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Ballista damage dnd 5e

Select an object from the list to view it here Select an object from the list to see it here From Dungeons and Dragons Wiki Advanced Heavy Ballista Exotic Projectile Cost: 1200 gp Damage (Small): 4d8 Damage (Medium):1: 6d8 Critical: 19-20/x2 Increment Range: 180 ft Weight2: 128 lbs Type3: Piercing HP4: 100 Hardness: 5 1. See Damage Increases by Size to calculate damage to a weapon that is larger than Medium or Smaller than Small. 2. Weight information is for medium weapons. A small weapon weighs half as much, and a large weapon weighs twice as much. 3. If two types are specified, the weapon is both types when the entry and indicates either type (player choice at the time of attack) when the entry or indicates, or each end of the double weapon is a different type if the entry / indicates. 4. The psydow is for medium armor, weapons, and shields. Divide by 2 for each size category of the element smaller than media, or multiply it by 2 for each size category larger than media. The Ballista is a siege weapon that is essentially a floor-mounted huge heavy crossbow. However, it cannot usually be used as a weapon and requires a crew to wait and load. Its frame has wheels that allow to be pushed along the ground at a speed of 5 ft as a motion action. The advanced heavy ballista differs from the normal heavy ballista in the made with new and more modern construction techniques to pull more bang for the buck and ease when reloading. It fills the space of a giant creature (15 x 15). Reloading an advanced heavy ballista requires two full-round actions. Most hold a crew of three, one for firing and two for reloading to fire once a round. With more than 3 crew members, the time between them is reduced. For example, a crew of five would output a standard action (for firing) and can use a train action from any remaining crew to load the screw. Crew members smaller than the intended size (e.g.B. a small creature on a ballista destined for a medium) count half as many crew members, and larger creatures count twice as many for reloading. Exotic Weapon Competence (Siege Weapons) provides capability in all siege weapons, including these. The pricing is based on a standard D&D world, in some worlds the advanced Ballistas are standard editions and thus have the price for a normal heavy ballista (800 gp). Back to main page → 3.5e Homebrew → Equipment → Weapons 'beginning' The rules for the ballista S.255 of the DMG indicate that the weapon must be loaded, targeted and fired in order to make an attack. Each of them takes action. But could each of these actions be carried out by a team of three, with a character who can perform every step so that the ballista can be fired once per round? My assumption is yes, but there is nothing textual to support this. Do I miss anything? Endgroup comments Share A ballista is a huge heavy crossbow attached to the spot. The Ballista is a direct firearm; Due to its size, a medium creature takes a -4 penalty on attack reels when it fires a ballista, and a small creature takes a -6 penalty. A ballista deals half damage to an enemy ship, but doubles damage to an unarmed balloon. Reload: Full-round action and DC 10 strength check to wind on half tap; Full round action and DC 10 strength check to wind from half to full tap; Full clamping action for loading the screw. The normal rate of fire is one shot per 4 shots. The ballista occupies a room 5 feet and weighs 400 pounds. Community content is available under CC-BY-SA unless otherwise noted. Medium Object Armor Class: 16 Hit Points: 40 Damage Immunities: Poison, Psychic Cost: 1000 gp Like the crossbow, except larger and mounted on a stand. Before it can be fired, it must be loaded and aligned. It requires an action to load the weapon, an action to aim it, and an action to fire it. Screw. Long range attack: +6 to hit, range 100/300 ft, one target. Results: 26 (3d12+9) Piercing damage. Back to the main page → 5e Homebrew → Equipment → Siege Equipment I thought I remember seeing official rules for ballistas and catapults in the core books, but maybe I confuse this with the 1st edition, which had such rules in the DM guide. Can someone help me and point out such d&d rules if they exist? I'm pretty sure they're covered in Heroes of Battle. Can't remember any other sources from my head. Pages 151 and 152 in the 3.0 Dungeon Master's Guide, or whatever pages in the 3.5 DMG correspond. The end of Chapter 5: Campaigns. You may want your Dungeon Master's Guide v.3.5 as well as Heroes of Battle Ballista A ballista is essentially a huge heavy crossbow attached in place. Its size makes it difficult for most creatures to aim it. Thus, a medium creature takes a -4 penalty on attack reels when using a ballista, and a small creature takes a -6 penalty. It takes a creature that is smaller than Big Two Full-Round Actions to reload the Ballista after firing. A ballista occupies a room 5 feet. Ballista 500 3d8 19-20crit 120 ft. Increment, 1 crew member I actually recommend the treatment of the material AC bonus [total armor, of course, shield] 8 points lower and change the damage to 3d6+8. But I like a bit more dangerous crossbows... Last edited: August 18, 2006 Heroes of Battle has indeed advanced rules for siege weapons. Frankly, I like your suggestion for Ballistas ignore the first 8 points of armor (natural, armor armor Shield AC). This makes the ballistas worth it and approaches a little bit the way they worked in the first edition D&D (where I think they basically attacked against the equivalent of the target Touch AC). But the rules should also have provided for two medium creatures or four small creatures that operate a ballista as effectively as a large creature (no attack penalty and reload once per round). Yes, because two people could easily reload a huge crossbow every six seconds... But the rules should also have provided for two medium creatures or four small creatures that operate a ballista as effectively as a large creature (no attack penalty and reload once per round). Excessive weapon swing? Can you attack with a ballista? If a person can easily reload a ballista in 12 seconds and an ogre can easily reload a ballista in 6 seconds... I don't see why two people working together as a team couldn't just reload the same ballista at the same time as an ogre. Can you attack with a ballista? If you can't, I have a player who cheated. You just have to prepare an action until they open the door. You are surprised and fat-footed, you make your attack roll. I'd rather use ballista and catapults ranged touch attacks. Against creatures? Use the effect area attack. I wouldn't even try to use armor as a DR against a 500lb stone. Can you attack with a ballista? If you are within 30ft. 60ft are if you have the crossbow sniper power of PHB II. And if a ballista is simply a huge heavy crossbow, doesn't that mean Rapid Reload should help reduce reload time? Does Heroes of Battle have rules for destroying siege equipment? I was very disappointed when I realized that the DMG had no hardness. PS for a Balista. You can probably eye it so that it has four times the HP of a medium heavy crossbow with the same hardness (since the hardness is determined by material/composition, while HP is a factor of both materials and mass; larger or thicker objects have more HP, but the same hardness as other objects of the same material). I'm working on a homebrew campaign and I want to manette the two ballistas to cover the daring bridge crossing. Beasies, fog and broken boards will be abundant. Assuming that the party negotiates/bribes, the team would depend well on how well the Ballista crews do their job. Has anyone developed rules that they use in his 5E campaign that they wouldn't lend to me? Thank you! Page 2 Comments Joined Apr 2017 News 1,672 Reaction Score 2,543 As my next campaign will focus more on thieves in the surface world than on dungeons, I want to include things like ballistas in the tactical mix. The 5e DMG offers rules for them, but they are honestly so perfunctory that they need to be extended for the actual game. Here is my version of a D&D relevant ballista. Design goals: - Not super realistic - Be actuated a character with Martial Ranged Weapon skills - Ballistas are basically meant for use by NPC forces, but a PC can take control of you and use it against its enemies. - Semi-portable, but really thought to remain static - I intend to eventually write a siege broadcasting weapon master feat of a kind that ballistas and mangonel scale with the levels. I don't expect any players to take it, but then I can beat it on NPCs. Tell me what you think? Weapon: Ballista Martial Ranged Weapon Cost: 200gp. Damage: 3d10 Piercing, Weight: 300 lb., Range: 120/480 Heavy, Loaded, Two-handed Ballista is not carried like a normal weapon. Instead, it is treated as a large object on the battlefield. It comes with wheels to facilitate the move, but it's still awkward. A character using a ballista can move him when he moves, but his speed is halved. A ballista cannot be fired during a round that has been postponed. To use an unattended ballista, a character must move into his space, which is considered difficult terrain and provides half the cover. He can immediately spend an action to fire. When an opponent moves into the Ballista space, attacks with the Ballista have drawbacks. An opponent can try to take control of the ballista by issuing an action to check a controversial strength (athletics) against the strength of the current user (athletics). Firing the Ballista follows all the usual rules of a two-handed long-range weapon with the loading feature, except that opponents standing only next to the ballista's space do not have any disadvantages for attacking roles. A ballista screw can hit multiple targets lined up in a row, like a line spell. Each target requires an individual attack role. Such an attack will hit the sager's allies when they are in line. Alternatively, the shooter can bend the screw to hit only a single target. Goal.