

A Splendid Victory! Artillery Overhead Fire Guidelines

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These guideline were specifically developed for use with the *A Splendid Victory!* English Civil War wargame rules. They were developed to help players determine whether a friendly artillery unit can fire overhead at an enemy unit when there are any units and/or any terrain features such as a woods, hills, villages, etc, in-between.

In the rules, all close range fire is deemed to be using grapeshot (or hail shot). Obviously, firing over friendly troops at close range with something like grapeshot would be very hazardous indeed to those friendly troops in-between. Therefore, a player **cannot fire over any friendly troops with close range artillery fire at any time**. Similarly, there is no overhead fire for musket fire at any time for the same reason.

The basic overhead fire process uses four steps and will be shown using some examples.

Step 1

First, the player checks to see if the target is in range. For regular artillery units and heavy artillery units:

Medium Range = 20" to 40"
Long Range = 40" to 60"

Step 2

Next, the player checks the number of levels difference between the contour on which the artillery unit is standing and the contour on which the target is standing. If the **target** is:

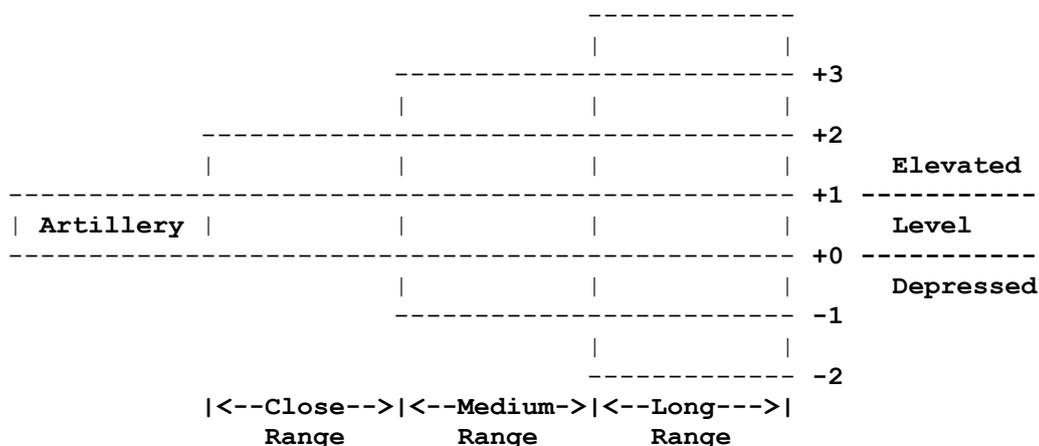
- **Higher** than the firer then the target is **Elevated**
- At the **same level** as the firer then the target is **Level**
- **Lower** than the firer then the target is **Depressed**

For example, say the target is one level lower than a firing unit. Thus:

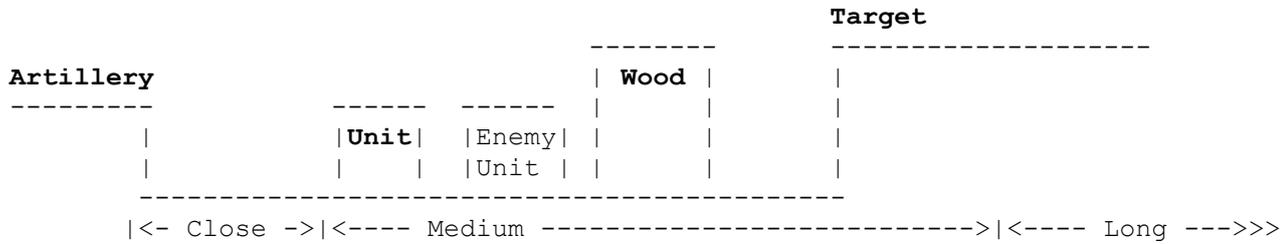
- The shot is a depressed shot
- If between 20" and 60" it may be an eligible target
- If between 20" and 40" it would be a medium range shot
- If between 40" and 60" it would be a long range shot

Step 3

If the target is within range, then the player checks to see if any units or terrain features between the artillery and target prevent the shot. The procedure uses the **overhead fire diagram** shown below:



An example: An artillery unit on a small hill wishes to fire overhead at an enemy target on a higher hill opposite. A quick check reveals that there is a friendly foot unit, an enemy unit and a small wooded area in the artillery fire zone between the artillery unit wishing to fire and the target unit thus:



Effect of units between the friendly artillery and the enemy target:

- A friendly artillery unit can only fire over a friendly unit in that artillery unit’s fire zone if that friendly unit in-between is more than 20” away from the friendly artillery firing
- A friendly artillery unit can only fire over a friendly unit in the artillery unit’s fire zone if that friendly unit in-between is more than 10” away from the enemy target unit
- A friendly artillery unit can fire over any enemy unit at any range

Continuing the example – A check is made and it is found that the friendly unit is over 20” away from the friendly artillery firing wishing to fire and that same friendly unit in-between is more than 10” away from the intended enemy target. The enemy unit in-between can be fired over at any range.

Effect of the contours between the friendly artillery and the enemy target:

- The contour on which the **friendly artillery unit is standing** only counts in **depressed** fire if that **artillery unit** is more than 2” away from the edge of the contour being shot over. If closer than 2” from the edge being shot over, then the contour does not affect the shot
- The contour on which the **friendly artillery unit is standing** has no affect on **level fire or elevated fire**
- The contour on which the **enemy target unit is standing** only counts in **elevated** fire if the **target** unit is more than 2” away from the edge of the contour being shot over. If closer than 2” from the edge of the contour being shot over, then the contour does not affect the shot
- The contour on which the **enemy target unit is standing** has no affect on **level fire or depressed fire**

Continuing the example – A check is made and it is found that the target unit is not over 2” from the edge of the contour on which it is standing and so the contour does not count for firing purposes for an elevated shot

Using the diagram:

The highest level of any unit or terrain feature in-between the artillery firing and target is determined thus:

- 1) The friendly unit is one level high but is standing one level lower than the artillery. Thus, the **top** of the unit is at the same level as the artillery, i.e. level +0
- 2) The enemy unit is one level high but is standing one level lower than the artillery. Thus, the **top** of the unit is at the same level as the artillery, i.e. level +0
- 3) The small wood is two levels high but is standing one level lower than the artillery. Thus, the **top** of the small wood is one level higher than the artillery, i.e. level +1
- 4) The contour on which the target is standing is two levels high but is only one level higher than the artillery. Thus, the **top** of the contour is one level higher than the artillery, i.e. level +1. However, as noted, this contour does not count for overhead fire purposes.

The **top** of these units and features are noted on the overhead firing diagram thus (xxxxxxxxxxxxx) :

				+2	
				+1	Elevated
Artillery	HORIZONTAL	HORIZONTAL		+0	Level
	xxxxxxxxxxxxx	xxxxxxxxxxxxx	DIAGONAL	-1	Depressed
				-2	

If the artillery unit had an enemy unit or prohibiting terrain feature at close range, then that artillery unit could only fire overhead and hit a target two levels higher at medium range or three levels higher at long range thus:

			DIAGONAL		
		DIAGONAL			+3
	DIAGONAL				+2
					+1
Artillery	xxxxxxxxxxxxx				Level
					+0

Finally

I hope it all makes sense. Remember, these are only guidelines. If you don't like them then don't use them – make up your own. Sort out any problems that you may have with these guidelines with a dice throw as usual.

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