Landships of Mogdonazia by John Bell

These rules are made to interact with Larry Brom's The Sword and The Flame rules set. Anything not explained here might be found in TSATF.

It should be noted that the vehicle counts as a single unit. It will always have a crew (else it would be abandoned).

Vehicles statistics

A. Movement

1. To determine how fast a vehicle can go, roll a D6. This is the number of dice it can use for movement.

Movement on roads uses the maximum number of dice.
Movement off roads uses half the maximum number of dice rounded up.
Movement in rough terrain negates the highest die rolled.

A vehicle has a minimum number of one die for movement in all cases, except if it is broken down or immobilized.

2. Breakdown:

Vehicles must roll for breakdown every turn. Roll a D6 and consult the chart.

Breakdown	
Roll 1D6	
On road	6
Off road	5-6
In rough terrain	4-6

To restart a broke down vehicle, roll a D6. On a 4 to 6, the vehicle will move normally next turn.

B. Crew and Systems

Vehicles are complex contraptions, requiring a number of skilled personnel to operate and maintain the various mechanisms found inside.
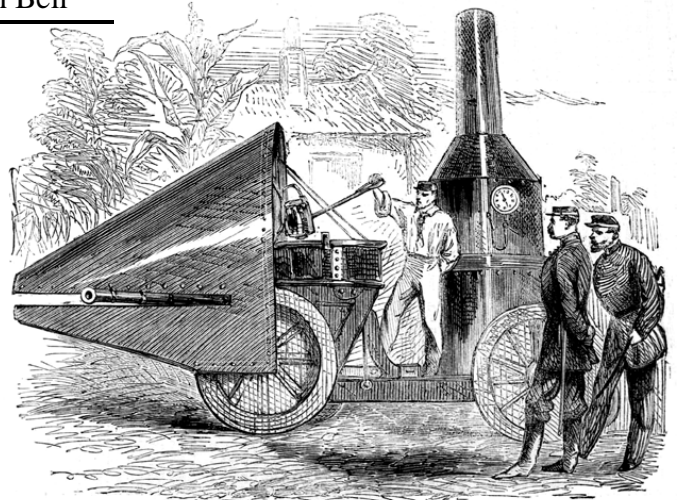
The mechanisms will be referred to as systems, and consist of the engine, the gear box, the weapons and the propulsion system. Apart from the weapons, these systems are for the most part invisible.

1. To determine number of crew aboard a vehicle, first count the number of weapon crews (see section E for more details), and then add whatever number of crewmen that looks sufficient with the vehicle. One of those extra crewmen will be the commanding officer (although he plays no role unless the crew disembarks from the vehicle).

For example, a small lorry might only have two crewmen while a landship with two guns might have ten or twelve.

2. The crew can elect to repair a damaged system. To repair, roll a D6. On a 5 to 6, the system is repaired. While repairing, the whole crew takes part and cannot do anything else for the entire turn.

C. Armour

To determine the armour of the vehicle, roll a D6, this is its target class. If the vehicle model looks like it is armoured, the 1, 5 & 6 become 2, 3 & 4. If the vehicle looks like it is unarmoured, the 4, 5 & 6 become 1, 2 & 3.

The target class (i.e. I, II, III, IV) is applied to all sides of the vehicles. Yes, there is no weak spot in the armour, but then again, this is a game.

D. Firing at vehicles

1. Firing at vehicles is done in the same way as in TSATF. However, if the vehicle is open-topped, it must be specified if the target is the vehicle or the crew.

2. When a vehicle is hit, play out a card as per all other units. The vehicle will only be wounded on the following:

If the weapon firing is a gun:
- o   Face card- Criticals
- o   Ace of Hearts card- Destroyed

If the weapon firing is a machine gun or small arms
- o   Ace card- Criticals

When a face card is turned, refer to the Vehicle Critical chart. Roll a D6 and apply the results.

Vehicle Critical Chart	
Roll a D6	
1	Weapon closest to shooter is damaged
2	Engine hit, vehicle is immobilized, smoke inside (1 less action/crew)
3	Gears hit, add 1" to turning, lose one die
4	Propulsion hit, 1-3 not serious (1/2 speed), 4-6 immobilized
5	D3 Crew are killed, no save, closest to shooter
6	Look out! Vehicle suddenly explodes.

If the vehicle explodes, all the crew within are immediately killed. All figures within 6" must roll a 6 on a D6 to survive, all figures 6-12" away must roll 4 and higher on a D6 to survive.

E. Weapons

A vehicle may have any weapon available in TSATF mounted on it. Weapons and weapon positions must reflect what is on the model.

Each weapon has the available crew necessary for it. Crew can be cut back to reflect a lower quality weapon than as suggested in TSATF.

Weapons may be positioned in three ways:

Forward: This is one weapon on one side of the model that can only fire forward, following the same rules as TSATF.

Sponson: This is a weapon that may fire 180 degrees, and usually has a sister weapon on its parallel side.

Turret: This is a weapon that may fire 360 degrees, save where the vehicle blocks the line of sight.

F. Close Combat

Vehicles are not really good targets in close combat in the sense that swords and spears can only do so much against wood, iron and steel.

1. When infantry or cavalry attack an open topped vehicle, they engage the crew in close combat. The crew is treated as cavalry.

2. When infantry or cavalry attack a closed vehicle, the combat is in three steps:

- a)   The attacker latches onto the vehicle.
- b)   The attacker tries to open the hatch.
- c)   The attacker engages the crew in close combat.

In the first two steps, the attacker does not wound anything, but can be wounded. This represents the attacker falling to the ground while the vehicle is going top speed, or being crushed by the vehicles treads or wheels, or anything else.

3. Vehicles can attack infantry, cavalry, artillery and other vehicles without any restrictions.

4. When a vehicle attacks another vehicle, the victor of the combat causes damage on the loser. Consult the critical chart to see what happened.

5. Vehicles use the generic close combat modifiers chart.

Vehicle Close Combat modifiers	
Charging	+3

Silly Contraptions

A. Jump Packs

This is for a unit where the troops strap on some flying contraption to get them from one place to the next. It could be wings, a helicopter propeller, a steam boiler attached to their back, it doesn't matter. No matter what the contraption is, it is quirky and prone to cause trouble.

A figure with a jump pack can either move using the jump pack or by ground. Since the figure is flying when using the jump pack, it ignores rough terrain, cross-country and road modifiers. Movement for jump packs is 5 dice, 4 dice if the figure has to cross a tall obstacle. After moving the figure, refer to the jump pack chart and apply the result to the movement.

Jump pack chart	
Roll a D6	
1, 2	No effect on movement
3, 4	Scatter D6" away
5	Crashes, pilot casualty
6	Explodes as it takes off

Figures shooting while using their jump pack are considered as mounted in the firing chart.

Jump pack troops are organised in half platoons of one officer, one NCO and eight soldiers.

B. Mr. Tesla's Rifles

A figure carrying Tesla rifle is considered a key figure when in a unit.

Roll 3D20 as Dervish rifle weapon. If at least one figure is hit, the target unit must rally or be considered shaken…

If a 20 is rolled, the Tesla rifle explodes. Remove the figure as a casualty. Any additional rolls of 20 will affect one figure each, and must save in the usual TSATF manner (flip a card).

In close combat, treat the Tesla rifle as a lance.

C. Flame Rifles

A figure carrying flame rifle is considered a key figure when in a unit.

Roll 3D20, looking for 1-6. Range is 8". Flame rifles ignore target classes, and count as small arms against landships. If at least one figure is hit, the target unit must rally or be considered shaken…

If a 20 is rolled, the flame rifle explodes. Remove the figure as a casualty. Any additional rolls of 20 will affect one figure each, and must save in the usual TSATF manner (flip a card).

In close combat, treat the flame rifle as a lance.

D. Portable Congreve Rockets

Figure carrying portable Congreve rockets is considered a key figure when in a unit. The figure cannot fire if he moved during the movement phase.

Roll 6D20 as Machine Gun (short range) weapon. The rockets count as artillery against landships.

E. Steam-Powered Armour

A Powered Armour (abbreviated to PA) is a suit of armour that enhances the wearer's abilities and enables him to carry more potent weapons.

A PA is treated as a key figure, and several PAs (around 2-6) can form a unit. PAs do not need to follow cohesion rules.

PAs are constructed in the same way as landships, save they have one 1 crew, they do not have to roll for breakdowns, and they can carry a maximum of two weapons (but can fire only one per turn).

When hit, a face card counts as a wound, an ace as killed.

When wounded, PA soldiers are not put on their side as would usually be per TSATF. Instead, they can act like unwounded soldiers, save that they can only move 1D6, they suffer a -2 modifier in close combat, and their weapon will count as mounted or short range (depending on the type).

F. Clockwork Men

A Clockwork functions like Powered Armour in most ways, but needs to roll for breakdown just like a landship (save that a broken down Clockwork cannot shoot or fire), requires an operator to repair it, and follows a slightly different wounding rule.

Clockworks can be fielded individually or in units of two or more. They must, however, have an operator to look after them. If the Clockwork breaks down, the operator must be within 2" in order to repair it (refer to the landship rules).

Clockworks will fight as Zulus in close combat, and if equipped with a weapon, will shoot as Egyptians.

When hit, a face card will cause the Clockwork to refer to the Clockwork Critical chart every turn, and an ace will shut it down permanently. If the player commanding the clockwork wishes so, an operator can be removed instead.

Clockwork Critical Chart	
Roll a D6	
1	Operates normally
2	Operates at half speed, fire half strength
3	Does not move, shoot, or fire
4	Charges ahead at full speed, cannot fire
5	Attacks the nearest element as if enemy
6	Moves in a random direction

In close combat, a wound will cause it to refer to the Clockwork Critical chart, and a kill will shut it down permanently.

As per TSATF, any additional wound will shut it down permanently.

Airships and Fixed Wings

A. Airships

1. Airship Movement: Moves 2d6" per turn, plus an additional d6 every turn after until it reaches 4d6" per turn. When turning more than 45º, the airship loses 1 die per excess 45º. *Ex: Airship is moving at 4d6" and decides to turn 80 º starboards, so the airship can turn but only has 3d6" left...*
An airship can decelerate at a rate of 2d6" per turn.

Airplane: Moves 4d6" per turn, has no need to land. The airplane cannot make a sharp, right angle turn, but can curve around.

2. To climb into the airship, one simply has to move besides its base. The next turn, they will be on board, but in the shooting phase in-between, the figures will count as in Open Order, and can also be charged in close combat. Any enemy figure attempting to climb in must follow the landship close combat rules.

3. Shooting: Airships and Airplanes can be shot at if they are within 12" of the targeter as they are flying fairly low in this scenario. Both count as class IV. On a face card, consult the Airship Critical Chart.

The airplane has no built in weapons, but the pilot can try to drop some homemade bombs. All bombs drop relatively straight down. Roll 2D6 (one dark, one light) to determine hits. On doubles, it will count as a hit. The position of the dark die to the light die will point the direction, and the light die will indicate how many inches. If a double one is rolled, the bomb accidentally drops into the cockpit. Every turn after, roll a D6. On a one, the plane explodes, on a six the bomb is a dud.

Airships are equipped in the same manner as landships.

4. Airship crew can repair systems, but the airship will continue moving at the same speed it did the previous turn and will not be able to turn. Airplane pilots cannot repair systems, as they are the only persons on board.
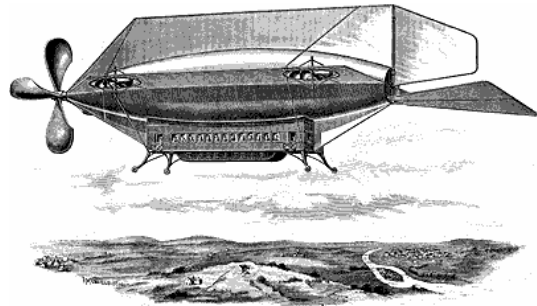
Airship Critical Chart	
Roll a D6	
1	Weapon closest to shooter is damaged
2	Engine hit, cannot change direction and will crash in D3 turns
3	Propeller hit, lose 1D6 to turning, lose one die
4	Propulsion hit, 1-3 not serious (1/2 speed), 4-6 cannot change direction
5	D3 Crew are killed, no save, closest to shooter
6	Look out! Vehicle suddenly explodes.