<page>024v</page>

<image>http://gallica.bnf.fr/ark:/12148/btv1b10500001g/f54.image</image>

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<id>p024v\_1</id>

<head>To bring a canon over <env>land</env></head>

<ab>

<del>If you have</del> To bring a canon, one needs a hundred <pro>pioneers</pro> or more to flatten the tracks by levelling ditches &amp; others obstacles, such as <pa>trees</pa>, <m>stone</m> mounds &amp; similar things to make gabions on the way. Once one is close to the place one wants to batter, the <pro>gunner</pro> goes <tmp>at night</tmp> to reconnoiter the most convenient place to mount the battery &amp; if he does not see well, one gives a false alarm in order that those on the inside throw torches. Very often, one batters where it is strongest so that the assailed do not repair there, disregarding the battery. Usually, there are not many garrets &amp; other defenses in that place. And when a breach is made at the strongest part &amp; the cannon removed, it will surprise the assailed. One approaches <env>fortified towns</env> <tmp>at night</tmp>, but to <env>poorly fortified towns</env>, <pro>pioneers</pro> bring gabions and <del>carry</del> once these are placed, one puts some boards or planks behind the gabions to keep the <pro>pioneers</pro> safe, while behind, they fill the gabions with some <m>earth</m> by means of their <tl>shovels</tl>. And while one does this, one raises some false alarm on another side. And before, one has shot a volley at the defenses. <corr><del>The gabions</del></corr> The <pro>pioneers</pro> carry the boards to make a level ground or a platform of four <bp><ms>fingers</ms></bp> or half a <bp><ms>foot</ms></bp> thick, and one sets them into the <m>earth</m>. The platform is five or six <del>canno</del> <bp><ms>feet</ms></bp> larger than the cannon's wheels on each side <del><fr>m</fr></del> if there is only one cannon. But if there are more, the platforms touch. The distance which is between the pieces is the <ms>width of two gabions</ms>. As long as the battery lasts, the <pro>gunner</pro>s sleep &amp; eat close to a cannon. In small spaces, one does not bother to dig trenches to reach the pieces but one puts plenty of gabions that are high and runs to them. In large places one digs trenches. There are always in trenches or behind barricades <del>some</del> companions-in-arms on guard duty to defend the pieces. One keeps the small <m>powder</m> magazine, of three or four <ms>kegs</ms>, separately.</ab>

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Know the magazines of <pl>France</pl> for the artillery.</ab><comment>c\_024v\_01</comment>

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It is good if the platform is slightly inclined toward the front because the piece is more quickly mounted for battery &amp; withstands the shot better &amp; batters more fiercely.</ab>

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<id>p024v\_2</id>

<ab><margin>left-middle</margin><rub>Fowlers</rub> are those with a reinforcement in the space which contains the <m>powder</m>, and the ball can only <del><fr>a</fr></del> roll up to the opening of the said chamber. These do not penetrate so much &amp;are irritating to load but they do not heat up as quickly.</ab></div>

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<id>p024v\_3</id>

<ab><margin>left-middle</margin><rub><m>A steel</m> touch-hole</rub>is put in the canons in the manner of a screw so it will not be damaged during shooting like the others very quickly will be. But these screws are prone to blow off &amp; cause damage to the <pro>gunner</pro>. There is nothing for it but to use a proper touch-hole.</ab></div>

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<id>p024v\_4</id>

<ab><margin>left-middle</margin><rub>A touch-hole at the level</rub> of the breach is the best because in this way the cannon hardly pushes back.</ab></div>