GREAT BOMBARD CLASS SPELLJAMMER

## **ABOUT**

The Great Bombard is an enormous gun. A spelljammer is attached to the underside, allowing a crew to move the gun through space and blow things up in a variety of interesting and exotic locations.

A seafaring version of the ship is also included. This version of the map has the spelljamming helm removed and a ship's wheel is added to the uppermost deck.



Due to the size and weight of the Great Bombard's ammunition, the loading crane on the quarterdeck is needed to lift the cannonballs off the racks and into the gun.

The original Spelljammer books describe the bombard as a muzzle-loaded weapon, but it may make more sense for it to be breech-loaded. If the cannonballs and powder have to be loaded into the *front* of the gun, then rammed down the barrel... I mean, I don't know how that's going to work.

Naturally, the Great Bombard uses a very large amount of gunpowder.

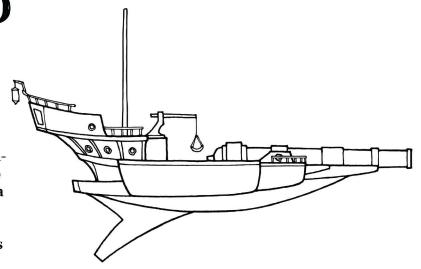
While the bombard is tremendously powerful, it is in a fixed position and can only be fired in the direction the ship is pointed. This might make it tricky to hit small, fast-moving targets.

Two hatches on the gun deck give access to the ship's hold for loading and unloading cargo.

With the exception of the Captain's cabin and one officer's cabin, the rest of the crew sleep in hammocks on the gun deck.

Several cabins were left empty to allow DMs and players to customize the ship to their needs.

The Great Bombard is, arguably, the A-10 Warthog of spelljammers. At the DM's discretion, it may or may not go BRRRRRRRRRRRRRRRRRR.





2 - Captain's Cabin

3 - Navigation Room and Helm

4 - Loading Crane

5 - Crew Quarters

6 - Powder Magazine

7 - Shot Racks

8 - Bombard

9 - Aft Promenade

10 - Storage Locker

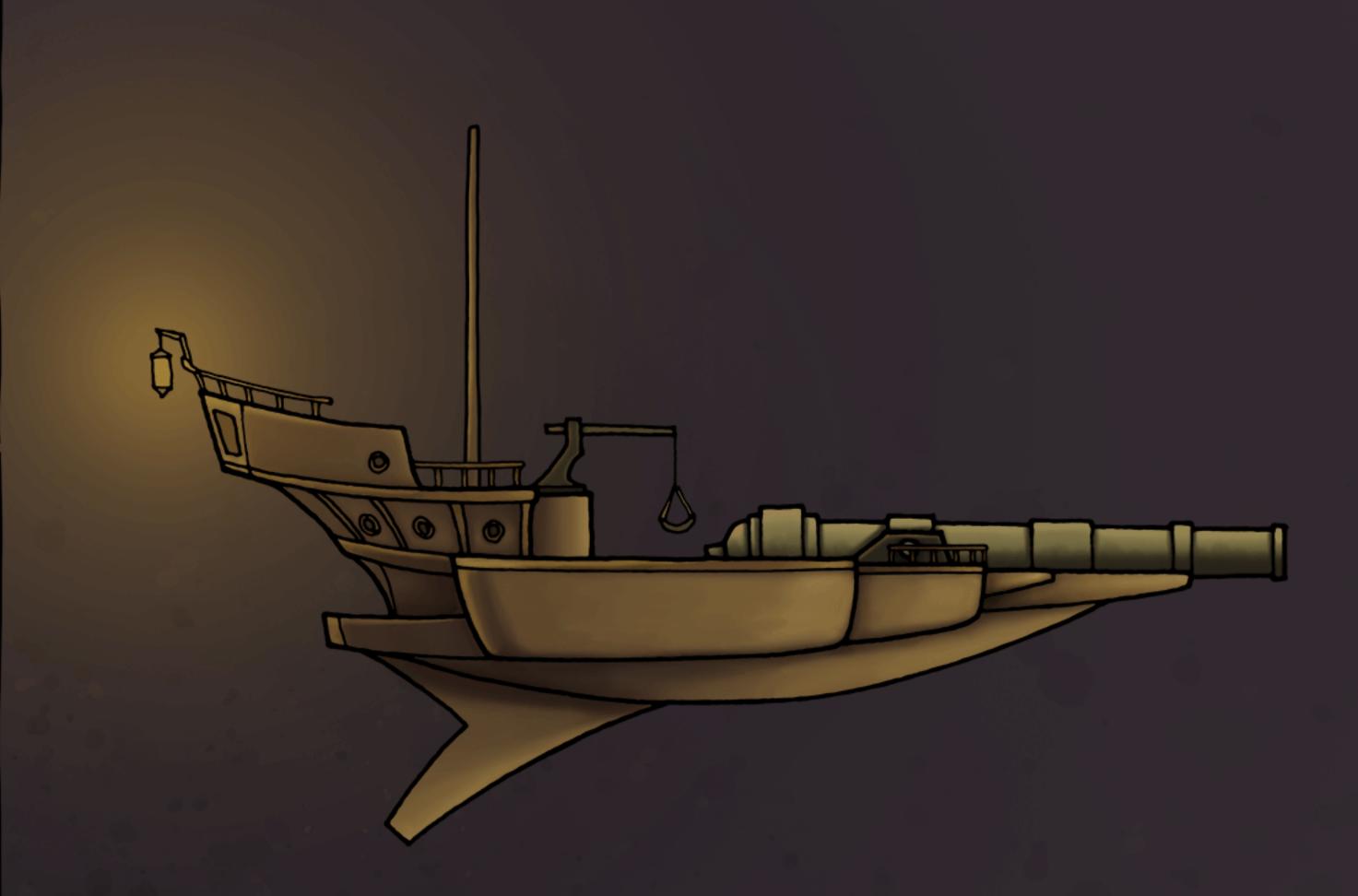
11 - Officer's Cabin

12 - Kitchen

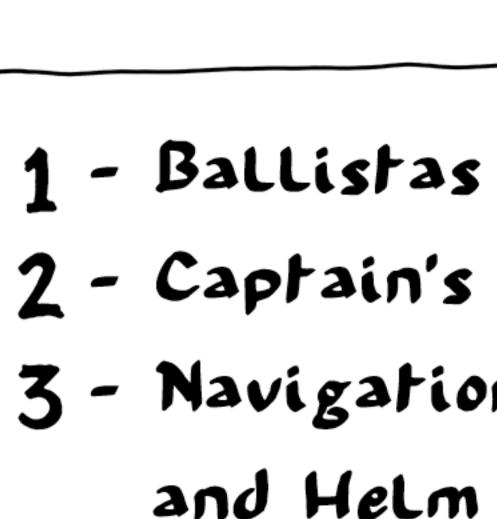
13 - Mess Hall

14 - HOLD

15 - Secure Hold







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