

## **PSYCHO BATTERY**

In our gaming community, my friend asked me:

- How can I make my cannon battery chipper? I want free points to spend em on my infantry and as I know, there are some special rules that reduce unit's cost.
- You want as to have smoothbore cannon battery that still fires on 48" but as cheap as possible? You'll get it!

As we know such a battery will have cost of 27 points and such stats:

Unit	Type	Armament	Hand-to-hand	Shooting	Morale	Stamina	Special
Artillery battery	Regular artillery	Smoothbore cannons	1	3-2-1	4+	2	

How can we make it cheaper in points? Well, let's use our imagination on a full scale!

I'll take such components:

- Several Griboval 8pdr cannons (we need something serious to fire!)
- Several artillerymen to aim them (and to control loading)
- Crew from local bedlam (including staff, as we need someone to watch over the psychos)

And we complete a new unit!

Unit	Type	Armament	Hand-to-hand	Shooting	Morale	Stamina	Special
Psycho battery	Regular artillery	Smoothbore cannons	0	3-2-1	6+	1	Unreliable, freshly raised, wavering, determined charge

It's total cost reduces to 1 point!

- 1) **HtH** – do you think that such a team can do something in close combat against sabers or bayonets? Anyway, determined charge with rules for break tests makes this useless. And we reduce cost for 1 point!
- 2) **Morale**. We've got 8 points economy at all!
- 3) **Stamina**. Another -4 points from total cost.
- 4) **Unreliable**. -3 points. I wonder if such formation could be commanded in any way? (well, you may command them to drive battery on the position.
- 5) **Freshly raised**. -3 points. They are quiet a brand new unit!
- 6) **Wavering**. -2 points. Do you have any illusions about nature of this crew? In any other way It'll cost another points.
- 7) **Determined charge**. -5 points. As unit has a "long hand" It will only try to get as close to the target as it can! Violent psychos roll the guns for available 6" each movement phase to the closest visible enemy unit. And if the enemy unit is closer than 12" they charge as the enemy is in range for infantry charge. And if crew leaves the cannons, battery considered to be destroyed and removed in the way as it is described in rules for break tests.
- 8) Of course they cannot have basic +4 to hit like normal battery. Only 5+

**At last, we have a "Monty Python" on the field just for 1 point!**