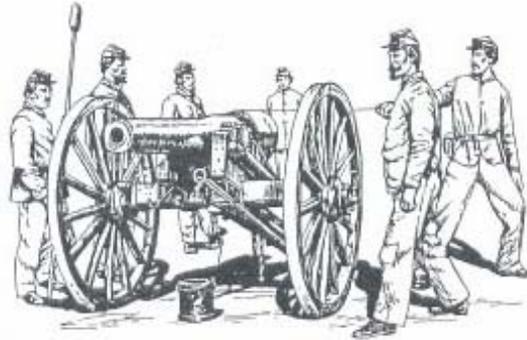




## "Give 'em Blizzards, Boys!"



Major General William W. Loring ordering artillery fire on the Union ironclads, March 11, 1863, Fort Pemberton.

### Origins

The Spanish, French and British introduced the cannon to the Western Hemisphere, and for four centuries it defended and supported positions in the Americas, destroying the enemy. At times the cannon's role was insignificant, whereas in other battles it was the deciding factor. Crews who served the piece should not be forgotten, but it was the cannon that determined what took place. No crew could out perform their gun's abilities, and the cannon's speed, accuracy, and strength determined its placement on the lines, and, in a sense, predicted its success or failure.

### Classification

Artillery was classified in various ways including, weight of the projectile, bore diameter, inventor, and mobility. Field artillery was lightweight and mobile, with the ability to move with the troops. Field pieces were further categorized as guns and howitzers. Guns had a long range and flat trajectory. Their principle use was to batter heavy constructions with solid shot at long or short range, and were used to destroy parapets, dismount cannon, and shoot canister or exploding projectiles against masses of infantry. The howitzer was highly mobile, shooting larger projectiles than the field guns of similar weight, and reaching targets behind obstructions using high- angle firing.

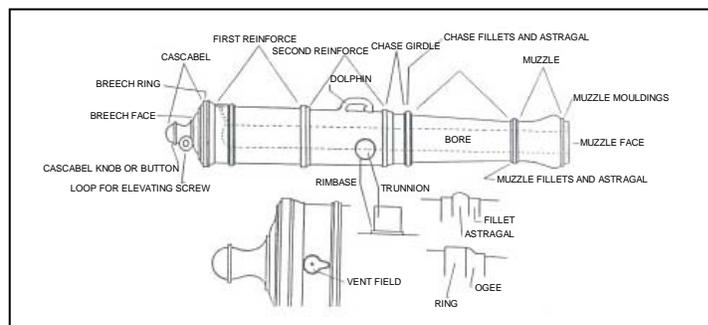
Heavy artillery was generally brought to the front to defend or lay siege to an area. Because the weight of the cannon made it difficult to move with the troops, the pieces were usually stationary and called siege guns if attacking, and garrison guns if used to defend the fortifications. Included in this group were mortars,

which, along with the heavy guns, could drop shot or shell behind fortifications shielding troops.

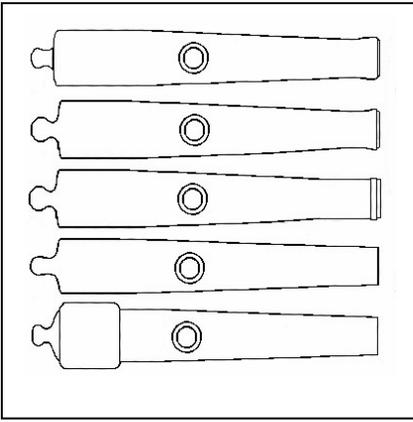
The final type of cannon was the stationary gun, usually found at fortifications along the seacoast. As the name implies, these guns were extremely heavy, averaging 50,000 pounds, with their primary targets being naval vessels and landing craft. The largest stationary cannon used was a Rodman, weighing 117,000 pounds, and firing a 1,000 pound projectile 4.5 miles.

Cannon of the Civil War were used for more than destruction of enemy lines; they were a symbol to all on the field. Major Robert Stiles, a Confederate artillerist, described their role: *"The gun is the rallying point of the detachment, it's a point of honor, it's the flag, it's the banner. It is that to which men look, by which they stand, with and for which they fight, and for which they fall. As long as the gun is theirs, they are unconquered, victorious; when the gun is lost all is lost."*

### Nomenclature



## Statistics



The Civil War was the zenith of the muzzle-loading cannon. Just as this war marked transitions in military tactics, ammunition, and naval advances, the cannon also evolved. Four major changes occurred in its technology: from bronze to steel, from ornate to functional shape, from smooth bore to rifled, and from muzzle-loading to breech-loading. These transitions tended to complicate cannon identification. Variations in design, foundries, and technological advances produced multiple shapes for cannon with the same name. Examples of shape variations can be seen in the Confederate Napoleon. The five profiles reflect changes made at four different foundries.

Adding to the confusion are alterations made by artillery units. At Vicksburg, two cannon were modified by their crews, the 32- Pounder Rifled and the 7.5- inch Blakely, nicknamed "*The Widow Blakely*." Despite the confusion over modifications, some cannon are recognizable whether a 10- pounder or 100- pounder, Union or Confederate, or an 1861 or 1864 model, such as the Parrotts and Dahlgrens. The guns of the Civil War were more than additions to the battlefield - the cannon were symbols of victory or defeat. The accompanying charts represent those guns that aided in the siege and defense of Vicksburg.

## Artillery Projectiles

**Shot** - a solid projectile, non- explosive, used for battering fortifications and against masses of troops.



8- inch  
Solid Shot

Non- explosive projectiles utilized for scatter or shotgun effect:

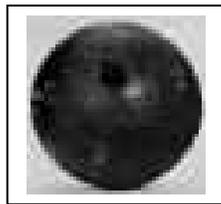
*Grape* - used for naval, siege/garrison, and seacoast artillery; a cluster of nine iron balls within an open iron frame which shattered on firing. Each ball approximately the size of a baseball.

**Shell** - explosive, hollow cast missile containing gunpowder and equipped with a time fuse for spherical (round) projectiles, and either time or percussion fuse for elongated projectiles, to produce detonation and fragmentation.

*Common Shell* - fired from guns and howitzers.

*Mortar Shell* - fired from mortars at higher trajectory.

10- inch  
Mortar



*Canister* - Shot (about size of golf ball) packed in tin can which fractured on firing permitting shot to scatter. Very effective against infantry attacks up to range of 350 yards. Twenty- seven balls in a can used for guns, 40 balls in can used for howitzers.



12- pounder  
Stand of Grape

*Shrapnel (Spherical Case)* - The shell was filled with lead or iron musket balls (the number varied as to caliber of artillery piece) which scattered on detonation. Effective range: 500- 1500 yards. Shell for use in a 12- pounder cannon carried 78 balls.



12- pounder  
Confederate  
Case- Shot



10- pounder  
Parrott  
Canister

## Field Artillery

Shape	Type	Metal	Type of Bore	Bore Diam. (in.)	Tube Length (in.)	Weight (lbs)	Projectile	Wt (lbs) of Projectile	Wt (lbs) of Charge	Elevation (degrees)	Range (yards)
	6 pounder	Bronze	Smooth	3.67	65.6	884	Shot Case	6.1 5.7	1.25	5° 4°	1,523 1,200
	6 pounder Brennen	Iron	Smooth	3.67	62.5	1,038	Shell	6.1	1.25	5°	1,700
	6 pounder Wiard	Iron	Rifled	2.6	53.0	725	Shell	6.0	0.62 0.75	35°	800 7,000
	10 pounder Parrott	Iron	Rifled	2.9	78	890	Shot Shell	10.5 9.5	1	10° 20°	3,200 5,000
	12 pounder	Bronze	Smooth	4.62	85	1,757	Shot Case	12.25 14.8	2.5	5° 3°30'	1,663 1,200
	12 pounder Howitzer	Bronze	Smooth	4.62	58.6	788	Shell Case	8.3 10.8	0.75	5° 3°45'	1,072 1,050
	Napoleon	Bronze	Smooth	4.62	72.2	1,227	Shot Shell Case	12.25 12.1 8.34	2.5	5° 5° 3°50'	1,682 1,300 1,135
	24 pounder Howitzer	Bronze	Smooth	5.82	71.2	1,318	Shell Case	24.3 21.3	2.0 2.5	5° 3°50'	1,322 1,200
	3 inch Ordnance	Iron	Rifled	3.0	73.3	820	Shell	9.5	1.0	5° 20°	1,830 3,972
	3.6 inch James	Bronze	Rifled	3.67	60.0	875	Shell	12.0	0.75	5°	1,700
	3.8 inch James	Bronze	Rifled	3.8	73	915	Shell	14.0	1.25	5°	1,530

## Siege and Garrison Artillery

Shape	Type	Metal	Type of Bore	Bore Diam. (in.)	Tube Length (in.)	Weight (lbs)	Projectile	Wt (lbs) of Projectile	Wt (lbs) of Charge	Elevation (degrees)	Range (yards)
	12 pounder	Iron	Smooth	4.6	116	3,590	Shot Case	15.0 12.25	4.0	5°	1,834
	24 pounder	Iron	Smooth	5.8	124	5,790	Shot	24.3	6.0	5°	1,592
	30 pounder Parrott	Iron	Rifled	4.2	133	4,200	Shell	30.0	3.25	15° 25°	4,800 6,700
	32 pounder	Iron	Smooth	6.4	125	7,200	Shot	32.4	6.0	5°	1,922
	32 pounder Naval	Iron	Smooth	6.4	105	4,704	Shot	32.5	6.0	5°	1,756
	32 pounder Rifled	Iron	Rifled	6.4	102*	4,704	Shell	32.5	3.25	5°	2,731
	42 pounder	Iron	Smooth	7.0	129	1,955	Shot	43	10.5	5°	1,955
	42 pounder Siege	Iron	Smooth	7.5	122	8,582	Shot	43	8.0	45°	1,650
	7.5 inch Blakely	Iron	Rifled	7.5	100*	7,240	Shot Shell	168 114	2.0	5°	4,400
	8 inch Columbiad	Iron	Smooth	8.0	120	8,465	Shell Shot	49.8	10	15° 30°	3,224 3,873
	IX inch Dahlgren	Iron	Smooth	9.0	132	9,265	Shell	73.5	13	15°	3,450
	10 inch Columbiad	Iron	Smooth	10.0	126	15,400	Shot Shell	101.7 127.5	13	35° 39°	4,828 5,664
	10 inch Mortar	Iron	Smooth	10.0	46	5,775	Shell	88.4	4	45°	2,028