boar or
ogre driven rotating giant
bolas swinger on bladed ram,
(1 crew ACV+4)

Source; [https://azazelx.com/2018/02/08/chaos-dw ... whirlwind/](https://azazelx.com/2018/02/08/chaos-dw-whirlwind/)

Troll Scything machine

Orc Name; **Boela Troll Carav**



Light Warmachine
Total Efficiency(EF28);
Platform; Large Cart Frame
Attacks; 3 small wrecking balls (2xEF2), 4
spear Blades (4xEF1), 3 moving Scythe
Blades(3xEF4), 2 Moving Polearm Blades on
Wheels(2xEF3)
Motive; Troll driven rotating giant bolas
swinger on bladed ram, (1 crew ACV+4)

Source; <http://www.coolminiornot.com/247214>

Scyth wagon

Orc Name; **Scyavhe Carav**



Heavy Warmachine

Total Efficiency(EF35); Good

Platform; Chariot

Attacks; Medium Ram (EF2) with four rotating scything blades(4xEF5), 1 Sword Blade on ram(EF2), cutting wheel blades (2xEF3), Light Ballista (EF1), Back Spikes (4xEF1)

Motive; two horse or giant boar (in full barding)driven chariot with 2 Crew +1 driver

Source; Gamezone

Horn (of Blasting)

Orc Name; **Brii (ro blaukavaumn)**

Light Warmachine



Total Efficiency(EF2 or 5);Mediocre, can be added to any heavy warmachine.

Platform; 1 liter or on Warmachine

Attacks; Twelve-foot long metal tube ending with a dragonhead (EF2) 1 blast per 3 rounds. Magical 1 per 60 rounds(1 Turn)(EF5).

Motive; two goblin bearers, one orc hornblower with a large chest, Magical the same + one hobgoblin horn master chieftain with whip, two bugbear guards. Horn will destroy walls (horn of blasting effect) and other obstacles. Destruction of legion's material is punishable by skin branding. Source; Gaz10 Orcs of Thar

Liter of Panic

Orc Name; **Liavras ro Panik**

Heavy Warmachine

Total Efficiency(EF);

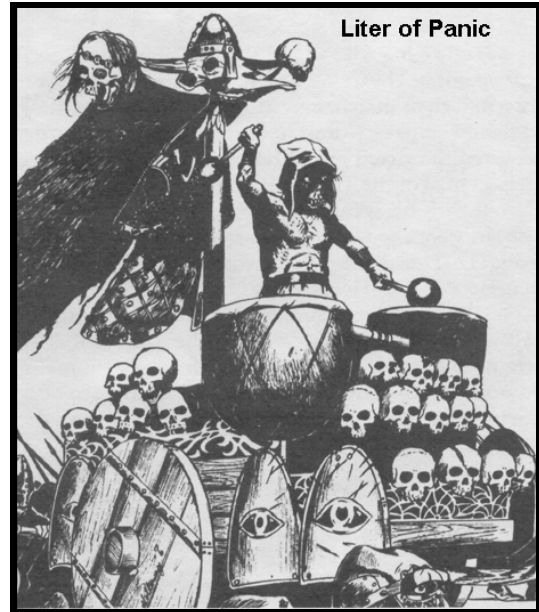
Platform; Liter

Attacks; Nonmagical large kettle Drums reduces Morale Opponents by 2 and increases of Force by 2, Magical large kettle Drums; have no effect on any creatures within 10' of item. When used, however, all creatures 10'-240' away must make a saving throw vs. spell or run away from the user for 3 full turns(half an hour) in panic as per Cause Fear spell. If the morale system is used, no saving throw is needed, but each creature must make a morale check instead, with a penalty of + 2 to the roll or become panicked as by a Cause Fear spell effect.

Motive; four goblin bearers, two goblin drummers, one orc drums master chieftain with whip, two bugbear guards

Round iron drums, carried with two poles ending with skulls, crew scaring own troops is forbidden and punishable by five lashes per scared warrior. hordes must be using earplugs.(effect; Drums of Panic) Liters are often sideways and front accompanied by Rambeams.

Source; Gaz10 Orcs of Thar



Rambeam

Orc Name; **Ram Tra** (if used by giant; **Uklam Tra** (Slam Beam)

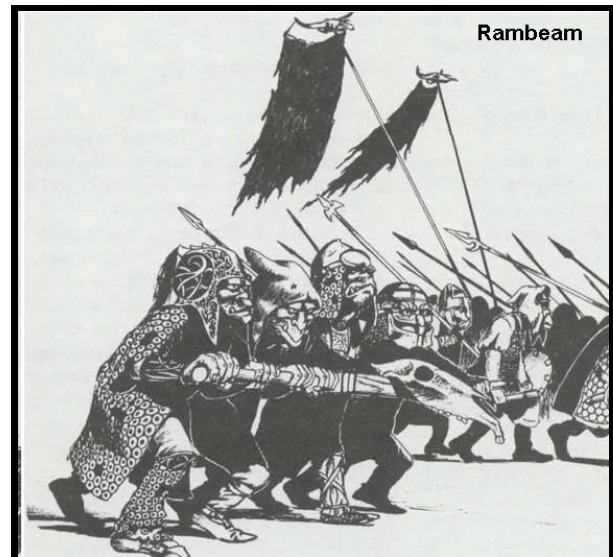
Soldier Warmachine

Total Efficiency(EF2 +varies));

Platform; 10 to 50' Beam

Attacks;1 slam/round 1d4(EF2), 1 spike for 1d3(EF1), or 1 blade for 1d4(EF2), or Skull (EF0) per 2' beam dor additional damage (one per humanized target)

Motive;2 humanoid per 4' beam, or 1 giant



(Horizontally carried bar to bash opponents forward and forcing them down often set with spikes and skulls to cause additional damage.

Motive; several humanoids (2 per 4' length) behind the bar holding it up and ramming in upcoming opponents. Hold it either low, medium, or high with various effects (see table).

Rambeams often accompany Liters at side and/or front.

Source; Gaz 10 Orcs of Thar.

Or it can be used as a weapon by a giant(see picture). If used as a weapon by a single giant THAC0 is -4, Damage is 2d8 and all at least one add-on causes damage+Str adjustment of giant+15' displacement and prone 1r.

Source; Movie; The Hobbit, Battle of 5 armies & WETA

The chain variant is called; **Ram Varg** and cannot be used by giants.

Thar's Major Mauler

Orc Name; **Thar'uk Ma-jor Maulas**

Heavy Warmachine

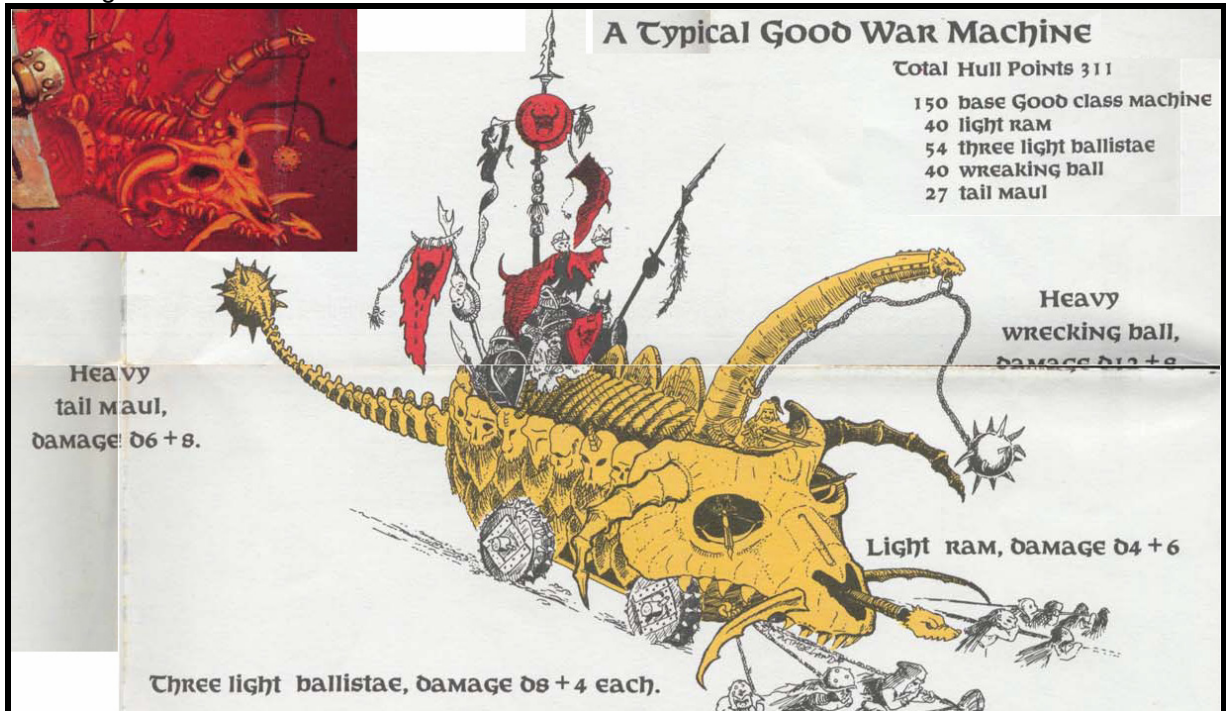
Total Efficiency(EF36); Good

Platform; Wagon,

Attacks; 1 Light Ram (EF1), 3 Light Ballista (3xEF1), Heavy Wreaking Ball (EF6), Heavy Tail Maul(EF6), Bone Shed(EF4), Belfry(EF5), Ram Gallery Shed(EF2), Dragon Skull(EF3), 2 mounted Polearm Blades(2xEF3)

Motive;

large machine with wheels, catapults, ballistas, and belfry. Crew; any warrior ordered to pull the ropes or use the artillery on board plus one warmachine engineer chief, and five warmachine artillery chieftains. warriors abandoning the war machine without orders are tied over red ants for one day in full sunlight.



Future Examples

When as Bruce Heard suggested (Dragon Magazine 199, Ready, Aim, Fire on Pages 96-99), gunpowder and cannons are introduced in the world of D&D Mystara, a War Machine might be fixed with these.

Iron Pot (EF3), Damage Area; 15', Damage vs Wood normal, Damage vs Stone/Steel 50%
Small Bombard (EF4), Damage Area; 25', Damage vs Wood normal, Damage vs Stone/Steel 50%

Bombard(EF5), Damage Area; 35', Damage vs Wood normal, Damage vs Stone/Steel 50%
Great Bombard (EF8). Damage Area; 45', Damage vs Wood normal, Damage vs Stone/Steel 50%

Further use the statistics Bruce gave in his article.



Flamespout

Orc Name; **Flak Ukpouav**

Some rare Orc tribes (mostly working together with ingenious Goblins or Kobolds), might have invented Flamespouts. This is a Soldier war Machine, where a large cannister is attached to the back of the soldier, in this cannister is a large waterproof sack containing any flammable liquid. The Cannister is open on top, and the sack is attached to a tube (mostly animal wound with resin and ropes) through the cannister attached to a metal ending, with a nozzle at it. The Warmachine is loaded by adding a large stone in the cannister giving pressure on the sack, the nozzle is torn open and the liquid set aflame. The pressure of the rock spout the burning liquid out in a ray of 60' maximum. The Soldier can target the continuous stream of burning liquid normally if he had significant training (else THAC0-8). The soldier can spray a continuous spray or interrupted as long as the total does not exceed 6 rounds. Everywhere where the burning liquid lands is keeps on burning for 1d4+4 rounds causing intense flame damage (1d8 each round) and igniting any combustables (which burn at 1d6 damage each round).

The tremendous cost and risk (there is with each failed hit a 25% chance the soldier leaks fire on itself), prevent humanoids using larger sacks on Warmachines.



Maybe one thing to add.

To reflect the massive damage these warmachines may give to persons, not only do they affect all persons in the damage radius, but also all damage behind the "/" in the individual damage is continuous damage (thus given each round. If using Armor Value or not, do reduce this by the Armor Value --or the non magical Armor Class reduction any armor gives. The remaining damage is continuous damage, and thus might kill the character.

In my Homesystem I also use this number to determine the chance of Broken Bones; I use the [Broken Bones Table](#) and each remaining number behind the "/" of remaning warmachine damage.....I see as 10'....so if 3 remain, the (N)PC suffers as many breaks, instand death as if falling 30' . Of course in these circumstances do not use the "Time Faling" and "Damage" comumns. Persons with regeneration, lower the continuous damage by this regeneration each round until the continuous damage stops and the body can finally heal.

Healing spells also stop ongoing damage, and an effective healing check penalized by the ongoing damage enables the "healing person" to stop the ongoing damage, or lower it(if he failed his check less than the ongoing damage). Broken bones can be healed by Cure Light, Cure Serious, and Cure critical, or Cure All/Heal spells/magic instead of damage healing. This takes as much time as the damage they heal (the amount from the Dices thrown for these spells).



In this picture reflecting the damage done by one hit by a catapult or trebuchet.

All in all a warmachines are a painful and lethal business, and hence feared by most.

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