<page>018v</page>

<image>http://gallica.bnf.fr/ark:/12148/btv1b10500001g/f42.image</image>

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The average weighs 18 <fr><ms>quintals</ms></fr> &amp; measures<comment>c\_018v\_01</comment> xii <fr><ms>pans</ms></fr> long. Its ball weighs eight or 9 <ms>lb</ms> &amp; its charge is six <ms>pounds</ms> of <m>powder</m>. <del>And for</del> At the breech it carries a <ms>thickness of three balls</ms>, &amp; in front, two. It is more appropriate for the defense of a <env>city</env> than for battery. However, one takes it sometimes either to break a <env>barricade</env> or to support the battery after the cannons have shot, in order to prevent the assailed from re-fortifying after the cannons have played or shot. Four <al>horses</al> can draw it. It shoots at point blank eight or nine hundred <ms><fr>pas</fr></ms> &amp; almost as much as the <fr>bastarde</fr>.</ab>

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To cannons &amp; large pieces one gives<del><fr>n</fr></del> as much <m>powder</m> as is the <ms>diameter of a ball &amp; a half</ms>, to which dimension the <fr>escusson</fr> comes. To medium pieces, such as campaign pieces, &amp; smaller ones, one gives them powder the <ms>thickness of two balls</ms>. To the <fr>passevolant</fr> &amp; other smaller ones, one gives them <m>powder</m> the <ms>thickness of three balls</ms>. In general, one charges all pieces <ms>up to the <fr>escusson</fr></ms>. One charges with the <tl>linstock</tl> all pieces from the cannon to the piece of four <ms>quintals</ms> <del><fr>de char</fr></del>, and one gives to them two <tl><ms>linstocks</ms></tl> of <m>cannon powder</m> or one &amp; a half of <m>arquebus powder</m>. To smaller ones, one only gives them one <tl><ms>linstock</ms></tl>, &amp; those of one <ms>quintal</ms> are charged with a small charge.</ab>

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A campaign piece weighs ten or twelve <ms>quintals</ms> &amp; is ten <fr><ms>pan</ms></fr> long or 12. Its ball weighs vi or vii <ms>lb</ms> &amp; its charge is 4 <ms>lb</ms> of <m>powder</m>. At the breech it has three balls &amp; two in front, as do all pieces that are smaller than the average. One gives them more of a breech because one makes them longer in proportion, and also because in a <env>house or elsewhere</env> one shoots them more frequently than the large pieces. Their <ms>caliber</ms> is also small, which makes the breech 3 balls thick. They are used for following a camp quickly &amp; for the defense of <env>cities</env> &amp; <env>houses</env>, putting them on the <env>walls</env> or on a <env>tower</env>. One needs three <al>good horses</al> for drawing it.</ab>

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The <fr>passevolant</fr> weighs vi <ms>quintal</ms>, is eight or nine <fr><ms>pans</ms></fr> long. Its ball weighs two <ms>lb</ms>, &amp;, for its charge, a <ms>lb</ms> &amp; a half of <m>powder</m>. At the breech it has three balls &amp; two in the front. Two <al>horses</al> can move it, for a single <al>horse</al> does not begin to move a piece. It is used for the defense of <env>houses</env>, or for taking among the <pro>infantry</pro> to break a rank of <pro>cavalry</pro>.</ab>

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The <fr>faulconneau</fr> weighs 4 <ms>quintals</ms>, is x <fr><ms>pans</ms></fr> long. Its ball weighs one <ms>lb</ms> &amp; a quarter, its charge is half a <ms>lb</ms> of <m>powder</m>. At the breech three balls, at the front, two. To move it, two <al>horses</al>, although such pieces are hardly moved insofar as they only serve to defend <env>houses</env>. The ones which are carted around either for battery or for siege combat, are cannons, culverines, medium-sized <fr>bastardes</fr> &amp; campaign pieces</ab>

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