

DER EISEN-ANGREIFER

Andere Weltmotoren (Germany) - EA-X14

HEIGHT:	12 meters (39 feet)
LENGTH:	3 meters (10 feet)
WIDTH:	1.4 meters (4.5 feet)
WEIGHT:	25 tonnes
POWERPLANT:	Microsteam Electric MSE-4C
RANGE:	160 km (100 miles)
MAXIMUM SPEED:	70kph <i>tracked</i> , 36kph <i>walking</i>
AFFILIATION:	Deutschland Luftwaffe

The German army's last gasp during the Battle of Britain was an attack platform dubbed the "Iron Attacker" series of *Luft-Tropfen-Maßeinheit* (Air Drop Unit). This was the latest design of the "Other World Motors" secret manufacturing facility deep within the Italian Alps.

Hitler's obsession with smashing Churchill's homeland defence was beginning to waver with priorities elsewhere requiring more resources and attention. This last wave of Iron Attackers would be the *Andere Weltmotoren's* last sanctioned effort at successfully gaining a foothold on the Island.

Equipped with dual purpose bomb/grenades and massive gelatine-flame thrower, the new EA-X14 also packed heavy machineguns in the head/cockpit unit and a complicated re-loadable rocket system. The intention was to ground multiple *der Eisen-Angreifers* onto a field and then begin troop movement towards an easily defendable base-camp so that Luftwaffe planes could bring in troops and engineers.

The only reasonably effective method of moving a twelve meter-tall (39ft) and twenty-five tonne mechanical soldier was to gut the airframe of a Messerschmitt Me 321 cargo glider and rig a deployment frame. When landing, The EA-X14 would lower its legs at the waist and begin winding up the tracked foot units to approximate ground speed. The legs would then act as the landing gear. Another option was to land the glider conventionally and then roll the Iron Attacker away. This option was only suitable during the simulated surprise attacks scenarios played in France. The Air Drop Units were extremely effective in live testing over the French airfields and would also become pivotal in future Afrika Corps operations.



MESSERSCHMITT ME 321-X

Basic Vehicle Stats

Vehicle	Modified Cargo Glider
Speed	160kph (99mph) on tow
DEF	+4 Towed, +6 Free flight
Size	5 (-8 Size modifier)
People	EA-X14 Pilot (1)
Cargo	EA-X14 only
AV	10
Hits	80

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The flight over the English Channel often brought the invading Iron Warrior unstuck with an incredibly resistant Spitfire and Hurricane air shield. Towed by 3 Bf 110's the EA-X14 pilot who also controlled the glider in flight was only able to use cockpit machineguns during air battles with only a side and bottom fire arc.

With the Non-Terrestrial influences behind the *Andere Weltmotoren's* Iron Warrior program, the Allied forces did not hesitate to incorporate the benevolent offerings of the mysterious TransWorld Industries.

In an attempt, by TransWorld, to level the playing field, the EA-X14 had a British counterpart in the R.A.S's "Sherwood Archers." The Royal Armoured Soldiers division of His Royal Majesty's Armed Forces kept the home front safe from major incursions thanks to young lads trained by TransWorld.

The infamous "Battle of Nottinghamshire" was the most noteworthy example of alien technology enforcing a stalemate in combatant strengths right up until the United States of America's top secret development and deployment of atomic weaponry.

MECHASSEMBLE STATS

Type: Robot

Class: *Luft-Tropfen-Maßeinheit* Iron Attacker Mecha

Size: Very Large

Occupants: 1 Pilot *doubles as Glider Pilot* [10]

STR: 15 **HLT:** 3 **REF:** 2 [200]

DEF: +9 **INI:** -6 **AV:** 30 **HITS:** 140* [292]

MOV/Terrain: Tracked 19m/Turn (42mph) [47]

MOV/Terrain: Walking 10m/Turn (21mph) [25]

Mecha Modules: Basic Navigation [1], Glider Assembly [1], Headlights [1], Long Range Radio [2], Low Light Optics - 5km [10], Optics - 5km [5], Parachute [5], Radio Jammer +6 [12], Searchlight [2]
Mecha Defects: Alien Design -3 TN [-3], Noisy [-5], Poor Visibility [-5], *Rear Susceptible Hits - HITS=100 [-40], Reduced Endurance - Few Days [-5], Startup Time 10 minutes [-4]

Flamethrower (Arm), Damage: 5d6 **Type:** Gelatin Flame (P/L), **Acc:** -2, **RMod:** +1, **MAX:** 300m, **RoF:** 1 **Amm:** 50 **Notes:** Burning x2, Ext Rng, Extra Amm, Inaccurate. [36 = 3MP]

Rocket Launcher (R-Shoulder), Damage: 10d6 **Type:** Blast (Ex/L), **RMod:** +1, **MAX:** 600m, **RoF:** 4/2 **Amm:** 200 **Notes:** Blast, Extra Amm, Automatic, Ext Rng, Fixed Forward, Slow Firing [52]

Machine Guns (Head x2), Damage: 9d6 **Type:** Ballistic (P/L), **RMod:** +1, **MAX:** 540m, **RoF:** 8 **Amm:** 200 **Notes:** Auto x2, Ext Rng, Extra Amm x2, Turret, Static [31 = 3MP x2 = 6]

Grenade Bombs (Legs), Damage: 20d6 **Type:** Blast (Ex/L), **MAX:** STRx5m **RoF:** 1 **Amm:** 20 **Notes:** Blast, Thrown [31 = 3]

Required Skills: Pilot (Glider), Mecha Pilot (Iron Warriors), Mecha Combat (*Der Eisen-Angreifer*)

Cost: 626 MP

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