

Superheavy
Expansion Book!

Flying
Circus

Chariots of Steel



An Expansion by
Erika Chappell

Flying
Circus
Chariots
of
Steel

Credits

Writing, Design, and Art

Erika Rachael Chappell

Co-Designer & Editrix

Alexandra Altringham

Guest Artists

Octavia Jean (pages 92, 205, and 276), Ross Taylor (page 45),
Nakamasa Keiji (page 32, 236), Erika Chappell (pages 156-159),
Sam Grandy (pages 288-291, 306-310), Eazy (additional 3d models)

Internal Playtest Team

MechaMaestro, Mechfried, Cassi

Vehicle Builder App

Jon Hoffman

Special Tanks

Kit Hohler, for research, and DragonCobolt, that nerd

Additional thanks to the Something Awful Forums, for making the mistake of asking for better ground combat rules. Be careful what you wish for!

Font Listing

Balthazar, Madjoe, Koch Fette Deutsche Schrift

Dedicated to my Little Grandma, Anna Chappell.
In memory of long afternoons at your apartment,
playing with your son's old toy soldiers.

This is an expansion for the Flying Circus
roleplaying game. In order to play, you will
need the core game, which can be found on
DriveThruRPG or Itch.io.



POWERED BY THE
APOCALYPSE

Version 1.2

Third Party Assets

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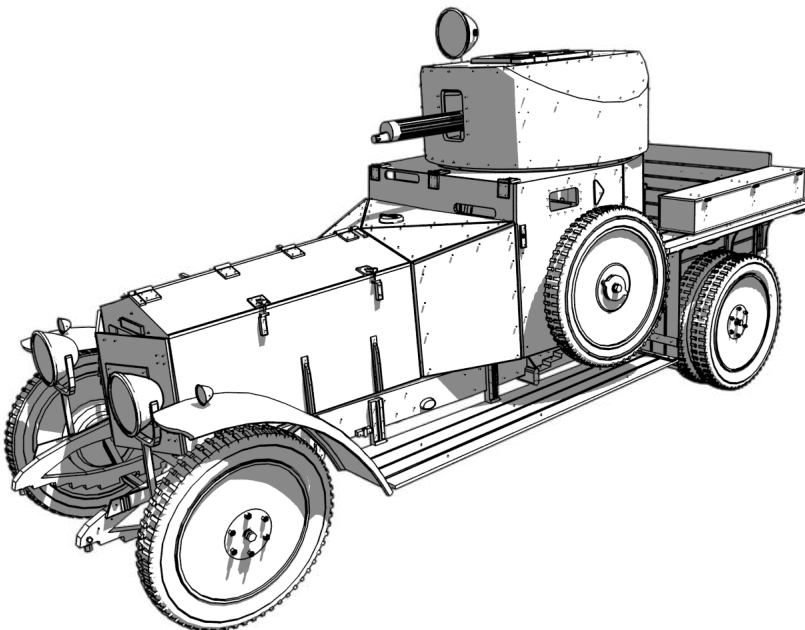
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Vehicle Builder

While mercifully less complex than aircraft, the vehicle builder also has an optional web tool:

<https://tetragramm.github.io/VehicleBuilder/>



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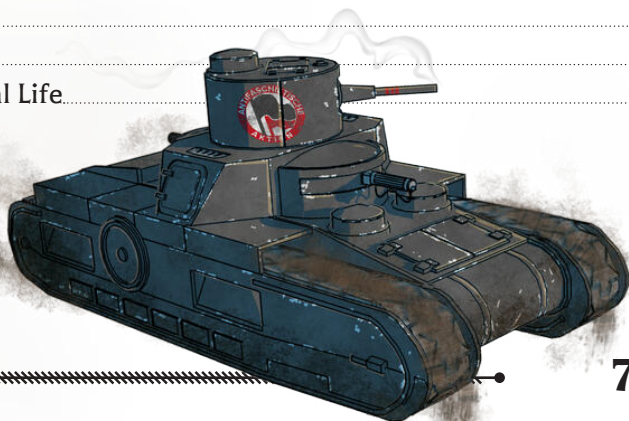




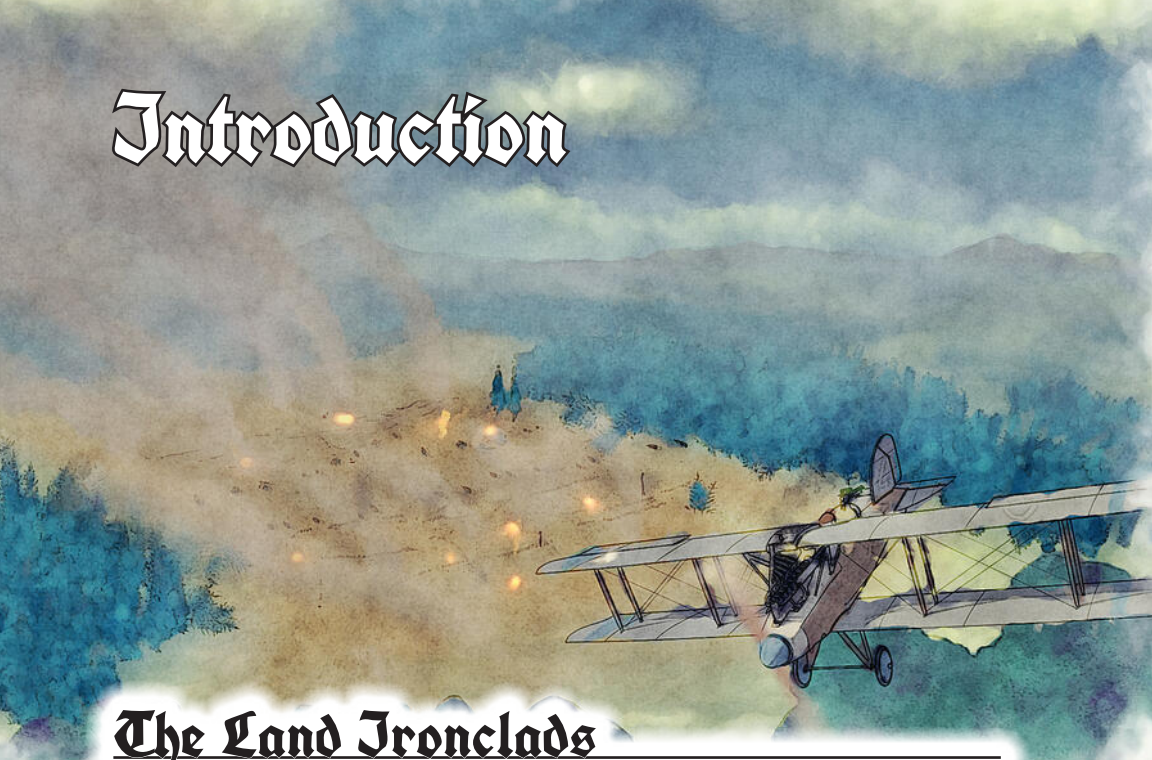
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Introduction



The Land Ironclads

“Behind it, across the plain, it had scored the grass with a train of linked impressions, like the dotted tracings sea-things leave in sand. Left and right of that track dead men and wounded men were scattered—men it had picked off as they fled back from their advanced positions in the searchlight glare from the invader’s lines. And now it lay with its head projecting a little over the trench it had won, as if it were a single sentient thing planning the next phase of its attack....”

*- HG Wells,
“The Land Ironclads”, 1903*

While none can dispute that the aeroplane and airship rule Himmilgard, that to control the sky is to control the continent, conflict on the ground is the inevitable terminal phase. For all the dogfights, scouting missions, and bombing runs, seizing a town, aerodrome, or the wreckage of a zeppelin will always be done on foot.

The circumstances of the last Great War lead to the development of many technologies to facilitate these assaults, and none were so sophisticated and terrible as the tank. Clad in steel armour and cloaked in the fumes of their engines, these war machines ground their way through trenches and battlefields, unstoppable industrial beasts. Even now, twenty years on, the dread power of the tank can still hold sway.

Introduction

Flying Circus: Chariots of Steel is an expansion designed to better enable ground combat, and to specifically add tanks and cars to the game. This book is an optional addition to any campaign, and is intended to give more options to players who want more combat on the ground.

If you are playing a regular campaign, the most important part of these rules will be the expanded GM moves, starting on page 228, and especially in the smaller scales covered on page 243. Beyond that, the first section will cover rules applicable to larger scale combat, and from there dive into vehicles, equipment, and so forth. Use only what your game needs.

Wait, Isn't This A Plane Game?

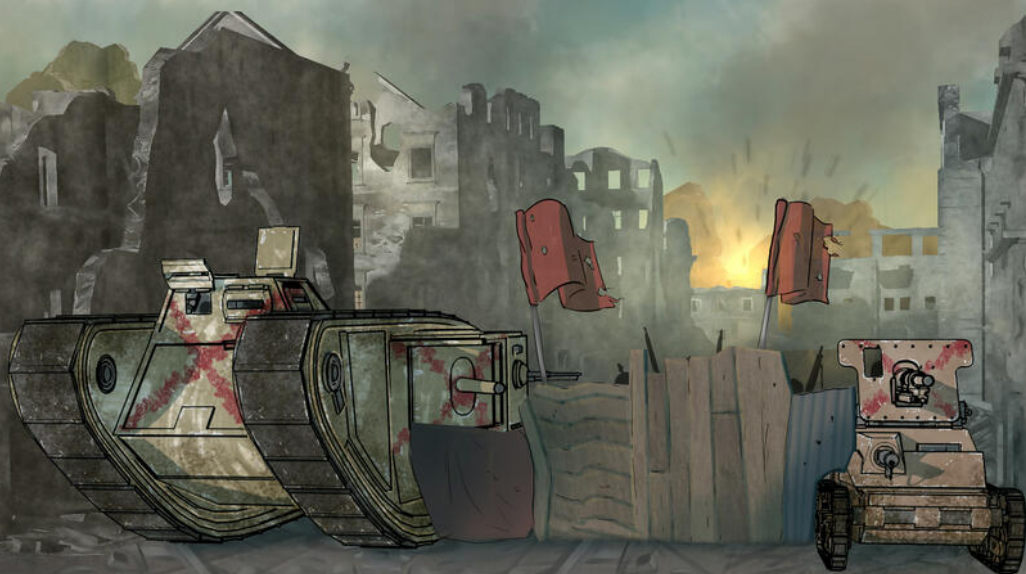
Well, it was when I started? *Flying Circus* is still primarily about cool planes and thrilling dogfights, and the purpose of this book wasn't supposed to change that, but that was 300-odd pages ago...

The original purpose of this book was to spice up ground combat, and it still works for that. You can use it to resolve a tense gunfight, tank joyride, or car chase. The information inside can add menace to a warlord, create an army to fly missions against, perform a special mission in an armoured car, or drunkenly race assorted vehicles through town.

That said, this book has also become a sort of 'total conversion mod', transforming it into a completely new kind of game. If you'd like, you absolutely can just play a whole campaign of *Rolling Circus* now. Yay?



New Rules



In the Mud

Ground combat in Flying Circus is not meant to be the same glorious affair as aerial dogfights. Here, the player characters lack advantages over their foe, the margins for error are razor-thin, and any attack could prove fatal. It serves as a reminder to pilots that they are out of their element and they should get back in the air as soon as possible.

However, it is not always possible for pilots to avoid ground combat, and they might even become embroiled in a real battle, by choice or otherwise. This section expands on the rules that govern warfare on land, making it both more complex and giving pilots more ways of engaging with combat without simply exposing themselves to enemy fire and dying.

With careful planning, well-selected equipment, good tactics, and a bit of luck, you should have a much better chance of getting through in one piece. Having the help of some professional soldiers couldn't hurt.

And maybe a tank or two, perhaps.

From the Top

The ground combat rules of core *Flying Circus*, what little there was, were designed for very small-scale fighting at very short ranges, with the archetypal image being a short, frantic gunfight between a downed pilot and a handful of foes. It was not designed for, and can in no way sustain, anything larger than that. It can barely handle that at all, to be honest; there wasn't a lot of room for detailed and well-tested ground combat rules between all the altitude modifiers you forget to use and the spicy art you quickly thumb past if other people are in the room.

With that in mind, the first assumption we're going to make with ground combat here is a clean slate. While the essence of Seize the Initiative and Personal Attack remain the same as the core rules, they have been rewritten and re-presented to fit inside a more comprehensive framework for mechanically and narratively representing ground combat. Keep that in mind going forward.

The second thing to keep in mind is that you should only use as much of these rules as you need in the moment to represent the narrative context. You should never slow down a small, tense gunfight in a hallway to work out range penalties or debate what counts as a 'squad'.



Dice

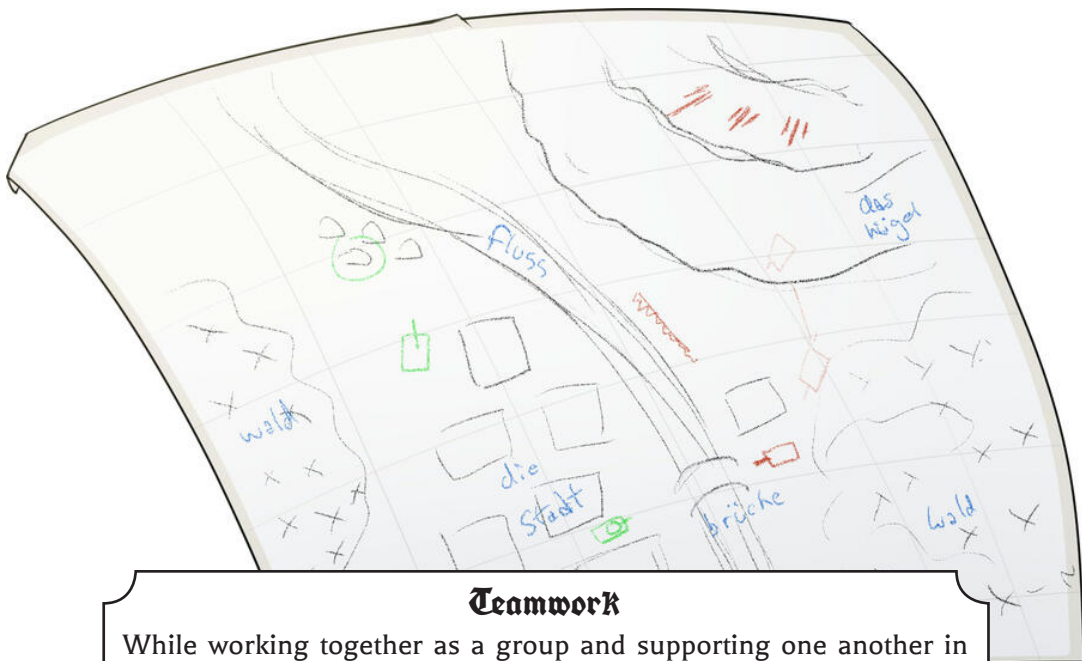
Because Personal Attack is a much bigger part of gameplay now, and because there are squads with potentially many attackers, you may find yourself rolling a great deal more d20s than you would in standard *Flying Circus*. It can be a good idea to have a dozen or so at the table with a few different colours to make rolling that much faster.

Maps

Unlike with air combat, where top-down maps are more of a liability than an asset, maps might come in handy when resolving combat on the ground, especially more complex combat. This brings with it its own challenges, however, so maps must be used carefully.

A good map should be simple and open to a degree of interpretation, with areas labelled evocatively. It is used to show relative positions, major features, and general lines of sight, not track all movement, ranges, or exact locations. In most cases, placing down tokens representing characters and vehicles as if this were a wargame will be less useful than just pointing as needed.

Most importantly, you should never measure anything on the map. This is not that kind of game. It can be helpful if your map has a scale of some kind, but it is still best to just eyeball the distances based on the narrative context rather than laying it out and measuring it.



Teamwork

While working together as a group and supporting one another in combat is always a good idea, it is even more vital on the ground. A good pilot can range off on their own and probably escape a bad situation, but on the ground, going off on your own will get you killed no matter how badass you are.

Ranges

Contrary to most action movies, most gunfights do not, in fact, take place at a distance of a dozen paces. Instead, ground combat uses the same range bands as air combat does for the purposes of movement and shooting. As a reminder, these bands are...

- Knife Range: Up to 10 metres. The splash zone, we call it.
- Close Range: Up to 200 metres. Where most fights happen.
- Long Range: Up to 500 metres. Plinking distance for rifles.
- Extreme Range: Past 500 metres. Bring a scope.

The mapping of distance to Ranges is to be treated somewhat loosely, and you should never be splitting hairs about it. If they seem close, it's Close. If they seem too close, it's probably Knife.

In addition, ground combat brings with it a Melee Range, which is just "close enough to touch". Melee is still a viable range for guns and other long ranged weapons, with a few restrictions (page 24).

It should be remembered, especially for ground combat, that these range bands are useful abstractions and not hard and fast rules. It's more important that everyone understands what ranges they are operating with, rather than doing trigonometry to determine who is in range of what.

Violence

Regular *Flying Circus* treats violence with a degree of distance, and without the emotional weight it ought to carry. Lethal dogfights are narrative metaphor, reflecting in heightened forms the struggles of life, labour, and politics rather than directly standing in for real world combat. Planes keep things distant and detached and allow for it to remain fantasy.

This luxury is less available for combat between people on foot, which the core rulebook attempts to treat much more as a concrete life and death struggle with higher physical and emotional stakes. That mostly carries over into *Chariots of Steel*. Through simple proximity as well as mechanical specificity, the consequences of violence will be more tangible, the action more visceral, and the losses more bitterly felt.

Chariots of Steel is more of a war game than the core rulebook, and tries to be honest about it. Be warned if you use these rules.

Actions & Initiative

Who gets to make actions when, and the question of who goes ‘first’, is one that will inevitably arise in any combat game.

The rules of thumb used for actions in air combat also apply to ground combat: you can’t make more than one distinct attack, you can’t run away and come back at the same time, and you can’t try the same thing twice. Other than that, what your character can do is dependent on the needs of the narrative.

Picture the battle as a scene in a movie, cutting between an ensemble cast. If you need a concrete example, the final battle scene of *Saving Private Ryan*. What a player can do on their ‘turn’ is basically what they are up to when the camera is on them, what the two or three shots and cuts show them doing to advance the narrative of the battle.

So, if you’re starting on a new plan or reaction to something new, it’s probably time for somebody else to talk or the GM to make their moves. The camera cuts away, we’ll rejoin you in a moment.

This is especially true of movement for characters and vehicles. Things can move as far as makes sense, contextual to the challenges and attention they face. An unopposed march for four hours and a desperate scramble across a three-metre street in an intense firefight are both one ‘action’ and might occupy the entirety of a player’s moment in the spotlight.

In small, intense fights in close quarters, the sort the system was designed for, simultaneous resolution remains the best way of handling things. Everyone acts and reacts at once, with attacks all being resolved at once and the consequences happening afterward.

This is the exact circumstance that Seize the Initiative was designed for.

Ambushes

If the PCs ambush unaware and unprepared foes, they get to make attacks before anything else, and their enemies don’t get the benefit of cover as they do. If Seize the Initiative would apply, it is rolled after this opening attack, with the PCs having Advantage.

SEIZE THE INITIATIVE

When combat starts suddenly and up close, or when the enemy draw into range for an assault, take 1 Stress and roll +Daring.

If you are ambushing, or defending a prepared position, take Advantage.

On a 16+, you find cover and take your next steps rationally. On a 20+, you also catch them flat-footed and act before anyone else. On an 11-15, choose 1. On a miss, the GM chooses for you.

- You see red, rushing in or shooting first, but fail to get to cover.
- You give ground, retreating to safety instead of attacking.
- You find cover, but then freeze, and act after everyone else.

In these extended combat rules, Seize the Initiative has a slightly different trigger. It applies only when a fight breaks out at very close quarters and very suddenly: ambushes, assaults, pilots drawing guns on one another in the forest. In these circumstances, even hardened soldiers might panic or be slow to react, never mind pilots.

Outside of those circumstances, Seize the Initiative isn't used. Instead, characters just take their actions in whatever order makes the most sense for the narrative. Battles will feel like exchanges: Who 'goes first' will be whoever has the upper hand, the person who is acting and attacking. When the winds shift, through a bad dice roll or a hard move, they end up reacting and defending instead, and 'go second'.

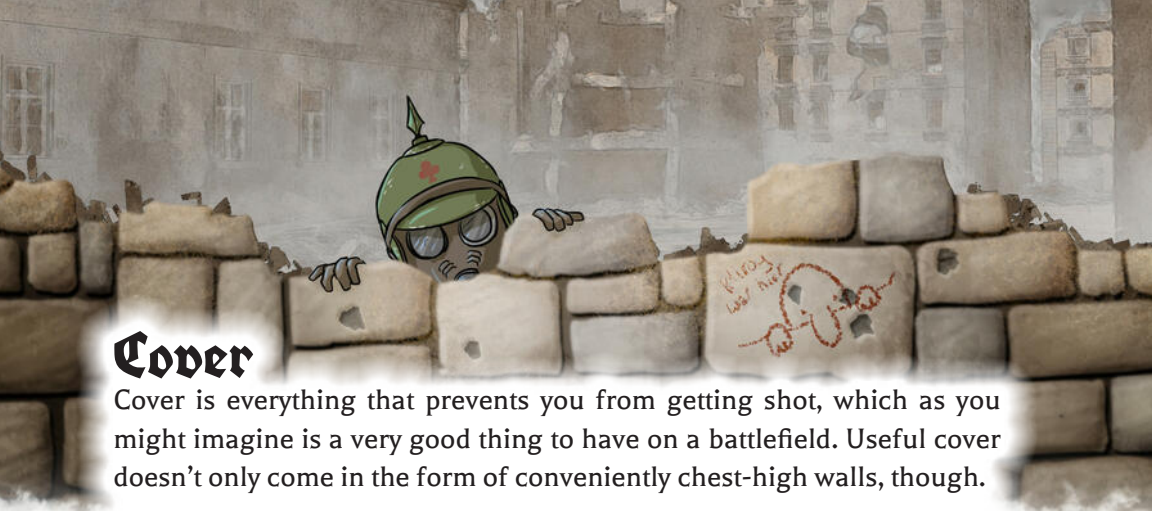
To establish that at the start of a larger battle, you can roll Engage. This can help determine the momentum of the engagement and what the initial starting conditions of both sides are. If the players are unprepared, the players and GM should discuss what that looks like.

ENGAGE (GROUND)

When two forces make contact, one player rolls 2d10. On a hit, choose 1. 16+, choose 2. The enemy then chooses 1 other.

- Start with a good defensive position available.
- Spot the enemy and act first.
- Get close to the enemy before the fight begins.
- Catch the enemy spread out or unprepared.

If one side is ambushing the other, or defending a prepared position, they take +1 result before dice are rolled.



Cover

Cover is everything that prevents you from getting shot, which as you might imagine is a very good thing to have on a battlefield. Useful cover doesn't only come in the form of conveniently chest-high walls, though.

Outside of purpose-built bunkers, the best cover is the earth itself. Ideally this takes the form of trenches, foxholes, and other defences. An individual can dig such a hole for themselves given about an hour of work with a good entrenching tool. Failing that, a natural ditch or the reverse side of a hill will do, but both of those are rather vulnerable to Flanking.

You can also take cover behind vehicles, the walls of buildings, and other objects. Failing all that, you could simply go prone and hope for the best; we'll cover that on page 18.

Cover Thickness

Not everything is going to be effective cover against all weapons. When you define the cover, if it's relevant, give it a Thickness value as though it were a piece of armour. Weapons with equal or higher AP than that will negate the cover, though it may still provide concealment.

- Aircraft canvas, car doors, and drywall are not cover!
- A wooden wall or cinderblock structure is 1 Thickness.
- An engine block, brick wall, or sandbag is 2 Thickness.
- A big rock, stone wall, or concrete building is 3 Thickness.
- A reinforced concrete pillbox is 4 Thickness.
- A foxhole, trench, berm, or hilltop provides cover regardless of AP.
- A metre or more of water provides cover regardless of AP or the Ignores Cover tag, but won't stop an explosive going off underwater!

Trees will have different Thicknesses. Young trees are 1, most trees will provide 2, and large old-growth trees will provide 3. The metres-wide trees of the Deep Wild might stop even armour-piercing shells.

If you take cover behind a vehicle, or the remains of a vehicle, you use the highest Armour value of that vehicle for its Cover Thickness.

Keeping your Head Down

When you are in cover under the normal rules, it is presumed you still have your weapon in a firing position and you're alert. You're safer, but still exposing yourself to contribute to the fight. However, you can choose to give this up in order to Keep your Head Down. This is more than momentarily ducking: it's prioritizing making yourself as small as possible over having an impact on the battle.

While you're Keeping your Head Down, ranged attacks which are affected by your cover only hit on a 20+.

What counts as Keeping your Head Down, and what you're able to do when you are, is going to vary depending on the kind of cover you're in. If your 'cover' is just a handy rock, there's very little you can do except try to make yourself small until the noise stops.

By contrast, if you're in a deep foxhole you could quite easily unjam or reload your weapon, treat a wound, or Peek Out with a trench periscope while still Keeping your Head Down. If you're in a trench, you could even move quite a ways in almost total safety.

At the extreme end, having a secure concrete pillbox or bunker allows you to do just about anything while still Keeping your Head Down. With a loophole to shoot through, you could even fire a weapon without really exposing yourself.

Flanking

A Flanking attack is any attack where the enemy's cover wouldn't protect them, like into the backs of a foe hiding behind a wall, down into a trench when standing over it, or from high enough up to see over the terrain.

Flanking attacks ignore cover and prone: they always hit on 11+, even if they are Keeping their Head Down. Pinning the enemy and then Flanking will end a fight quickly; shooting endlessly is just a waste of ammo.

An interesting note: Trenches of this era would be dug in zig-zag or 'zipper' patterns, such that lines of sight were never more than a few metres. This not only reduces casualties from direct artillery hits, but it prevents an enemy from firing down the whole length of the trench, effectively limiting easy Flanking.

Going Prone

Going prone reduces your profile and lets uneven ground protect you; it keeps shrapnel, fire, overpressure, lighter-than-air toxins, and bullets overhead. When there isn't meaningful cover to be had, a character can simply hug the dirt to get the effects of Cover. This Cover has infinite Thickness and applies even against things that 'Ignore Cover', but has certain other limitations and is highly vulnerable to flanking.

Firstly, Keeping your Head Down while prone doesn't work without other cover: you are still hit on a 16+ instead of a 20+. This also applies if your other cover is ignored while prone. You can't really get any flatter!

Secondly, a simple prone position is Flanked when attacked from within Knife range or from the high ground. If a prone character attempts to attack a standing character in Melee, they will be at Disadvantage.

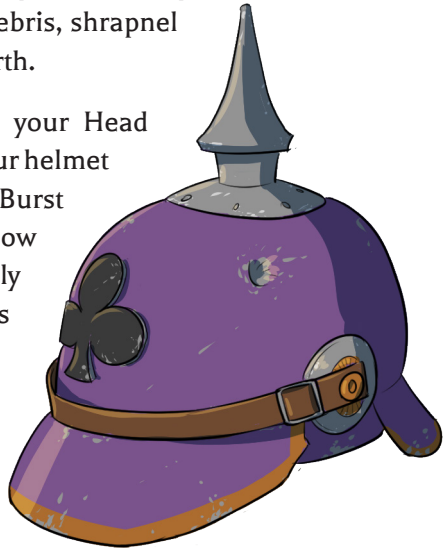
Finally, if a shooter Draws a Bead (page 24) with non-Indirect weapons, then being prone offers no protection, and the attack is made as though they were in the open. This is because being prone merely reduces the statistical likelihood of an attack made in your direction hitting you: it does little to protect you against carefully aimed fire.

Helmets & Cover

Infantry in trenches learned very quickly that a sturdy helmet is a lifesaver against falling debris, shrapnel shells, and ricochets skimming the earth.

When you are in Cover or Keeping your Head Down (but not when merely prone), your helmet provides Coverage 3+ Armour against Burst attacks, unless your armour is somehow better than that already. This still only applies if your helmet's Thickness exceeds the AP of the weapon.

If you get Flanked, or your cover is otherwise ignored, the helmet reverts to only giving its usual 9+ save (in addition to any other armour rolled).





Concealment

Stealth on the battlefield is very simple. When a character hides in terrain which would conceal their presence from potential foes, they're in concealment. Concealment has to both cover the character and not leave evidence they were there: merely ducking into a foxhole doesn't count as concealment, but hiding in a dense thicket might.

Characters in concealment remain in concealment so long as they don't move out into the open, they move very slowly, and they don't shoot at anyone. Depending on the conditions, shouting or talking may also give away their position.

Concealment may allow characters to slowly creep forward or ambush the enemy, but it isn't infallible. When enemies pass close enough that Seize the Initiative would be rolled, you can either launch into an ambush or attempt to Stay Quiet.

STAY QUIET

When somebody passes close to your hiding spot, roll +Calm.

I6+, they walk right past you. II-I5, you will be discovered, but you have time to act first, and possibly silence them.

Use the highest Calm in the group.

You can only gain concealment when nobody can see you: there's no way to fade back into hiding once you've been spotted, unless everyone who spotted you fails to pass the information along.

NPCs can use concealment as well, but there are always warning signs that might tip the players off before an ambush. If players ignore these signs, that's on them.

Awareness

If you looked at a modern battlefield, you wouldn't see much fighting. You learn very quickly that the most important element to survival is to stay out of sight, because if the enemy can see you, they can shoot you.

This is in many ways the opposite of the situation in the air. Where pilots have no object permanence, infantry in cover *only* know the last known position of the enemy. Information beyond that is limited to sound and brief glimpses of movement when you lean out to shoot.

You can freely attack anyone whose position you knew: even if they've moved, you'll reacquire them quickly because they won't have gone far.

A character outside of cover can always just ask questions and get their answers. However, if everyone is huddled up in a foxhole, or is coming around a blind corner, you'll have to risk your neck to get a better look.

PEEK OUT

When you stick your head out, or push forward to scout, roll +Daring.

The GM gives you a quick summary of the battlefield and who is doing what. On a 16+, you catch an enemy at a vulnerable time.

Gain Advantage forward to react to what you see, or apply Disadvantage to the next incoming attack.

Poking your head out is risking a hard move on a miss, but taking this risk gives a summary of the flow of the battle to the players on demand.

A vulnerable time means some kind of window of opportunity which, if exploited right now, means you can get an advantage on the enemy. This might be an enemy squad moving without cover, for example.



Movement

If you thought sticking your head out to look around is dangerous, you can imagine how much tougher it is to move around!

For the most part, movement in combat is treated with the usual abstract narrative weight. A character leaving cover to run to somewhere else is taking a risk, and that risk can be represented with Peek Out, or the GM's soft and hard moves as they draw attention (and fire) to themselves.

However, as ground combat takes place inside the confines of range bands now, it is helpful to have a mechanical framework that governs moving between these bands. Likewise, moving to outflank the foe will give you an advantage, but expose you to more fire.

To facilitate this, the Combat Dash move (first printed in *Horrors of the Heights*) is used to regulate on-foot movement in combat. Combat Dash is not used for vehicles: see page 68.

COMBAT DASH

When you move toward your foe, roll either +Daring or +Hard.

When you move away from your foe, roll either +Keen or +Calm.

When you move to outflank your foe, roll either +Hard or +Keen.

On a hit, you get one range band closer or farther and find cover again.
 II-15, you find cover, but have drawn attention and fire by moving.

This move can be used to try and flank opponents, to charge into melee, to retreat from danger, to move to a better location, to get away from a grenade, or to otherwise redeploy. All movement in combat is risky, so it might seem like a good idea to just stay put, but allowing yourself to get flanked is much more surely lethal than poking your head out!

How exposed characters will be as they move will be dependent on the narrative. Most of the time you can make the assumption that characters have to break cover entirely, but if you found a protected route you might have the benefit of cover even if you roll poorly.

If you have total concealment while you're moving, there's no risk to it at all, so no roll needs to be made.

Attacking

Personal Attack gets a lot of use in this expansion: It's a little like Dogfight! in that it is the move that all other rules and modifiers build up to and flow from. As a result, the move has been broken into three different versions for clarity, with adjustments made for more interesting gameplay.

When any attack is made, each individual successful Hit inflicts the Damage listed in the weapon's Profile. The target may get a chance to negate the Hit with Armour as usual.

PERSONAL ATTACK (VS INFANTRY TARGETS)

When a PC attacks with a personal weapon, roll 1d20 per Hit, +Hard.

When a PC is attacked, roll 1d20 per Hit, -Keen.

- *If the target is in the open or in melee, hit on an 11+.*
- *If the target is in cover or flying, hit on a 16+.*
- *If the target is in cover and Keeping their Head Down, hit on 20+.*

Natural 20s always hit. Flying infantry (e.g. wingsuits, witches) also have Deflection Shot penalties applied based on their Speed Factor.

PERSONAL ATTACK (VS AIRCRAFT)

When a PC attacks with a personal weapon, roll 1d20 per Hit, +Hard.

When a PC is attacked, roll 1d20 per Hit, -Keen.

If the aircraft is moving, hit on a 16+. On a natural 20, score a Crit. PCs always choose what Vital Parts are hit.

Personal Attacks vs Aircraft are always a Deflection Shot unless the aircraft is moving directly toward the shooter. If the aircraft is stationary, Hit on 11+, and Crit on a 16+.

When you attack an aircraft with a Melee weapon, hit on an 11+. You may choose to damage a Vital Part instead of doing structure damage.

PERSONAL ATTACK (VS VEHICLES)

When a PC attacks with a personal weapon, roll 1d20 per Hit, +Hard.

When a PC is attacked, roll 1d20 per Hit, -Keen.

The targets and damage modifiers for attacks against vehicles are determined by the relative Armour and Armour Penetration of the vehicle and weapon in question. This is covered in detail on page 74.

Modifier Summary

One of the consequences of the expanded role of Personal Attack is that quite a lot of modifiers can get stacked onto it, especially negative modifiers. This can make keeping it all straight difficult, so in summary:

- ▲ Bonuses from optics on a vehicle (p.I59).
- ▲ +2 when attacking enemy Fanatics, from their Evade stat (p.34).
- ▲ +1 when attacking enemy Rabble, from their Evade stat (p.34).
- ▲ A stacking +2 ongoing for subsequent Artillery attacks when both parties remain stationary between attacks (p.41).
- ▼ -1 for each point of Injury on the shooter.
- ▼ -1 for each Range Band past Knife (p.24).
- ▼ -1 for each Range Band past the weapon's listed Range (p.24).
- ▼ A penalty in Melee with longer-ranged weapons (p.24).
- ▼ -2 when attacking enemy Veterans, from their Evade stat (p.34).
- ▼ A penalty equal to your own vehicle's Speed (p.68).
- ▼ A Deflection penalty equal to the target vehicle's Speed (p.68).
- ▼ Deflection penalty from target aircraft's Speed Factor (Core, p.74).
- ▼ -2 against polearms when using other melee weapons (Core, p.I74).

If an NPC is the one making the attack, additional modifiers may include:

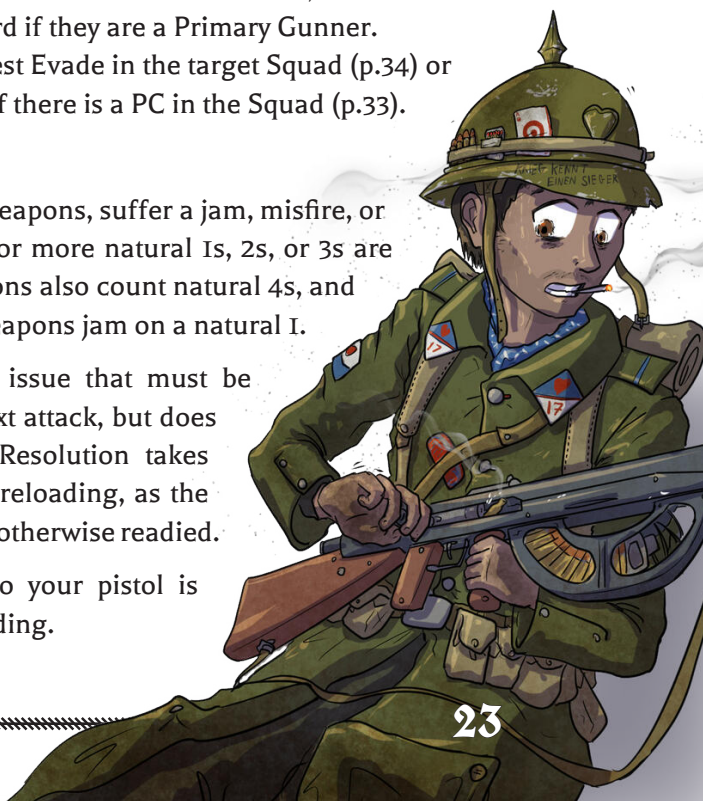
- ▲ A PC's Shock Trooper Mastery passive at Knife/Melee (p.II2).
- An NPC's Attack stat from their Level, or their Tank Commander's Hard if they are a Primary Gunner.
- Subtract the highest Evade in the target Squad (p.34) or the highest Keen if there is a PC in the Squad (p.33).

Weapon Jams

Weapons, even melee weapons, suffer a jam, misfire, or other complication if 2 or more natural 1s, 2s, or 3s are rolled. Unreliable weapons also count natural 4s, and single-Hit Unreliable weapons jam on a natural 1.

A jam is some sort of issue that must be resolved before your next attack, but does not affect this attack. Resolution takes narrative time, just like reloading, as the weapon is unjammed or otherwise readied.

Remember, switching to your pistol is always faster than reloading.



Range Band Penalties

Hold a dime (or similar small coin in whatever scrip your town uses) in your outstretched hand. That's about how big a human being is at one hundred metres. Needless to say, shooting at such ranges is a challenge.

Ranged weapons take a -I Penalty for each range band past Knife, and can fire beyond their listed Range at an additional -I per range band. Long-range fights are slower-paced and more tactical, while at Knife range fighting is fast and decisively lethal.

While firearms can be used in melee (Range <Im), longer-range weapons take penalties from their awkwardness and heft, as indicated on the table below. To mitigate this, any rifle can be made into a polearm (Core Book I74) by attaching a bayonet (page I23).

		Range to Target				
		≤Im	≤IOm	≤200m	≤500m	500m+
Weapon Type	Melee	+0				
	Thrown	+0	+0	-5		
	Knife	+0	+0	-2	-4	-6
	Close	-I	+0	-I	-3	-5
	Long	-2	+0	-I	-2	-4
	Extreme	-3	+0	-I	-2	-3

Melee weapons can only be used in melee, or thrown in a pinch (Page 26).

Draw a Bead

You can Draw a Bead with ground ranged weapons, so long as you or your vehicle aren't moving. When you do, you negate the target's Cover from being Prone, and choose I:

- Pick your Targets: Attack a specific member of a Squad or reroll a specific Vehicle damage result confirmation (page 75).
- Steady your Breathing: Roll your attack +Calm instead.
- Judge your Range: Reduce your Range Penalty by 2. Cannot give a bonus or reduce Melee penalties.
- Walk your Tracers: Roll +I Hits while Rapid Firing a weapon.

If you are using a Burst weapon (page 28), Pick your Targets means that the maximum number of Hits must be assigned to that target, and the rest get allocated as usual.

Advantage & Disadvantage

With Help, Hindrance, or other extraordinary circumstances, Advantage and Disadvantage can apply to Personal Attack. This is a specific exception from the Core Book rules for Personal Attack only, and does not apply to other d20 rolls.

Roll +1d20 and discard the highest or lowest respectively. If this extra die is a 1 when Helping (or 20, for Hindering), it's a Fault as usual: Remember that Helping always puts you at risk.

Sources of Advantage & Disadvantage cancel each other out at a I-I ratio.

A classic example of Helping is a spotter watching how rounds fall, but it could also be filling magazines, preparing grenades to be thrown quickly, helping stabilize a weapon, or holding up a helmet on a stick to draw out a sniper.

Hindering can be pushing a weapon aside or obscuring a shot.

- ▲ Helping as a spotter, artillery observer, or similar.
- ▲ Drawing a sniper out as a distraction.
- ▲ Having the high ground in a melee.
- ▼ Disadvantage forward/ongoing (Crew Stunned, Suppressed, etc).
- ▼ Making Melee attacks while prone against standing characters.
- ▼ Firing blind (Shooting at a target you cannot see).
- ▼ Braced weapons when fired while unbraced (page 39).
- ▼ Attacks from untrained NPCs, e.g. Witch's Apprentices.
- ▼ Intoxication.





Indirect Weapons

Indirect is a tag applied to weapons that allow the users to effectively ignore a target's cover by throwing over, into, or around their protection, though doing so is almost always Firing Blind.

Thrown Weapons

Thrown weapons are Indirect weapons like grenades: Hand Grenades and Dynamite from the Core Book are converted to Thrown Grenades.

Thrown weapons are mostly limited to Knife range. You can try to throw them out to Close range, but at a hefty -5 penalty. At Melee range, a grenade will hit the thrower and their squad unless they are throwing it around a corner, into dense cover that would absorb the blast, or into a vehicle. Melee grenades can be planted onto vehicles, but the user will then need to run, potentially exposing themselves to fire!

Improvised thrown weapons (melee weapons, helmets, rocks) will do 1 Hit, 1 Damage, AP 0, but the roll target is increased. Exposed targets count as being in Cover, those in Cover as Keeping their Heads Down. Past that, you just throw ineffectually and everyone laughs.

A thrown explosive applies all Indirect rules.

Heroic Sacrifice

If a PC chooses to jump on a grenade, they take all the Hits. You can roll armour saves against it, though. Consider carefully if the character would survive such a thing after you take all the damage, and what that would mean for their sacrifice.

NPCs cannot be volunteered to jump on a grenade for players!

Firing Blind

If you vaguely know where somebody is, but can't exactly see them, you can still try to shoot them. This could be shooting through a wall, throwing a grenade through a door, or holding your gun out around a corner or over the top of your foxhole.

Firing blind is always done at Disadvantage, and you cannot Draw a Bead.

This will slightly increase jam chance, but this can be handwaved as limp-wristing guns over cover causing feed errors, dust and debris, etc.

If there's nothing there to hit, then you just can't hit anything, but a good GM will make you roll anyway. If you want to know if you hit anything, you'll have to go look.

Ammunition

Personal weapons do not have or track ammunition the way aircraft do. Instead, you simply have ammunition until the GM says you are running low. At that point, after your next attack, you'll be out. If your weapon is a weapon with the Reload tag, it will instead be once you have to reload.

This covers your main weapon (see page II6), so you can pull out your pistol and keep fighting. Things might just be a bit more difficult.

If you're out of ammo and you pick up a new weapon, get passed more ammo, or quickly search a body or supply cache, you'll be back to running low rather than being full up. It takes time to gather ammunition, fill magazines and clips, and so forth.

Once the fighting dies down and people get a chance for a breather, we can assume that ammunition is retrieved, shipped in, or salvaged from the environment to press on. Everyone goes back to having full ammo.

If players properly prepare beforehand, though, ammunition shouldn't be an issue. If somebody makes a point before going somewhere to say that they fill all their pockets with rifle rounds, they shouldn't ever run out except under very extraordinary circumstances. Likewise, a tank normally doesn't worry, but you can opt to limit cannon ammunition (page I48).

In short, ammunition on the ground should never be a book-keeping issue, outside of special ammunition types (page II8) and indirect artillery (page 4I). It should always be handled purely in terms of dramatic tension.

Burst Weapons

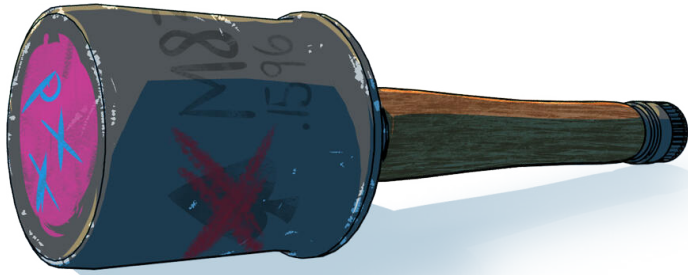
Weapons with the Burst tag now handle their attacks differently. While the simplified tag effect of the original game was fine for throwing a grenade at a small patrol, it sort of breaks down on a real battlefield with vehicles and squads. These new rules replace the old ones outright.

There are two different elements at play: there's the ability of the user to land the attack, and there's how much shrapnel actually hits various targets. The thrower has control over the first, but the second is random.

To represent this, Burst attacks are made at groups of people, rather than individuals, with varying potential for damage.

Regardless of the number of Hits a burst attack weapon has, only 1 d20 is rolled as per a regular Personal Attack. Advantage is applied here, and any move or rule which gives bonus Hits will instead give Advantage to this roll. The result of this roll will multiply the number of Hits inflicted on the target, as shown on the chart on the next page.





	≤10	11+	16+	20+
In the Open	MISS	x1 (2)	x2 (3)	x3 (4)
In Cover			x1 (2)	x2 (5)
Head Down				x1 (6)

First number is the Hits multiplier, bracketed number is maximum hits per person.

The Hits from a Burst attack always ‘succeed’, inflicting their damage as if they rolled sufficiently to hit the target. The Hits are then distributed among those caught in the blast, by the GM or targeted PC. If a mixed group is attacked, the Hits are divided equally between both sides.

Maximum Hits

No person can have more Hits assigned to them than the second number in the chart: this represents the likelihood and relative lethality of explosives going off very close to the target. When targets are out in the open, everyone will catch some shrapnel. By contrast, when targets are in cover, lethal hits tend to be those which land directly on somebody.

If more Hits are scored than can be taken by the targets, the excess are lost. Throwing a grenade at a single target is somewhat wasteful.

Hits can then have armour saves rolled against them.

Collateral Damage

Misses go somewhere. On a 0 or less, or a 2 or less if Unreliable, a Burst attack will inflict x1 Hits on a Squad of allies or innocents within Close range of the target if applicable, possibly including the thrower.

The limits of the number of Hits are for their use in regular combat, but common sense overrides it as needed. If you hand somebody a grenade without a pin, they’re probably going to take full damage.

Injury & Death

As a ground-based game will feature a lot more NPCs in combat, the way they interact with Injury is more important. PCs will, as they usually do, flout most of these rules, but they still pass out at 3 Injury like always.

- 1 Injury is a shallow wound, painful and irritating but usually not enough to prevent somebody from fighting on.
- At 2 Injury, they're conscious, but might prefer if they weren't. They aren't going to be fighting except in very immediate self-defence; they'll probably be trying to crawl to help or find somewhere safe.
- At 3 Injury, an NPC is incapacitated. They may be unconscious, or simply in too much pain to move. They're going to need medical attention, but they'll last until then.
- At 4-5 Injury, a character will need immediate medical attention to survive. This is where having a medic right in your Squad helps.
- 6+ Injury is generally instantly lethal.

These rules are somewhat soft, because the impossibly effective medicine that keeps pilots going back into the air when they are more lead than flesh doesn't go away just because we're on the ground.

So while characters can die, sure, a medic's arrival can restore the lightly wounded to fighting form in short order and stabilize the rest. If you spring for regeneration syringes and painstopper, things take on an almost video game logic; with a few pokes of a needle and vaguely waving bandages about, a medic can turn a mass casualty event into a fully functional combat squad, albeit at great risk to them.

Do remember, though, that none of these techniques absolutely remove Injury. The only way to do that in combat is with actual, capital-M magic, which is another reason that having a Witch is very useful.

It's not unusual for a company to get through multiple fights without taking a single fatality, if they are clever and make good use of medicine and magic. This is always a fragile state, though, and all it takes is some bad luck and a powerful enough shell to leave a hole in your roster.

NPCs still take Injury Penalties for their Personal Attacks and other rolls, but don't agonize over it. Typically, unless you're in really close quarters where every attack counts, every Hit is just an NPC that is 'out'; it doesn't matter if they're dead or being pulled back by a medic.

Improvised Care

If a person is incapacitated, another can dedicate their time to assisting them until medical help arrives. This can prevent a badly wounded person from dying, but the caretaker can take no actions at all until relieved.

Unconscious PCs

If a PC is knocked unconscious during the course of a mission, but still has active Squad or Crew members, that player can continue to dictate the actions of their Squad/Crew. However, they are restricted in that a Squad/Crew will never launch an assault without them; their priority is to get their leader to safety.

Tone of Play

Ground fighting is both more personal and more lethal than the aeroplane battles of regular *Flying Circus*. People will get hurt, and die, in greater numbers than your average dogfight. It will affect the tone of the game.

Remember, this isn't a wargame, it's still a roleplaying game in the end. The characters are important, even the NPCs. Especially the NPCs, yours and theirs. You might be fighting a large battle, but we're more concerned with the story of the battle, the narrative of what your characters are experiencing, than with the overall strategic picture.

With large numbers of NPCs, it's not practical for GMs and players to constantly keep in mind the personalities of everyone they shuffle about. Players should look for opportunities to give tasks to the NPCs who would probably volunteer for it, for instance, while GMs should look for chances to humanize the enemy, especially wounded or captured ones.

In other words, despite the rest of the rules in this section, get attached to your NPCs. It'll make the game better.

Damaged Clockwerk Servants

Feral clockwerks will, to a point, regenerate Injury, while clockwerk servants require human intervention; they work to rule. See page 279.

Clockwerk Injury which is Regenerated is merely suppressed, not removed. Doctors can't help, but a Mechanic can fully repair all of a single Clockwerk's Injury as an action during downtime. Hiring a town mechanic to do this will cost 1p per Clockwerk.



Larger Scales

If we're going to move fights past the smallest individual scale, we're going to need ways to sort and track the more involved aspects.

Squads

Any group of allies (PCs or NPCs) on foot who are close enough together to help one another is a Squad. Squads are singular entities: you shoot at other squads, not at people in them, and they shoot at your squad, not you.

Any defensive effect related to attacks (such as being in or out of cover, or the penalty for attacking polearm-wielding characters in melee) applies only if the numerical majority of the Squad would benefit.

Forming Squads

For the purposes of these rules, Squads are very fluid entities which gain or lose members as required by narrative context.

As a rule, every member of a Squad remains roughly within Knife range of every other member. If somebody strays more than 10 metres or so away from the rest of the group to do something, they break off from the Squad until they get close again, meaning they can be individually targeted, they take Suppression alone (page 35), count as being alone for the purposes of Panic (page 36), and they no longer get the benefit of being led by a PC.

If a Squad gets bigger than ten people, it gets rather unwieldy: break them up into smaller squads.

Attacks & Squads

Because Squads are treated as one target, all attacks are rolled at once against the entire squad, and any successful Hits are distributed across it by the GM. If there is a PC in the target squad, they distribute the successful Hits instead. Whoever is chosen will receive the consequences. This can divide the Hits from a single weapon across multiple targets.

To speed up resolution, when multiple members of a squad attack together, roll everything at once. This works great for bolt-action rifles, but if you're got Advantage/Disadvantage, or weapons with multiple hits or different stats, you'll want to roll separately or use colour-coded dice.

PCs & Squads

When a PC leads a Squad, they become extensions of the PC the way an aircraft's crew are. Attacks made by or against the Squad should be rolled. By default, a Squad's Attacks will be rolled flat (NPC Level may add modifiers, see next page), but Attacks against the Squad are rolled against the Keen of the PC with the highest Keen. PCs will protect or endanger their Squad based on their Keen. When a PC rolls a move for the whole group (like Combat Dash), only count the PC's Injury Penalties.

Once a PC leaves a Squad, the NPCs will, for the most part, go back to not rolling dice. Their fate becomes dictated by GM moves instead.

Multiple PCs

PCs can form Squads with one another, with or without NPCs, and doing so can be quite powerful, allowing them to combine stats and abilities as needed. A Squad of player characters will often be the most powerful force on the battlefield all on their own.

NPCs in the Squad will benefit from the relevant Masteries of all present PCs (though duplicate Masteries and Mastery Passives do not stack: use the highest bonus of the PCs involved). PCs themselves do not benefit from one another's Masteries unless it is specifically stated.

As attacks against the Squad are still rolled collectively, even with multiple PCs, use the highest Keen in the Squad. Low-Keen PCs benefit from sticking close to their high-Keen comrades. Likewise, Combat Dash is rolled once per Squad, and you can use the highest stat in the group.

Two PCs can combine their NPC squads together, providing the total number (including PCs) doesn't exceed 10.



Morale

Being shot at is terrifying, and melee combat even more so. Victory is when the enemy stops fighting: that can be when they're incapacitated, but that's not the only way.

The morale of combatants is tracked by two metrics: Suppression and Panic. These metrics affect lone individuals or whole Squads.

Levels

NPCs have experience levels just like pilots. This gives Pinned threshold, and Cool, Attack, and Evade stats. Cool is used for Keep your Cool, Attack is used in place of Hard for making attacks, and Evade applies like Keen when Personal Attacks are made against NPCs. In mixed-level Squads, use the worst stats for Evade (and inexperienced troops get hit first), the best of Pinned and Cool (for leadership) and individual Attack.

Cool and Evade are overridden by PCs' relevant stats if they join the Squad.

Level	Examples	Pinned	Cool	Attack	Evade
Irregular	A community under arms.	4	0	-I	0
Trained	Professional soldiers.	8	0	0	0
Veteran	Experienced soldiers.	7	+2	+I	+2
Fanatic	Motivated & untrained troops.	10	+2	-I	-2
Shock	Motivated & trained troops.	10	+3	+I	0
Rabble	Untrained & unmotivated.	2	-3	-2	-I

Which category a squad fits into may change with context. For instance, a rebel army may be Irregular under normal circumstances, but become Fanatics after a speech by their leader or in sight of their flag.



Suppression

Suppression is reluctance to leave cover, for good or ill. *When a Squad is attacked by ranged weapons while in cover*, they mark Suppression equal to all attacks which score an II+, regardless of if they did damage or not. A Burst weapon always inflicts the same amount of Suppression, equal to its base Hits, regardless of if it hit or how badly it hit.

All characters have a *Pinned threshold*; for PCs it is 6 + their Highest Attribute, affected by ongoing modifiers like Injury, while for NPCs it is defined by their Level on the opposite page. While Suppression matches or exceeds a character's Pinned threshold, they are *Suppressed*.

Suppressed PCs take Disadvantage ongoing to all actions they perform, unless they can do it while Keeping their Head Down (page 17). When NPCs are Suppressed, they are simply forced to Keep their Head Down outright. They will stay in cover and fail to react to threats around them, effectively frozen in place by incoming fire. This gives players a chance to press the attack with explosives, assaults, and flanking fire.

NPC Squads led by PCs can be Suppressed even if the PC isn't. However, NPCs will generally try to follow their PC's lead, so can still make actions if the PC is also taking the same risks. They'll be at Disadvantage to Personal Attack when Suppressed, but it won't affect any other roll the PC makes.

If your Squad has a higher Pinned threshold than you, use theirs. Don't let them down!

When combatants stop being shot at and can take a breather, or if they are forced out of cover for any reason, they clear all Suppression.

Suppressive Fire

Attacks can be unaimed Suppressive Fire with weapons which are within listed range and aren't Burst, or which has Hits I as well as either Manual or Reload I. These are shots made in the general vicinity of the enemy, and while they don't inflict Damage (don't bother rolling) they inflict Suppression directly equal to Hits instead, as if every attack was II-I5.

It should be noted that while Suppressive Fire doesn't get rolled, that doesn't mean it's harmless. If you are trying to use it to keep somebody bottled up without hurting any of them, having one of the people you shot at get, you know, shot, is an obvious move for the GM.

Panic! at the Battlefield

While Seize the Initiative covers the initial panicked moments when a fight gets too close to the players, it does not fully cover the way characters are affected by morale in ongoing fights.

For that, we need a new move that better covers the circumstances.

KEEP YOUR COOL

When any of the following occur, roll +Calm or +Daring. Triggers will impose modifiers: If multiple triggers apply, stack modifiers.

- Being Flanked/Ambushed.....-1
- Any # of Squadmates Injured 0
 - Squadmate(s) out of action.....-1 for each
- Being the only person in the squad -2
- Being in hand-to-hand combat -2
- Tank Terror (page 71).....Variable
- Being strafed, bombed, or shelled 0
- Being charged at by mounted enemies (page 152)-1

If there are 5 or more Uninjured members of the Squad, take +2.

On a 16+, you keep your cool and act rationally. On an 11-15, take Disadvantage forward to Keep your Cool. On a miss, choose I.

- Rush out of cover toward the foe with abandon.
- Pull back to another defensive position.
- If not already Suppressed, take cover and freeze up.
- Throw down your weapon and try to surrender.
- If all else fails, run for the hills!

Whereas Seize the Initiative is how a fight starts, Keep your Cool might be how it ends. If you are playing a game where ground combat is a regular occurrence, you will be using Keep your Cool more often than Seize the Initiative, but both remain useful.

This check shouldn't interrupt player actions, but instead should be rolled at the end of narrative beats, when the 'turn' changes over between players, or between player and GM. This will more often allow multiple triggers to occur.

Failing to Keep your Cool never forces you to run away or surrender, but it remains an option.

NPCs in PC Squads

A PC's squad will generally follow their leader's results on both Seize the Initiative and Keep your Cool: if their leader doesn't panic, the Squad will generally keep their cool as well, but if the leader runs, their Squad will be right behind (unless they're Clockwerks).

It may be appropriate in some cases for some members of the Squad to not follow along, at GM discretion. Non-combatants in the Squad might panic even if their PC doesn't, for instance, or a Squad might decide they aren't being paid enough to follow their ridiculous leader on some suicidal endeavour. This isn't really a mechanical thing: it will come up as hard and soft moves, and should be resolved in the narrative.

If a Squad has multiple PCs, and one panics while the other doesn't, the squad will just turn to the other to lead them.

NPC Panic

While typically NPCs don't roll moves, Keep your Cool is an exception.

NPC squads, friend and foe alike, will roll Keep your Cool using their unique +Cool stat when it is relevant. This roll can be made by the GM, or by relevant PCs, with the GM choosing the result they feel is most appropriate to the narrative on a miss.

This randomization is intended to prevent panic from feeling stateful and mechanistic. You can never be sure what it'll take to break the morale of a Squad: Sometimes the Veteran unit will run at the first sign of trouble if they misjudge the circumstances, and sometimes even the Rabble will refuse to budge against all odds.

Retreat vs Rout

Annoyingly, fiction likes to make a big deal of how elite soldiers *never retreat*. In reality, heroic last stands against impossible odds are all well and good, but what if instead you pull back a ways to a position where you *won't have* to make a last stand against impossible odds?

A rout is not this sort of tactical movement; it's just running away in a panic. This is the worst thing that can happen to an army, because not only are they giving up ground and exposing themselves to enemy fire while doing so, it's very hard to get a routing army to stop. Then again, if anyone questions you, you can just always claim it was a strategic withdrawal after all. They weren't there, man!

Advanced Weapon Rules

To cover both the many new weapons in this expansion, and the various ways to use them, some special rules are needed.

Firing on the Move

The majority of the time, we assume that characters are standing still when they shoot. Firing accurately on the move is incredibly difficult, even moreso in an era with heavy wood-framed guns, full-powered rifle ammunition, fine iron sights, and the weapons training of the era.

Characters can still shoot while walking, but cannot Draw a Bead (or use optical sights, if you have *Horrors of the Heights*). The main disadvantage of this kind of walking fire is that you're standing upright and moving slowly on a battlefield, not that it particularly degrades your accuracy.

If you want to use your firearm while running, aka performing a Combat Dash, you miss. However, this can still be used to perform Suppressive Fire. You only inflict half as much Suppression, rounding down.

Bracing Weapons

Bracing a weapon is steadying it against the ground, a sandbag, furniture, or even a second person to fire it more accurately. It is a narrative action which takes time and limits your options, usually cutting down your field of fire or making it difficult to move quickly.

While your weapon is braced, the hard move from Draw a Bead is downgraded to a soft move which threatens your position or forces you to move. This represents the comparative ease of taking such precise shots with bracing, and its downside of rooting you in place.

Walking Fire

In both real life and in Himmilgard, a lot of very moustached people were quite upset that quick-firing artillery and the machine-gun had finally made the bayonet charge not merely niche (the rifled musket had done that) but very niche. Not that they didn't keep trying.

They conceived a way for infantry to remain aggressive on the advance; they could simply walk slowly toward the enemy while laying down suppressive fire with new automatic rifles. It never really worked due to the whole 'walking slowly' part, unsurprisingly.

Heavy Weapon Tags

If this game merely contained various pistols and rifles, we would be done here. That might also have made for a leaner and remotely sensible expansion, but we approach development with an artilleryist's mindset: if we just keep trying, we'll cover everything, right?

So, to represent the larger weapons needed to fight battles, blow up tanks, and otherwise inflict scope creep, the following tags are added:

- Heavy X: Requires this many people to be moved at normal pace (see page I17). Also requires equivalent cargo Capacity to transport (page 62), and cannot be carried in occupied passenger spaces.
- Braced: The weapon must be braced or else take Disadvantage.
- Artillery: This weapon follows the Artillery rules on page 40.
- Loader: A second person can Load the weapon while it is Braced; this doesn't count as Help. A Loader avoids narrative time spent Reloading, and negates I die that would contribute to a jam. While acting as a loader, a character cannot take other actions.

These tags are common for a variety of larger weapons. Some weapons also have additional special rules relating to these tags, often giving additional effects for firing the weapon braced or unbraced.

Light Machine Gun is retroactively tagged Braced and Loader, and *Anti-Armour Rifle* has been revised (page I35). The SMG gets the new *Compact* tag (see page I19) and Hammers are *Holstered*. Pretend they always were!

Other weapon tags, including clarifications and summaries of old tags, are located on page I19.



Artillery Guns

The “Artillery” weapon tag condenses the Loader and Braced tags, always has a Heavy value, and has additional effects. Artillery weapons cannot be fired unbraced, and can take minutes to fully set up. They can be operated alone, but the reload time will be long and cumbersome.

If targeted directly, artillery pieces are treated as unarmoured light vehicles with a Primary weapon (see page 74). They take crew Injury as normal, but cannot catch fire. If you take out a member of an NPC artillery gun’s crew, you’ll disrupt the crew long enough to act.

Dismounted artillery pieces can take vehicle gunsights (page I59) to improve accuracy, and gun shields (page I22) to protect the crew. A gun shield will also give the carriage a Front Armour of 2.

Vehicle Artillery

Guns, including Artillery, mounted on vehicles are automatically Braced and negate any single-user penalty. While a Loader can’t Help aim a gun, somebody can pop out of a hatch to act as a spotter to Help instead.



Indirect Artillery

Small-scale artillery like mortars work like any other small arms, though often you will be firing blind (page 27), taking Disadvantage. If somebody else can communicate with you and can see the target, they can spot for you to provide Help; a spotter like this can Help a whole battery at once!

Field pieces are treated like bomber aircraft, attacking with Bombs Away. The target is given a target clock, Hardness, Soak, and Strengths and Weaknesses. The Altitude penalty becomes a Distance penalty, with every 500m range a -1 penalty: this is reduced by the artillery piece's Accuracy exactly the way a bombsight's Quality reduces effective Altitude. An artillery piece can fire as many shells as its Fire Rate as one move.

When shelling an active battlefield, reference the ground attack rules on page 85, with shells acting like bombs. Treat Fire Rate as I in these cases.

Shells will need to be procured and transported; you can't just endlessly shell a target at no risk to yourself. These guns have a Shell Bulk stat, with two numbers; the first is the Heavy value of a load of these shells, and the second is how many shells in a load.

Obviously, rolls only need to happen if the artillery could potentially be threatened or stopped, be it the enemy or shortages of shells. If you point well-supplied artillery at a defenceless target, we can assume they'll be reduced to rubble eventually.

Field Telephones

Heavy artillery from reputable dealers will come with a complimentary field telephone set; a pair of backpack-sized wooden boxes linked by a large spool of wire. If you have time to set it up, you can call back for artillery, but the wire being severed is a tragically common occurrence.

Finding your Range

With Artillery weapons, every subsequent volley against the same target is at +2 ongoing as long as both you and the target have remained stationary since the last attack, and the shooter or a spotter in contact with them can see where the shell lands. This stacks per attack.

A single weapon mounted coaxially (see Co-Ax, page 119) alongside Artillery can Find the Range for their main gun when they both fire, even if the co-ax weapon isn't Artillery and doesn't benefit itself.

Entering the Wild

If you want to make the Wild a more regular part of your campaign, you will need more robust mechanics to handle it. These moves replace Explore the Wild from the Core Book outright.

PLAN YOUR ROUTE

When you plan a trip through the Wild, roll +Daring. If you are planning a route for vehicles, instead roll +the Torque of your lead vehicle -or- the lowest Speed in the convoy, whichever is lower.

On a I6+, the journey has 2 Treks. II-I5, 4 Treks. Miss, 6 Treks. Set your Threat to the regional baseline (usually I) and begin your journey.

Add +I Trek on long journeys, and +I Trek each subsequent time you Plan your Route on a journey. Cannot be rerolled before you set out.

Moving through the Wild is never done lightly; maps come out and old myths are consulted as you debate the safest, fastest way. This takes on a particular urgency when you're doing it deep in the Wild.

THROUGH THE WILDERNESS

As you move through the Wild, mark I Threat and travel I Trek. All vehicles in the convoy use I Fuel Use and mark I RPM.

Then, roll Id10. With motor vehicles, roll 2d10 and take the lowest.

The first time the result is equal or lower than the Threat track, you get the first signs of something wrong. The second time, whatever it is catches up to you; resolve the issue, and reset Threat to the baseline.

You can stop and *Plan your Route* again at any time to reset Threat.

The slowly encroaching sense of threat in the Wild acts to foreshadow what you might encounter. The nature of the Threat is up to the GM; it can be mundane, like engine trouble in the lead vehicle pushing Check Engine, getting lost in the Deep Wild, or facing a creeping threat.

This could be a direct and violent threat, like running into an enemy force doing the same, but fae threats should usually begin with *Confronting your Fears* and *Parlay with the Strange* before violence begins.

On second thought, maybe you should just hire an airship? (see page 99)

New Rules

Biomes

The majority of Himmilgard consists of temperate and boreal mountain forest, ruled by the fae. They can be navigated by people and vehicles, but it is difficult, risky, and exhausting work. A rare few places are easier, and some will even hold a road for more than a few weeks. Others are worse.

Biome	Threat	Other Notes
The flat fields of Dorand and placid beaches around the Caproni Islands	0	+3 to Plan Your Route
The sparse Wilds of Macchi or Sopwith	0	-
Majority of Himmilgard	I	-
Deserts of Vought or Antarctic Circle	I	Disadvantage to Plan Your Route in the field
High mountain passes	I	Use lowest vehicle Torque
The deep forest of Lohner	2	-
The streets of the Dead Cities	3	Always 3 Treks

Every region will have unique Threats, even those beyond the reach of the Fae. Mountains have sheer cliffs, avalanches, thin air, stinging cold, and the *Horrors of the Heights*. Macchi's ancient roads are littered with mines and unexploded munitions. Dorand's farmers get touchy about their fields, even when said field is just an expansive sea of mud.

The deserts of Vought have no fae, but the inhospitable landscape conceals equally dangerous secrets. Explorers and guides report scorpions the size of tanks, great snakes which travel below the dunes, and malevolent spirits misleading travellers with grand illusions.



Conditions

Fighting rarely takes place in ideal circumstances and on picturesque battlefields. These conditions can change in an instant, and thus change the nature of the battle in turn.

Night Fighting

Night in Himmilgard is often brighter than in our own world, with the reflected light of multiple moons shining down, but fighting at night is still a more complex affair than battles in daytime. It is also the best time to launch an assault, as the attacker can get quite close to the defender before they are exposed to accurate fire.

At night, those involved in the battle will still be able to overhear voices and footsteps, catch brief glimpses in the moonlight, or hear engines. You can try to fire Blindly at where you think an enemy might be, but your muzzle flashes mean that until you move, they won't be Firing Blind back.

This means that until somebody attacks somebody else, everyone is just stumbling around in the dark. Eventually, somebody gets brave enough to fire at where they think the enemy is, exposing themselves to fire, and everything spirals out of control.

A flare fired over the battlefield will negate night conditions for a short time. Combatants will remember the approximate locations of everyone in the fight when darkness falls again.



Bad Weather

All inclement weather is treated the same; fog or wildfire smoke, rain or snow, blizzard or sandstorm, all that matters is how much it sucks. Default weather covers everything from a clear day to a drizzle of rain or gentle snowfall, and it gets worse from there.

Light weather is a downpour of rain, a hard wind, or thick snowfall. These conditions inflict 1 Stress to anyone caught in them, and reduce vision range to Close. Anything beyond that is a blur, so shooting past that range is Firing Blind. More severe weather (sandstorms, blizzards, and hurricanes) increase the Stress to 2 and effective Visibility to Knife.

Contextual Disadvantage may also apply in very bad weather, particularly to Peek Out in low visibility and Combat Dash against the wind.

Exposure varies by narrative context; a buttoned-up tank might keep the rain off, but may let in a sandstorm through the vision slits, for instance. Likewise, a warm bunker will offer protection from stress in a blizzard, but be no different than an icy trench in terms of visibility.

“They sez they can’t pick us up. They ain’t got any seaplanes.”

Temperature

The temperature scale from *Horrors of the Heights* can also be used on the ground, but the effects will be different for infantry and tankers than it would be for pilots, so ignore the regular effects. Instead, when engaged in battle or other physically taxing activities, make a 6-segment clock for anyone exposed to extreme conditions.

Frozen	Cold	Chilly	Warm	Hot	Boiling
--------	------	--------	------	-----	---------

In Hot or Cold weather, mark the clock whenever a significant amount of time has passed, such as after *Through the Wilderness* moves or during pauses in battle. In Frozen or Boiling temperatures, mark 2.

Every 2 marks is 1 temporary Injury. Once removed from these conditions for any length of time, the clock is erased and that Injury is removed. If you fill the clock, start it again, but this time actual Injury is taken from frostbite or heat stroke and it'll have to be healed properly.

The temperature inside a sealed tank is reliably 1 higher than outside. A sealed tank will often start hitting crew with penalties. Tanks themselves are not nearly as sensitive to temperature as aircraft. They may take a few tries to start in the winter, but otherwise be unaffected.

Temperature Examples

While it may vary somewhat from day to day, you might have heat waves or cold snaps, the climate of Himmilgard is fairly consistent.

- The majority of Himmilgard is Warm through spring and summer, and Chilly in winter. It is generally warmer on the western coast.
- The Warm regions to the north of the Great Mountains get Hot in the spring and summer.
- The Vought deserts are Hot in the day, but become Cold at night.
- Anything south of the Dark Sea is Chilly in the summer and Cold in the winter.
- High mountains and plateaus will be one band colder than the surroundings.





Terrain

The sky is mostly the same everywhere you go. It's big, mostly empty, mostly blue, and sometimes it's got clouds up in it. By contrast, the ground is all cluttered up with *stuff* for some reason, and it gets in the way.

Water Features

Swimming is not exactly a common skill in Himmilgard. Natural bodies of water aren't usually much safer than the rest of the Wild, and the seas can be dangerous in their own ways. Even a good swimmer is going to struggle in the water if they're loaded down with gear.

As a result, when pilots land in deep or fast-moving water where they can't quickly get rescued, the choice is always the same. They can survive, but they have to abandon all the equipment they are carrying.

Shallower bodies of water can simply be forded, though doing so is dangerous. Fording a river under fire is asking for a hard move.

The obvious exception here are fischervolk, who have gills and can breathe underwater. They don't even much mind the crushing pressures of the depths! So long as there's a path out of the water, they can simply walk along the seafloor to get out with their stuff, though most of it probably won't appreciate being submerged. They also have a tendency to run into scary underwater beasts if they abuse this power: the profiles of land animals can be easily adapted for the likes of sharks and giant squid!

Swampland

While the elevated terrain keeps much of Himmilgard pretty dry and rivers moving, a lot of the Wild in southern Himmilgard is dense swamp. Voisin in particular is heavily swampy. These areas are also common in the tropical jungles of Caproni, with saltwater swamps along the coast.

Swampland is a mix of Water Features and Deep Forest (page 51), with their own additional complications. Most notable is that the high water table means there's nowhere you can really dig a trench or foxhole; any hole will quickly fill to the brim with muddy water. This same tendency means that vehicles are liable to get stuck fast more or less anywhere, forcing Cross Obstacle as a common soft move.

Even areas which aren't swampland year-round can become swamp-like; Sablatnig and parts of Dorand experience a fifth season, 'mud', in early spring and (sometimes) late autumn. The conditions are effectively identical to swampland, but without the trees.

No Man's Land

The battles of the Great War were unlike anything ever fought before. Years of artillery, fire, and poison left a scarred landscape. Some are slowly being reclaimed by nature, but others are so haunted it may be generations before anything grows there again.

And in some places, battlefields are not scars, they are fresh wounds.

The most omnipresent obstacle is mud. The consequence of rain and ground broken by artillery fire, those places which have yet to heal will often be great, lifeless swamps of mud. Trekking through particularly thick mud will be slow and utterly miserable, giving Disadvantage to Combat Dash and inflicting Stress.

Duckboards will often be laid out over the mud to make the going easier, but be warned, the enemy will do their best to ensure these areas are well covered by their guns.

Defensive positions are often still in shockingly good condition on old battlefields, and can be hastily redug in new ones. Staying in a proper trench and off the firing step is near to immunity to any direct fire weapon even as you move: you simply won't be a valid target. These trenches will also often have pillboxes and machine gun emplacements which allow attacks while Keeping your Head Down.



Barbed wire is another omnipresent feature of fixed battlefields. Most towns have bundles of wire on hand, using them for penning in livestock, riot control, keeping out the fae, or around stockades. It can be used as a roadblock in urban areas, or layered in fences in front of defensive positions. Not only will the wire slow and potentially injure intruders, the sound of jangling wire can alert sentries. Some positions will even have empty cans or spent shells tied to the fence as noisemakers!

The best way to get over barbed wire is to go around, but if you can't find a path, you can sneak or cut through it instead. Pushing through barbed wire always brings a hard move with it: getting stuck and delayed a long time, being discovered, being shot at, or being injured are all obvious results, as is losing gear and weapons when they tangle up in the barbs.

In some places, the barbed wire is less like a fence and more like a tangled steel jungle, metres thick. There's almost no point in pressing through these areas, but in such places there must be safe paths for the defenders to use, if merely to upkeep the fence.

The most dangerous threat on an old battlefield isn't the terrain, however, and might not even be the enemy. Himmilgard's battlefields are dense with shades: sentries on eternal patrol, snipers waiting endlessly for targets, duelling companies forever reenacting their final battle over the same patch of dirt. The presence of outsiders might shake them from their routines, but they'll be unlikely to be very charitable.



Towns & Cities

Fighting in urban conditions is tough enough without poison gas making everything worse. Towns aren't much better, though usually less toxic. In both cases, this is the environment where having some kind of map (page 12), even just a crude net of roads, is most helpful.

Rural towns tend to be fairly spread out, with maybe a small dense core. The buildings are usually tough, with thick timbers and stone construction favoured over lighter materials. Particularly strong stone buildings like most town halls, churches, and temples are the next best thing to a concrete bunker, especially if you drill loopholes into the walls.

By contrast, the mountain cities in Himmilgard are dense, highly vertical tangles of narrow streets, often with layers of multistorey row houses of brick and concrete nearly stacked atop each other. Moving through the buildings directly instead of the streets will keep you in cover even if you roll a partial on Combat Dash, though you might have to blast paths through the walls. Be warned; on a miss, you might well stumble directly into an enemy position in the next room!

The narrow alleys are particular nightmares for vehicles. Tanks can crash through walls to avoid lines of fire, but always face a hard move if they do so blindly. Not only might enemies be lurking inside, not only might the building collapse and crush the tank, *there might be a basement!* There's nothing as embarrassing as having to abandon your tank because it's now a conversation piece in somebody's wine cellar.

In most urban environments, the poison gas will form a fog limiting visibility to Close or Knife, depending on how dense it is.

Deep Forests

Most of Himmilgard is thick, dark forest, and fighting in this environment is fraught for many reasons. Not the least of which is that blowing up chunks of it in your cool tank battle is likely to piss off the residents!

Trees make for good cover against small arms, especially in old growth forests. In the Deep Wild, the massive trees could stop tank shells. On the other hand, artillery shells will burst in the canopy, often raining down on the foxholes of those below. A forest is also going to heavily cut down on sight lines, which is best represented by doubling the shooting penalty for range (-2 for Close, -4 for Long, -6 for Extreme).

Not all forest is the same density. Even in Himmilgard there are fair sized natural clearings, especially because much of the landscape is very rocky. These areas, and less dense forests at the outskirts of towns, should just be treated as regular terrain.

While fighting in thick forest, vehicles are going to have difficulty getting up to speed, having to navigate around larger trees and (for tanks) crush smaller ones. In addition to often having to Cross Obstacles, they can expect to be travelling at -1 top Speed (minimum 1, obviously) as they try to push through the rough ground.

It is almost certainly a terrible idea to use a flamethrower in a forest during the summer, and given who lives in the forests of Himmilgard, it might be best if you don't survive trying it.

Plains & Desert

While most of Himmilgard is deeply uneven terrain, there are a few startling exceptions. The artificial Dorand Lowlands are unnaturally level, the ocean freezes mirror-smooth in the far south, and much of coastal Vought is hard-packed salt desert. In these places, the horizon is simply a flat, unbroken line across the sky.

Even in the more dense areas of Himmilgard, you will sometimes encounter areas where there is genuinely no cover. The most common of these places is, of course, an airfield!

Needless to say, there is no cover in these places that you don't make yourself. Unless you've dug a hole or you have a tank to hide behind, there is no taking cover beyond going prone.

Vehicles

You can include vehicles in your game by having the players acquire and use one, or by having the players' enemies use one against them. If you really want to have fun, you do both, having player vehicles face off against enemy vehicles in an awesome motorized battle.

While tanks have obvious combat utility, cars are easily injected into an action scene as well, be it chases along narrow mountain tracks, through city alleys, across rickety minecart bridges, or maybe even *roads*.

For the sake of fun and to facilitate madcap action, the tanks and cars of Himmilgard are inexplicably tougher and faster than their real-life counterparts, akin to WW2-era vehicles. You can describe them more realistically, but given that this is a game about bold and daring idiots making poor decisions, more speed means more extraordinary moments.

If you want to introduce vehicles to your game, you could just have players find one and start it up. If they want to buy one for some reason, or keep it through multiple routines, see page 155.



Vehicle Stats

Bob Sample Tank

I3b

Exists only for this example.

Upkeep Op

Speed	Torque	Handling
2	-2	8
Armour	Integrity	Safety
2/I/O	I2	I
Reliability	Fuel Uses	Stress
-4	5	2
Large Size		Tiny Cargo

- Speed: How fast the vehicle can move; each point is 10km/h.
- Torque: A vehicle's rough terrain capabilities.
- Handling: Represents how quickly the vehicle or its turrets can turn and react to threats. Works the same as with aircraft.
- Armour: The amount of protection, divided into the front armour, the side/top armour, and the rear/underside armour respectively.
- Integrity: The redundancy, compartmentalizing, and protection of a vehicle's interior, determining how likely it is to burn or explode.
- Safety: This is added as a Bonus to the crew's Pinned threshold.
- Reliability: The reliability of the vehicle's engine and transmission.
- Fuel Uses: More or less the same as the aircraft counterpart.
- Stress: Just like Flight Stress for planes. Applies to the whole crew, unless modified by their seats.
- Size: The size of the vehicle. See Cargo Space, Core page 190.
- Cargo: The size of the internal cargo space in the vehicle.

Crew positions then have their own stats.

- Type: If the seat is Exposed, Closed, or Sealed.
- Visibility: How easily you can see out.
- Escape: How hard it is to get out.
- Notes: Weapons, tags, and other features of the seat.

	Type	Vis.	Escape	Notes
Driver	Closed	-2	-3	Hatch
Commander	Closed	-1	-2	*LMG (All Horizontal)
x5 MG Crew	Closed	-3	-4	x1 LMG (x2 Fore, x1 per Side, x1 Rear)



Driver's Manual

It has to be manual, automatic transmissions haven't been invented yet!

Ground vehicles in *Chariots of Steel* are much like their *Flying Circus* counterparts. They have many of the same concerns and features, and are similarly governed by a mix of narrative and mechanics. And also actual governors on the engine placed by actual mechanics, to try and stop you from blowing up yet another engine.

When you start a mission with a vehicle, Crank Start (page 60) and, provided it actually started, you get driving! If it didn't start, start cussing and throw your old-timey driving hat on the ground.

As with planes, exact location, position, and facing is a matter for the narrative, but Speed matters mechanically and is affected by those things. Positioning also matters for the purposes of vehicle armour and weapon arcs, so it can be a bit more involved; this is why a rough map is often helpful during combat.

These rules only apply to vehicles being driven. An empty vehicle is a terrain piece. If the driver lets go of the controls for any reason while the vehicle is moving, use Empty Seat from the core book to find out how long the vehicle ploughs on before crashing into something, but roll +Torque instead of +Stability.

Speed & Acceleration

Let's talk pedals and their relationship to metal. Vehicles have Speed and RPM gauges, just like planes. Like in the air, 1 Speed represents about 10 kph, so Speed 1 is walking pace and Speed 2 is a run. This gauge has 12 places instead of a hundred; if you manage to go over 120kph, you've done that to yourself and can record your own mistakes.

Unless you're rolling downhill, speeding up adds RPM and eventually sends you to page 61, but once you overcome resting friction, it's relatively smooth sailing. By comparison, slowing down is easy. You can hit the brakes at any time, though if you need to do it in a hurry, go to page 66.

ACCELERATE

When you open the throttle, increase your Speed, up to your Max Speed, and mark 1 RPM. If you are going uphill, mark 2 RPM instead.

Moves that give +Speed can temporarily put you over your Max Speed.

When you use reverse gears, your Max Speed is halved (minimum 1).

Gun the Engine

Some vehicle moves allow you to Gun the Engine after you roll. When you do, you mark an amount of RPM, sometimes limited by a cap, then add the same value to your dice roll. This changes the outcome of the move retroactively, representing you powering through.

Controls & Turns

Vehicles lose speed when they turn, wasting part of the energy as they redirect it along a new vector. You can make shallow turns fairly easily, if you're willing to accept a wide turn radius and lost time. Otherwise...

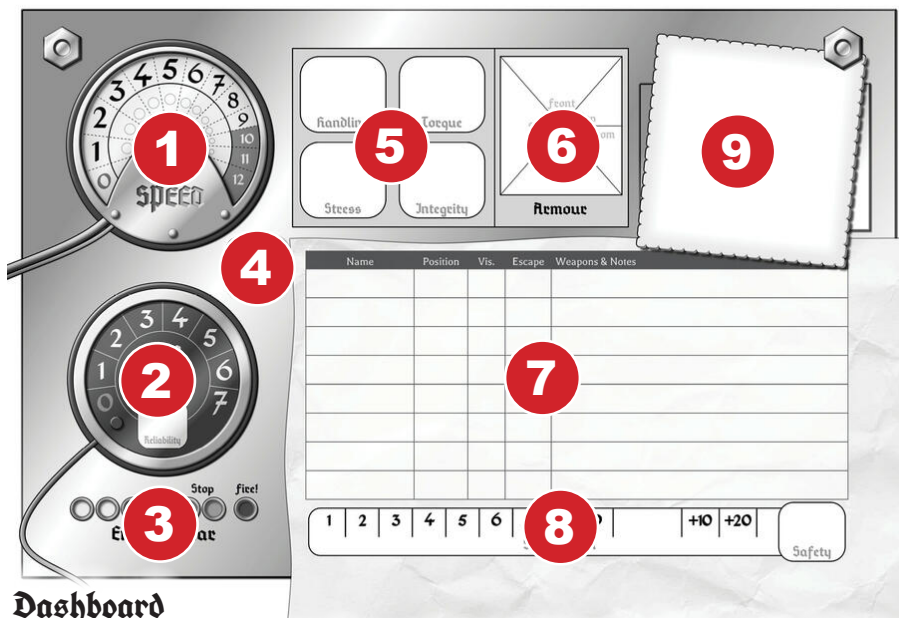
HARD TURN

When you make a hard turn, lose Speed as follows.

- Wheeled & Half-Track: -1 Speed. Must be moving to turn.
- Fully Tracked: -2 Speed.
- Half-Walkers/Crawlers: -2 Speed. Must be moving to turn.
- Walkers: Always slow to a stop.
- Skids, Skis, & Boats: Cannot Hard Turn.

You can Accelerate out of your turns to regain your Speed.

If you're constantly dodging around the field or driving a difficult course, you either accept slowing down, or work your engine very hard.



Dashboard

Just like in an aircraft, you have a shiny dashboard to keep track of all the nonsense we've shoved into this quote unquote 'expansion'. As with the core book, you should track your Speed, RPM, and Wear with tokens.

1. Speedometer: Tracks your current Speed. Circle your Max Speed.
2. RPM Gauge: Tracks your RPM and lists your Reliability.
3. Check Engine Lights: Tracks your engine's Wear.
4. Max Fuel: You'll want to track actual fuel use with tokens. Or candy.
5. Fixed Stats: Your Handling, Torque, Stress, and Integrity.
6. Armour Facings: Your Front, Side, and Rear, as well as Top & Bottom if they're different for whatever reason.
7. Crew Complement: Keep track of who is doing what. You can also put truncated weapon profiles here for reference.
8. Suppression Track: Keeps track of the vehicle's current Suppression. The much simpler infantry sheet has one too.
9. Dashboard Picture: Draw me like one of your Schuckert girls.

Concerning Balls

The phrase "balls out" comes from mechanical governors, which use round, spinning weights and conservation of momentum to regulate engine speeds. Not to be confused with "balls to the wall", which is from pushing the throttle lever of an aircraft all the way forward. We thought this was important for you to know.

Communication

In a car you might have to raise your voice a bit, but a tank is another matter. It's *loud*. The crew compartment acts like a resonance chamber for the engine. The tracks, mechanisms, and weapons only add to the din. It's impossible to talk unless you lean up close and yell as loud as you can.

When they have space, crews can use the same sign language as pilots. They also have other signals: it's common for commanders to kick drivers on the shoulders to tell them to turn! You can presume that vital information can be shared in broad terms between crew.

With this in mind, you can see the benefit of earmuffs and an intercom system (page 156). For external communication, you can pop a hatch to use hand signals up close, or use signal flags, flares, or semaphore paddles to express simple one-word concepts to anyone who can see you.

As an aside, tanks of this era do not, in any way, sound cool. It's mostly an incessant *squeak-squeak-squeak* of unlubricated metal track articulating over the sound of a struggling, underpowered engine. Like being chased by a pack of very large and angry mice with lawnmowers.

Awareness

Vehicle crew in Exposed positions treat awareness just like infantry; they'll probably be hiding behind the dashboard when bullets are flying. Crew members in a Closed position have a particularly difficult time; when everyone is busy, they'll only notice, say, the tank being shot. Crew in Sealed positions can't see anything outside at all.

PEER OUT

When you look out through the vision slits or periscopes, roll +Keen, +Visibility. Any modifiers to Peek Out also apply to Peer Out.

The GM gives you a quick summary of what is visible outside, not including the dead zones close to the vehicle. On a 16+, you spot a chance to act first or a weak spot. On a miss, you see something too late.

Gain Advantage forward to react to what you see, or apply Disadvantage to the next incoming attack.

If a position has a hatch, the crew can opt to Peek Out the hatch instead of Peer Out the vision slits, but it tends to mean the danger from a miss is danger to their squishy person rather than to the armoured tank!

Crew

A Crew is a Squad that operates the vehicle by taking up roles inside it. These are not hard and fast categories, and sometimes a single seat will fill multiple roles. Crew can switch seats, though it will take time.

- Commanders lead and coordinate the crew. They tend to have the best view, or at least a hatch. A PC can Command from any seat.
- Drivers drive the vehicle, obviously. They can't operate a weapon while the vehicle is in motion, except one-handed small arms.
- Gunners operate the weapons of a vehicle. Some gunners will have Primary (marked with a *) weapons, all others are Secondary.
- Loaders assist Gunners: their positions will be indented to show which Gunner they assist. Without a Loader, the Gunner must personally spend considerable narrative time reloading the weapon or clearing jams. Loaders often cannot see out of the vehicle.
- Engineers have direct access to the vehicle engine, allowing them to restart the vehicle from the inside (page 60) and make repairs.
- Passengers are just along for the ride.

NPCs will likely fill out most of these roles, and will require upkeep. All of these are Guard subtypes; you don't need to pay a Driver or Gunner more. Commanders cost 1p per routine, while all others cost 1/2p each.

Commander

Ultimately, the positioning and targeting of a vehicle is the Commander's job, with the crew acting as an extension of them. If they are NPCs, the Driver and Primary Gunners will use the Commander's Attributes for any rolls they make (including any Secondary Co-ax weapons). The other crew members roll normally: a Commander isn't usually micromanaging random machine-gunners or engineers. If using the Commander's Attribute, you should also add any Injury Penalty they have, possibly atop Injury Penalty the crew are already taking.

Gearmen

Real life tanks of the era often required crew to operate the complex transmission. This is super boring and has been left out. You're welcome.

If you insist on adding these positions, some early Sturmtraktors and Wandelburgs had 2 Gearmen. These seats share stats with the Engineer and replace the internal cargo space. It's a full-time job, and for each missing Gearman, the tank takes +1 RPM when it Accelerates.

Ride-Along Passengers

You can fit one extra person inside a vehicle for every two non-passenger seats. This isn't comfortable or safe: excess internal passengers are in a Sealed position with Escape equal to the worst value of the vehicle, and will give everyone inside (including them) Disadvantage to Escape.

People can also cling to the outside of a vehicle. A Medium vehicle can have 2 external riders, a Large vehicle can have 4, and a Huge vehicle can have 6. These riders form a separate Squad from the Crew, and any attack that hits the vehicle will also hit at least one rider. It is almost always a good idea to jump off a vehicle before you get into combat.

Fuel

Vehicles use fuel when they go Through the Wilderness, and I Fuel at the end of combat. A leaking fuel tank will double the amount of fuel used. A fuel tin or jerry can will hold I Fuel Use. Every fuel can takes up I Capacity (see page 62).

If externally-stowed fuel is destroyed, start a Poison Gas clock (Core Book, page 252) for Closed and Sealed positions from the fumes, with positions being -I Ongoing, -2 Ongoing, and unconsciousness.



Engines

Vehicles have an engine, or engines, and just like on planes they are unreliable and finicky beasts which run on hope, prayers, and the occasional blood sacrifice. They will break, always at the worst times.

These engines have RPM and Wear gauges with 7 segments, just like planes. For easier book-keeping, vehicles are treated as if they only had one engine, and do not have separate cooling systems that we track.

CRANK START

When you crank the engine starter, roll 1d10 +Reliability. If the engine is still warm, roll 2d10 and take the highest.

On a 6+, the engine starts. Otherwise, mark 1 RPM and roll again, taking +1 Ongoing to Crank Start this vehicle until the engine starts. This stacks.

When you crank start in combat, after 3 misses, the GM makes a move.

Unless a crew position has Engine Access, the starter crank will be on the outside (front for cars, rear for tanks). Crank starting is exhausting work, especially if it takes a lot of tries. It's also very loud as the engine starts up.

Switching off the engine can be done at any time by just pressing a switch on the driver's console. This may be done to protect the engine, stay hidden, or listen for threats. This immediately pushes Check Engine; see the next page for what that means.

Though they can't move, other features are still perfectly operational with the engine off. Turrets are turned by manual crank and loading is done by hand. If you have lights or electronics, you can still turn them on, but they'll rapidly drain the crude batteries of the era; don't expect more than an hour's use out of them before you need to recharge with the engine.

Carbon Monoxide

Carbon monoxide poisoning was a very real threat in early tanks, as the compartments are poorly ventilated and the exhaust tended to leak (sometimes due to total absence of exhaust pipes!). Symptoms include headaches, dizziness, confusion, and eventual loss of consciousness.

If this happens, use the same poison gas clock as on page 59. However, this clock will not advance if you open all the tank's hatches.

CHECK ENGINE

When you exceed 7 RPM, switch off the engine, or there's the bad sort of funny noises, set your RPM to 0 and roll 2d10 +Reliability. If you have more than 8 RPM somehow, take -1 for each excess RPM.

On a I6+, it's somehow fine. On an II-15, choose I with a sad little stutter. On a miss, choose 2 with an awful *bang!*

- The engine cuts out.
- The engine takes I Wear (repeatable).

If you roll below 0(!), choose additional results equal to how much you rolled under 0.

When you shut the engine down voluntarily, if you have less than 4 RPM, roll with Advantage.

Engines can take up to 4 Wear without consequences. Once they reach 5 Wear, the engine breaks down. It can be temporarily repaired using the Patch Fix move (page 79) to get its Wear under 5; this'll get it moving again long enough to finish the fight and get home, but you'll still have to pay to fix it properly.

At 7 Wear or more, the engine fails catastrophically and begins to burn! This pushes the Fire! move on page 76. If the vehicle doesn't subsequently burn down, the engine is now broken beyond the ability of Patch Fix to remedy in the field; you'll need professionals to strip down and rebuild it.



Internal Cargo

Vehicles have both internal and external cargo capacity, just like aircraft, but unlike aircraft where cargo is a purely narrative capacity, how much your truck can carry, and where, matters more here.

Thus, the cargo capacity is updated as follows:

Size	Examples	Capacity
Tiny	A small arms locker, a glovebox.	1
Small	The kind of car trunk you could smuggle a body in.	2
Medium	The flatbed of a pickup.	4
Large	The flatbed of an LKW. That's a lorry. Which is a truck.	8
Huge	The capacity of a train car or tank carrier.	16

The Capacity figure is used to determine how much it can carry in more detail. Generally, a person's inventory takes up 1 Capacity, while Heavy equipment takes up Capacity equal to its value. This also limits the ability to carry artillery shells and additional fuel cans.

A vehicle can have multiple cargo spaces. This represents having multiple smaller spaces for multiple smaller objects; you can't combine two Large cargo spaces together to carry a Huge tank, for instance. Well, you *can*, but some disassembly required.



External Cargo

Listed cargo storage is internal stowage, but a vehicle can also carry extra cargo externally, either by piling it on top or towing them in a trailer. This external limit is 1 Size category smaller than the vehicle's Size, or equal Size at -1 Speed.

In addition, vehicles with 0 or less Torque take an additional -1 Speed if they are carrying any amount of external cargo at all.

We presume that heavy weapons have their own carriages, and that otherwise you can find or create trailers, carriages, sleds, or so forth on demand whenever you need to tow things. Don't worry about it!

Vehicles can be towed as external cargo. It can be towed normally if it is small enough; a tank won't really be slowed if it's towing a small car. Any size of vehicle can be towed by another vehicle with positive Torque, even if it is above your external cargo capacity, though you'll be limited to Speed 1. This is so you can get wrecks home without having to shell out for armoured recovery vehicles (though it's not a bad idea!).

External cargo is, by nature, exposed to the elements and other dangers. You can't store anything delicate or perishable. It will almost certainly be broken or spoiled if the vehicle is fired on even a little, even if the vehicle isn't damaged; shrapnel and small arms will tear much of it apart.

Towed single and two seat planes are Large, and all other planes are Huge. Towed Artillery size is determined by their Heavy (X) value.



CROSS OBSTACLE

When you plough your vehicle through difficult terrain, mark 1 RPM, and roll +Calm, +Torque. If your Torque is negative, subtract that much Speed, to a minimum of 1. You may Gun the Engine.

On a hit, you do it. II-15, the GM chooses 1. On a 20+, remove 1 RPM.

- Expose your underside armour as you cross.
- Encounter a surprising new danger beyond the obstacle.
- Come to an involuntary halt after crossing.

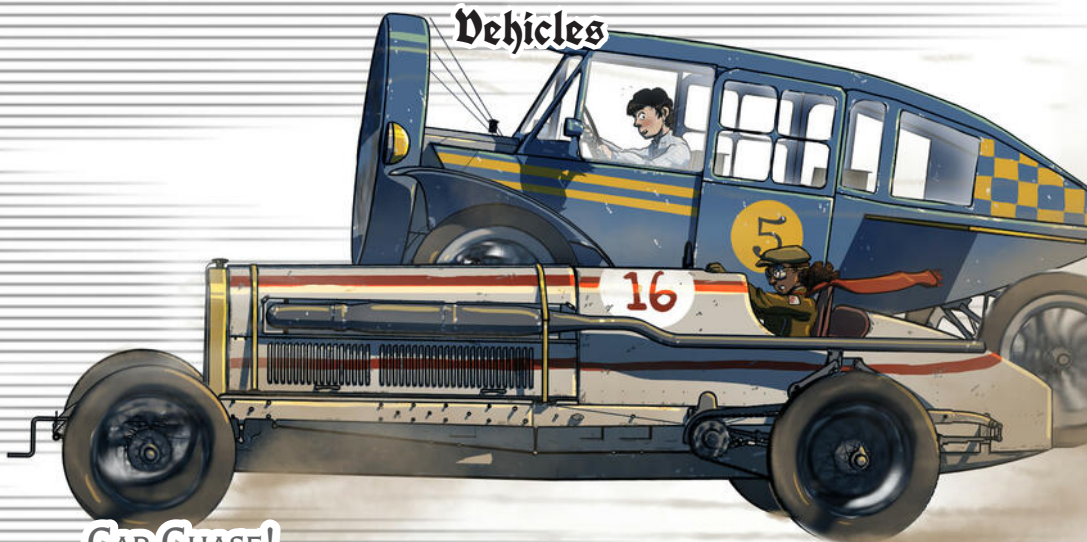
On a miss, you get stuck, then the GM acts.

When you Cross Obstacle to take a shortcut or surprise a foe, take Advantage forward to Tank Battle! or Car Chase! as appropriate.

What counts as an obstacle is contextual, and may vary with the type of vehicle, so use your common sense. A motorbike might find the curb of a sidewalk to be an obstacle during a high-speed chase, but a tank will pass over it without an issue. Further, some obstacles may be self-evidently impossible to cross, in which case you shouldn't bother to roll.

When a vehicle gets stuck, freeing it will either require another, successful Cross Obstacle move, or everyone getting out to push, dig it out, or put logs under the tracks for traction. Obviously, this second option is somewhat less practical under fire.





CAR CHASE!

When there's a race or chase, each driver rolls +Keen, +Speed. Roll +Speed for NPCs. Unless it is a drag race, the highest Handling adds +I. You may Gun the Engine, adding RPM up to your max Speed. PCs can increase RPM spent in response to each other, but no takebacksies!

Everyone in the race is at Close range to one another. Whoever rolls the highest, choose I.

- Move to the front of the pack.
 - If you are already at the front and no vehicle is within Knife range, take Advantage forward from your lead.
- Close to Knife range with another vehicle.
 - If you are already at Knife range, ram them!

On a miss, something hilariously unfortunate happens. If you all roll terribly, this might not even stop you from winning.

Unlike chases in the air, which are simple straight-line affairs where the only thing that matters is the performance of the aircraft, chases on the ground are largely determined by the skill of the drivers.

This move may be complicated by things getting in the way which you will need to Cross, Dodge, or Crash through, as well as by gunfire, people jumping between cars, and all sorts of other nonsense. It's a car chase, you know what those are like!

A race will have a finish line, which means you make a set number of Car Chase moves. An escape to a specific place will also work this way. A more open-ended chase will go until one side is wrecked or escapes narratively.



DODGE OBSTACLE

When you swerve to avoid hitting something, roll + Keen.

I6+, you avoid whatever it was and get back on track smoothly. I1-I5, you need to make a Hard Turn. On a miss, you hit something.

If you brake to avoid hitting something, you do it. Your speed drops to 0 and you are made a sitting duck.

If you can see the obstacle from a good distance away, then you don't need this move. But if somebody steps out onto the road, you take a blind turn straight into a tank trap, or you notice a mine at the last second, then Dodge Obstacle should be used to figure out what happens.

A good rule of thumb is that each Speed adds 10 metres to the amount of forewarning you need to dodge it: a lumbering heavy tank wouldn't need to roll to avoid a person stepping out on the road forty metres away, but a speeding sports car very much would!

Braking is essentially an invitation for a GM move. For example, it might cause a speeding car to roll over, or passengers to slip from their seats and injure themselves (no seatbelts yet!). Likewise, hard braking can damage tank tracks, possibly even detracking yourself in the worst cases.

Finally, consider that on a miss, you might still avoid the obstacle, and hit something else entirely. There are times where it might be prudent not to roll this move at all, and trust your vehicle can better survive the impact with the obstacle than the things around it.

Clutch Steering

While tanks are known for the ability to pivot on the spot, this is made possible by each track having its own transmission. An early tank just had a clutch for each track, and so had a wide turning radius. Because that's no fun, we've just given every tank twin transmissions.



CRASH!

When the vehicle you are driving crashes into something, roll Flat. Choose results below equal to Speed. On a I6+, take -2 results. II-I5, take -1 results.

- You stop moving. Anyone not wearing a helmet takes I Injury.
- The vehicle takes IdIO Damage (repeatable). See page 74.

Reduce total Damage by Armour on the vehicle's relevant facing.

If what you crashed into was another vehicle, roll for them as well, and choose what happens to them. *In a head-to-head collision*, add both vehicles' Speeds together and apply to both.

If a person gets hit by a car, they take Injury equal to Speed. *If a person gets hit by a tank*, the tracks will need to be cleaned.

It only counts as a crash if whatever you're hitting is solid enough to potentially stop you, which will obviously vary with the vehicle's context. Hitting something flimsier than you is either Cross Obstacle or a very funny crunching sound, depending on the difference in scales. This can make ramming somebody a good move if you are out of weapons, in a desperate spot, or are just so much bigger that they'll go *squish*.

Tanks will plough over any unarmoured car of a smaller size without stopping or even really slowing down: They'll just mulch them under the treads. Larger vehicles, armoured cars, and other tanks will all cause crashes though, even if the damage will tend to be more one-sided.

Remember, deliberately hitting a person or a moving vehicle with your own is more difficult than you think (page 71). Ramming another vehicle will require a roll of Car Chase or Tank Battle (page 73) as appropriate, unless the other vehicle is completely stationary.

These cars do not have crumple zones.

Vehicles in Combat

When vehicles get involved in combat, especially tanks, the fight tends to pivot around them. The power of a mobile pillbox or artillery piece which can keep the crew safe and pressure the enemy gives a massive tactical advantage to the side that has them. However, if you make the mistake of thinking tanks are invincible, it will be the last mistake you ever make.

Tank crew ignore Seize the Initiative and never need to roll Combat Dash: riding inside a giant steel beast gives considerable confidence and safety when it comes to moving around a battlefield!

Moving Vehicles

A moving vehicle is always a harder target than a stationary one. Even though tanks aren't moving that fast in absolute terms, a moving tank reduces the amount of time you have to line up a shot and makes contact anti-tank weapons nearly impossible to use effectively.

Thus, Personal Attacks against moving vehicles work like deflection shots against planes, except using their Speed rather than Speed Factor. The only exception is if the vehicle is moving directly toward or away from the attacker in a straight line. You'll have plenty of time then.

Unless you are standing atop the vehicle, Melee weapons take double the deflection shot penalty. Awkward penalties apply after this doubling. You do still ignore this if the vehicle is moving directly at you, but if you don't stop it (or maybe even if you do), *squish!*

Anyone shooting from a moving vehicle likewise takes a penalty equal to their own Speed. It's hard to shoot on the move, especially in early vehicles with poor (or no) suspension. This is not a deflection penalty.

It's always best to get a vehicle to stop before attacking them. An NPC vehicle may stop moving (or slow enough to count) for any of the following reasons, so manipulating circumstances to force them is your best bet.

- To fire its main weapon.
- To turn (tanks only).
- To allow crew to get on or off.
- To climb over steep obstacles or wade deep water or mud.
- To allow infantry to check for mines or ambushes.
- To avoid crashing or running over one of their own.
- Because of a mechanical breakdown or thrown track.

Vehicles

Vision Dead Zone

The combination of narrow vision slits, raised perspective, and the parallax effect means that at very close ranges, foes can be nearly invisible to tankers. Opening a hatch solves the issue, in exchange for the potentially much worse problem of having an open hatch when the enemy is close.

Staying inside Knife or Melee range of a tank will effectively protect you from the tank's weapons, providing you aren't just sitting still. If you're the tankers, then Peer Out won't help; your only chance is to pop a hatch, which is dangerous for obvious reasons. It's always a fun discovery when you stick your head out of the tank, roll poorly, and the GM smugly tells you about the pistol in your face.

Proper tank tactics is to have infantry who can prevent anyone getting close. However, few people in Himmilgard who might operate a tank today know that, so they are liable to make mistakes players can exploit.





Concealment

Vehicles can be concealed like anything else, but it won't be easy. Good luck finding bushes large enough to hide a three metre tall tank! A vehicle will instantly give away its hiding spot if it turns on its engine.

Hull Down

Even on the same facing, not all the armour on a tank is of the same thickness or protective quality. The thickest plates tend to be concentrated high on the front of the tank, where arcing fire from artillery guns is more likely to land, and more important parts like guns and crew are.

Other directions and the lower plates of the vehicle are weaker, and tankers soon learn that the key to survival is to use the terrain to only expose the strongest part of their tank to the enemy, where they must be exposed at all.

While vehicles cannot take cover by conventional means, they can back around corners or down the crests of hills to get out of sight; you can't shoot what you can't see. Alternatively, they can partially expose themselves to attack the enemy, reducing the danger somewhat.

When an armoured vehicle is positioned to protect its hull, it is Hull Down. As long as it remains stationary, it has +1 front Armour. Unarmoured vehicles cannot go Hull Down; they are either visible or not, that's it.

In either case, this has to be some really solid cover; the crest of a steep hill, behind a tall and thick berm, or peeking around the corner of a concrete or stone structure. If the cover isn't Thick enough (page I6), the enemy will just shoot straight through and into your soft lower glacis anyway.

Pedestrians

It is surprisingly difficult to deliberately hit a person with a moving vehicle, because your target doesn't have to move very far to avoid you. There's almost no circumstance where trying to run the enemy over is a good idea, especially if they turn out to have a mine.

A sufficiently deep foxhole or trench will allow those inside to simply duck and allow a tank to cross over them with almost no risk: this is how friendly tanks get to the enemy, after all. A tank can try to collapse a foxhole or trench by turning on the spot, but there's a decent chance they'll get stuck, not to mention this involves exposing their weaker armour.

Tank Turrets

Some tanks have fully-armoured turrets carrying their primary weapons, a questionable fad which is unlikely to catch on.

Even though turrets are usually more heavily armoured on their fronts than other directions, this almost never matters for the purposes of gameplay and shouldn't really be factored in. Where possible, tankers aim low on the enemy vehicle in an attempt to strike the hull anyway. It's not worth the book-keeping to try and keep track of those instances.

Turrets in this era do not move very quickly, being hand-cranked by the gunner into position. This should be kept in mind in the narrative: if you're pointing the turret at something and enemies come up from behind you, it will take some time for the turret to turn around.

Tank Terror!

Tanks are terrifying opponents for infantry. They're large, loud, festooned with weapons, and immune to almost anything you can throw at them. It takes nerves of steel to try and get close.

A fully-armoured tank (Armour 2+ on at least one facing and at least one Closed gun position) inflicts Tank Terror on enemies. These vehicles prompt Keep your Cool for enemies entering Knife range. This is at -1 by default (some tanks are different), and stacks with multiple tanks!

For tankers, Tank Terror only pushes Keep your Cool +0 when first spotting a tank whose AP is higher than their front armour, or if its front armour is higher than their best AP. If both apply, roll Keep your Cool at -2.

Hot Tank-on-Tank Action

Chariots of Steel is not designed to create realistic First World War tank battles. A realistic battle would consist of two groups of tanks trundling toward one another at walking pace, with only about half making it into range without breaking down. They would then spend several hours briskly shelling one another and missing due to lack of visibility, until one or both sides pass out from carbon monoxide poisoning.

We're aiming for something a bit more exciting.

While many fights will consist of tanks simply firing at one another, this slugging match approach isn't sustainable for players who may encounter multiple tanks over the course of a battle. Even presuming they always fight peer opposition, and even if they always get the first shot off, eventually the dice will go against them.

This goes double when players are driving light tanks or armoured cars. If they simply sit and trade fire with a heavy tank, the maths just ain't in their favour. It only takes one bad hit to turn a tank into a burnt out wreck. Fortunately, they can manoeuvre to gain the upper hand.



TANK BATTLE!

When you manoeuvre against another vehicle before trading fire, choose a Gunner position, mark I RPM, and choose goals below:

- Close I Range Band. (*Calm*, Repeatable)
- Ram them after you shoot! (*Daring*, Knife Range only)
- Escape before the enemy fires. (*Keen*, neither side attacks)
- Attack first. (*Hard*, allows attacks even if you Escape)
- Fire one arc's Secondary weapons (*Hard*, always resolved first)
- Flank to their side. (*Calm*, attack Side armour)
 - Circle around. (*Daring*, attack Rear armour, requires Flank)

Roll once +Agility, +any one Attribute from a selected goal. Take -I for each selected goal past the first. You may Gun the Engine, adding RPM up to your current Speed.

On an II-15, you only achieve the goals corresponding to the Attribute you rolled. I6+, you do everything you set out to do. 20+, an opportunity presents itself: take +I goal.

By default, both sides fire at the same time. They must both choose to either *keep moving* or *stop* before shots are exchanged.

If the chosen Gunner can only fire in one horizontal arc, extra goals take -2 instead of -I. If your results take you outside the arc of the enemy weapon, you fire first unless another eligible Gunner can take the shot.

This move is effectively Dogfight! for vehicles. It manipulates when and how attacks are made, telling a story in the interaction between goals and results. Even if they select the same goals, a partial +Keen is a skittish crew backing off rather than taking a risk, while a partial +Hard might be an aggressive crew jumping the gun. Both +Daring goals have prerequisites that, if not met, negate the result outright. High risk, high reward.

If you only want to ram, “my tank” is a valid weapon with a fore/rear arc.

Agility works as it does for Dogfights!, conferring a bonus by comparing relative Handling (core page 73). Against an immobilized vehicle, get the full +5 bonus. Gaining RPM works like spending Speed, without g-forces.

Tank Battle works best either in dense terrain (so most of Himmilgard), or when outrunning an enemy's gun as you circle around them. If the enemy can't point a gun at you, or is unaware, there's no need to roll.

Vehicles & Damage

When a Personal Attack is made against ground vehicles, the attack roll determines if the attack hit, and if it *Bounced* (0 Damage), *Glanced* (1/2 Damage), *Penetrated* (full Damage) or was a *Critical* (x2 Damage).

	≤10	11+	16+	20+
Armour 0	MISS!	Penetration	Critical!	Critical!
AP > Armour		Glance	Penetration	
AP = Armour		BOUNCE!	Glance	Penetration
AP < Armour			Glance	

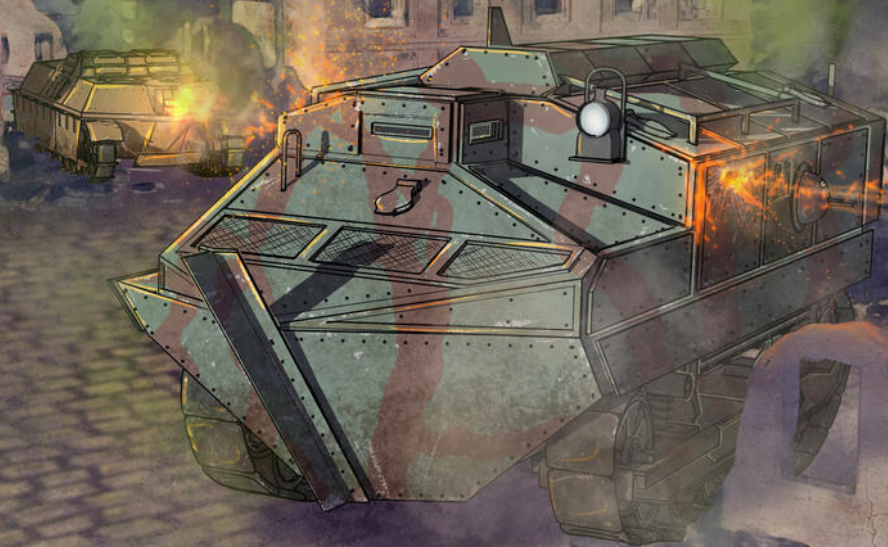
A Natural 20 is always at least a Penetration.

After all attacks are made, add up the total Damage done; a Squad or Crew combine all their damage together into one pool. That total Damage is now a budget which is spent to buy potential effects on the following chart. You can select the same result multiple times to improve your odds.

In addition, for every 3 points of Damage inflicted onto the vehicle, take an extra Minor Injury result. Roll confirmation as normal.

Cost	Effect	(Max 2 of any choice except Minor Injury)
1	Crew Shaken	NPC seat: Temporarily out of action. PC seat: Disadvantage forward. (Max 1)
2	Crew Stunned (Effects do not stack)	NPCs: The players are given time to act. PCs: All crew take Disadvantage forward.
3	Minor Injury	Crew member takes a 1 Damage, AP 1 hit. Armour saves can be made as normal.
3	Gun Broken	Specified Secondary weapon disabled.
6	Fuel Leak (Effects do not stack)	Halve Integrity ongoing for future attacks. See page 59 for Fuel Use effects.
6	Immobilized	First Hit: Vehicle can't move, but can turn. Second Hit: Vehicle can't move or turn.
8	Turret Ring Hit	A specified position with 3+ firing directions is locked to a single arc (GM's choice).
9	Engine Hit	NPCs: -1d5 Speed, -2d10 Handling PCs: The engine takes 1d5 Wear.
14	Breach Damage	Specified Primary weapon disabled.

Vehicles



Confirming Damage

For each damage result selected, roll 1d10. On a 6+, the effects on the damage table take effect. Otherwise, the GM describes reduced effects, like superficial or collateral damage.

Burst Damage

The overpressure and shrapnel from explosives don't tend to be able to do much against armoured vehicles unless they get into an open hatch or something, when they will completely destroy them.

Against vehicles, the attack simply does as much damage as the Hits times Damage, and is resolved as a single attack against the vehicle. It also inflicts as much Suppression as the Burst attack's Hits.

Ballistic Destruction

The results on the chart are always chosen by a relevant player character (the gunner if they are attacking, or one of the crew if they are being attacked). That means if a player's tank is hit, the players choose the damage, and if an enemy tank is hit, the players still choose the damage.

When you score or take a hit, describe to the table how the damage occurs. A good method is to imagine a slow-mo shot of impact, describing the path of the shell or its fragments through the tank.

For inspiration, watch the slow-mo scenes from *T-34*, the film adaptation of noted vampiric free-to-grind “simulator” “game” *War Thunder*.

Fire Hazard

In addition to the effects it has overall, damage has a chance of causing a vehicle to burn down. If the Damage inflicted equals or exceeds Integrity, then a Fire starts; multiples of Integrity worsen the situation.

- At x1 Integrity of damage, the vehicle catches Fire.
- At x2 Integrity, the Fire is rolled at Disadvantage.
- At x3 Integrity, the vehicle Burns Out, then explodes!

A huge pile of dynamite, a siege gun shell the size of a car, or a long fall off a cliff might not be able to penetrate the hull of a tank in the traditional sense, but if it crushes it like a tin can the difference is somewhat academic.

In other words, use common sense with vehicle damage, and remember that the details of the narrative always trump the mechanics.

Burning Down

A tank is far more flammable than you'd think a metal box ought to be. It's packed to the gills with petrol fumes, flammable propellant, and explosives. When a tank catches on fire, the crew have to get it under control immediately, or it'll quickly consume the entire tank and perhaps even set off the explosives inside.

FIRE!

When your vehicle catches fire, choose one.

- Abandon the vehicle.
- Stay and fight the fire.

If you abandon the vehicle, everyone gets out safely, including injured or unconscious parties, with everything valuable. The vehicle then burns out.

If you stay and fight the fire, every PC rolls +Calm. If anyone rolls a hit, the vehicle is saved. I6+, the fire is put out so quickly that there is no time for the enemy to make a move while they are firefighting.

If everyone misses, the vehicle Burns Out.

When an NPC vehicle catches fire, roll IdIO. 6+, the vehicle survives.

When rolled with Disadvantage, roll 2 dIOs and pick the lowest.

Because of the joint nature of this roll, it is safer to try and fight the fire in a vehicle with multiple PCs. Multi-PC vehicles are thus less flammable.

BURN OUT

When the fire is out of control, each crew member rolls +Calm, +Escape. Those in Exposed positions score an automatic I6+. Those who are unconscious score an automatic miss.

On a hit, you make it out. I1-I5, choose I.

- You take I Injury from the heat.
- You have to leave behind all your gear.
- You pass out immediately afterward from smoke inhalation.

On a miss, choose: Either die, or all three apply.

For PC vehicles, the player should roll Burn Out for every one of their NPC crew as well. Don't add the PC's Calm to any of the NPCs. There's no time for the PCs or anyone else to help: they must make it out under their own power. This all happens in seconds.

Once a vehicle starts burning, it will burn spectacularly for several minutes as the fuel, oil, and munitions cook off, to the point where it will be dangerous to be within Knife range for risk of flying debris and the intense heat. Flames and smoke will leap from the hatches, access panels, and the ends of barrels. After this point, it'll burn down to a gutted wreck.

Explosion

When a vehicle explodes, anyone caught nearby will take Injury, so get well clear as it cooks off!



Crew Damage

Exposed crew can be targeted directly, in addition to possibly being hit by vehicle damage results. These crew still count as being in cover if the vehicle's armour exceeds the attack's AP, but external riders do not.

Remember that the fiction always comes first. For instance, if a character managed to get up next to a tank and press their weapon to a vision slit, it'd be better to make that a Personal Attack against the crew directly. Likewise, a grenade dropped in a hatch doesn't really need a roll.

Crew Morale

Vehicles take Suppression exactly like troops in cover; any hit on an II+. The crew's Pinned threshold is increased by the Safety of the vehicle. When crews become Suppressed, this pushes Keep your Cool instead of the normal effects. The Commander is the one who rolls Keep your Cool for the whole crew, as they give the orders for what to do next.

KEEP YOUR COOL (VEHICLE EDITION)

When any of the following occur, roll +Calm or +Daring. Triggers will give modifiers: If multiple triggers apply, stack modifiers.

- Becoming Suppressed +0
 - Every 5 Suppression above threshold -I for each
- Being Flanked/Ambushed by anti-tank weapons..... 0
- Any # of Crewmates Injured 0
 - Crewmates(s) out of action -I for each
- Being the last Crew remaining..... -2
- Infantry within Knife range -I
- Immobilized/Primary Gun Knocked Out -I for each
- Tank Terror (page 71) Variable
- Being strafed, bombed, or shelled..... 0

Add +unmodified Front Armour, and +2 if you have infantry support.

On a I6+, you keep your cool and act rationally. On an II-15, take Disadvantage forward to Keep your Cool. On a miss, choose I.

- Close hatches & vision slits (no Peek/Peer Out) until the noise stops.
- Withdraw at top speed to another defensive position.
- Drive recklessly and full speed at the enemy position.
- Bail out and run away!
- Bail out and try to surrender!

Repairs

Real repairs for a vehicle can't be done during action, it's just too much of an involved process. You can, however, do Patch Fixes just as with aircraft, which is nearly as dangerous.

PATCH FIX (GROUND VEHICLE)

When you repair your vehicle in the field, choose one and roll +Keen.

- Restore a damaged turret ring.
- Repair a fuel leak.
- Remove one Hit effect of Immobilized.
- Reduce an Engine's Wear by 2.
- Repair a damaged Breech, for the next shot only.

On a I6+, you do it. II-I5, choose I.

- You use up all your spare parts: no more Patch Fix this mission.
- You take I Injury from boiling water, oil, or fire.
- You fix it, but it will break again in the very immediate future.

In order to Patch Fix the engine or fuel tank from the inside of the vehicle, you need Engine Access. If you make repairs on the outside of the vehicle while it remains stationary, you gain Advantage to the roll in compensation for the danger. You must always get out to fix Immobilize.

A vehicle can be kludged back into working order by the crew given a few hours, though only to a degree. Fixing knocked-out weapons has to be done in a workshop; if you *do* have a workshop with you, like a crane or an armoured recovery vehicle, you can repair weapons by taking replacements from other vehicles with intact guns of the same kind.

Still, if all you need is for the vehicle to move, the crew can achieve that without much in the way of special tools or help, as they carry everything they need with them on the vehicle. We'll assume that crews can always get any vehicle which didn't entirely burn down running within the day, replacing broken track links and getting the engine going again.

If you have to go into combat with a vehicle repaired in this improvised way, you can expect it will only last a few minutes before the improvised repairs give out and the engine or tracks fail.

Once back in town with real mechanics, it costs 1p each to properly repair weapon, engine, or immobilization damage results on vehicles. A burnt out vehicle costs half its regular price to repair if brought back.

Close Air Support

There's a high chance you might get a rude reminder that this is mostly an aeroplane game. Or you might be doing the reminding.

Identification

By far the biggest risk of aeroplanes joining in an ongoing fight on the ground is friendly fire. Though from above you will have an excellent perspective on the lay of the battle, the actual identifying details will largely be obscured by distance and the unfamiliar angle. People are indistinguishable from one another, all vehicles are just vague boxes, everything hidden behind the dust and smoke of a battlefield.

This is even worse for our pilots: likely one of the most common historical methods for pilots was determining who was who based on relative compass position, but these battles have no front lines, intelligence is minimal, and there are few consistent paint schemes or uniforms.

FRIEND & FOE

When you circle to check which side the little dots on the ground are on, roll +Keen, -Altitude. If you have guidance from the ground or strong landmarks, take Advantage.

On a 20+, hold 3. I6+, hold 2. II-I5, hold 1.

When you launch an attack into the battle below, choose I:

- Spend a hold.
- Roll IdIO alongside your attack. On a I-2, you accidentally shot up a friendly!

Though it seems harsh, the odds of friendly fire are fairly low. Rather, the purpose of this move is to make aircraft loiter low over the combat area, where they will be vulnerable both to interception from above and ground fire from below. Even infantry rifles are threatening at low altitude!

There are many ways for those below to signal to the aircraft above, such as by using flares, flags, coloured smoke, or by being careful to only attack from a single direction. You don't need to roll this move in very obvious circumstances: you won't need to double-check who the attackers and defenders are when only one side is manning a trench or fort, for instance.

Vehicles



Strafing

The following strafing rules and commentary override the rules given in the core book, which wasn't very concerned with ground targets. The Large Target rules still apply for airships and other large air targets.

You can't Draw a Bead while Strafing; instead we track your overall time on target, with longer time meaning a longer dive and a harder time pulling up. NPCs don't roll this move: they just make an attack.

STRAFINING RUN

When you strafe or dive bomb, dive at the targets and roll 2d10+Hard, -2 for each Altitude descended. Gain speed as per Altitude Adjustment. You may dive before you strafe without it affecting this move.

You have Time on Target equal to Altitude Bands descended.

Choose consequences equal to Time on Target. On a I6+, choose -I. 20+, take none. On a miss, the GM chooses any number.

- Evade Danger to avoid hitting the ground (Ground Altitude only).
- Take 2d5 Damage from ricochets, debris, or small arms.
- Take the worst possible escape route, directly into danger.
- Draw the attention of every enemy aircraft.
- Enemy guns get a shot at you before you fire.
- Enemy guns get a shot at you after you fire, with Advantage.

You get Attacks equal to Time on Target, chosen from below. The first Attack is made from starting Altitude -I, and each subsequent attack is made from one Altitude Band lower. You can drop any number of bombs/fire any number of rockets as one Attack.

- *If you attack with a Weapon System*, ignore the Core Book strafing rules. Instead, roll a Personal Attack with your weapons from your current Altitude. See page 84 for details.
- *If you drop bombs*, resolve Dive Bomb from that altitude, gaining a bonus equal to Time on Target.
- *If you fire rockets*, resolve Bombs Away from your current altitude.

For strafing targets in an ongoing fight when you also have PCs on the ground, refer to the next spread for relevant damage rules. Otherwise, you can keep using the guidelines from the core book for damaging ground targets, for the sake of simplicity.

Ranges & Arcs

The range to targets as you dive is derived from your altitude directly: for simplicity, we'll abstract away your distance from the target otherwise, as if you were diving straight down vertically at the target. Thus...

- Extreme Range is Altitudes 10 to 6. Attempting to make a strafing run from more than a kilometre up is pointless.
- Long Range is Altitudes 5 to 3.
- Close Range is Altitudes 2 and 1.
- Knife Range is Altitude 0, and also a terrible idea.

Obviously, this only applies if you're treating sea level as ground level, which is an expedient abstraction which is also almost never true in Himmilgard. In these cases, you'll want to adjust up by the target's altitude relative to sea level.

If you have Downward facing weapons, or are attacking an elevated target, you do not have to dive into your attack. Instead, simply choose a number of consequences and make that number of attacks from the altitude you are flying at. Gain +1 Attack for the easier target.

Crew with weapons in your forward arc can contribute Attacks alongside your own, equal to Time on Target. If you can't make any attacks for any reason, then you simply can't. Probably best to pull out of the run.

Weapon Restrictions

If your weapon is *Manual*, you can only fire it once per strafing run. If your weapon jams or needs reloading, you can't use it for further attacks!

Pull Up!

After you make your Strafing Run, you'll probably be Pulling Up, seeing as you'll have built up a lot of Speed and it's generally not a good idea to stick around at low altitude after blowing up something.

If you destroy your target early (or all your guns jam!), you can pull up out of the attack and forfeit some of your attacks, but you always face the number of consequences you committed to as you fly over the enemy. Pulling up early can still be a good idea, though, as it puts more distance between you and the guns.

The moment when you're pulling away, bleeding speed and hanging in the air, is the most dangerous moment of the attack run.

"I'm Coming Around For Another Pass!"

- Every dumb ground attacker's last words.

After you make your first run, everything gets a lot more dangerous. The enemy are alert, their aircraft are on the way, and you have to set up a new approach. There's a lot more time for things to go wrong.

When a plane, or a group of planes, comes around for subsequent attack runs over the same battlefield, it is always accompanied by a hard move. It is best to make your attacks quickly and get out, even if you didn't destroy all the targets. Coming back after reloading and refuelling resets things enough for it to be safer again.

Likewise, enemy strafing aircraft are exposed to more danger when they come around for subsequent passes. Planes normally won't do this (page 242), but if they do they'll be more vulnerable. This doesn't need to be represented with any specific mechanical rules; instead, the GM should give more time for players to react and shoot back.

Personal Attacks while Strafing

When planes strafe ground targets, we ignore the aircraft weapon profile, and instead convert the weapon to its nearest ground equivalent and resolve the attack as a Personal Attack. Remember to include your Altitude in determining the Range Bands to the target.

Here's a rough list of weapon conversions, but use your best judgement.

- | | |
|--|------------------------------------|
| • SMG = Submachine Gun | • Precision Rifle = AT Rifle |
| • LMG = Light Machine Gun | • Heavy Cannon = ISC |
| • Machine-Gun = WMG | • HRC = POM |
| • BMG = WMG (Balloon Gun Mod) | • Lightning Arc = Lightning Hammer |
| • HMG = PMG | • Scattergun = Aircraft Shotgun |
| • LRC = RPC | • Punt Gun = ISC firing Canister |
| • Flammenwerfer = Land FW | • Wing Blade = Go Down |
| • Harpoon Launcher = Hits I, Dam 4, AP I, Max Range Close. Very funny. | |

If you are Rapid Firing, you consume additional ammunition as normal. Weapons with interrupter gears get -I Hits per weapon, minimum I.

Strafing Details

If you're using special ammunition, try to convert your belt's general vibe to the nearest ground equivalent. For small arms, explosive, fragmentation, and incendiary are all Dum-Dum or appropriate BMG ammo types.

For weapon modifications, use the Heat Ray & Pneumatic rules on pages 120-121. Gast weapons have double Hits, and Mechanical Action spends +1 Ammo and gets +1 Hits per RPM past the first.

Ordnance vs Ground Targets

When bombs are dropped, rockets are fired, and artillery shells land, the Hardness of the target is determined as though you were making a Personal Attack. That means that against infantry, it starts at II+ in the open, and goes to 16+ in cover, etc. Against vehicles, it is determined by the weapon AP vs Armour table on page 74. The target's Keen/Evade and movement are factored in. Your Altitude replaces Range penalties, negated by bombsights just like with Bombs Away.

Against Vehicles, inflict damage on the Vehicle Damage chart, exactly like any other Burst attack. Bomb attacks come from overhead and hit the top armour (usually side value), while rockets hit the side you approach from. 20+ for bombs always inflicts at least x1 Damage, regardless of Armour.

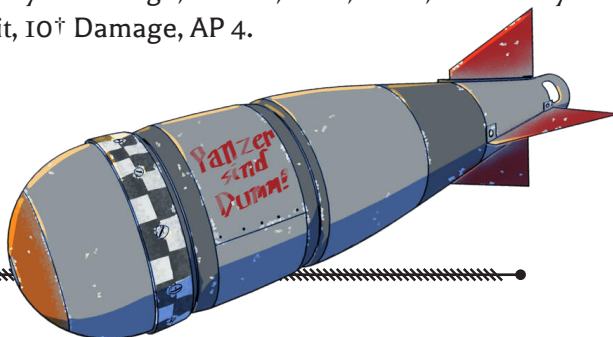
Stats marked with a † are multiplied by Mass.

Bomb Profiles:

- HE: 3 Damage, 9† Hits, AP 0. Burst. Inflicts 6† Damage on a Bounce.
- Incendiary: 2 Damage, 9† Hits, AP 0, Burst, Ignores Cover, Incendiary.
- AP: 1 Hit, 25† Damage, AP 6. Only hits on 20+.
- Concrete: 1 Hit, 15† Damage, AP 4. Only hits on 20+, weak vs tanks.
- Darts: 15† Hits, 1 Damage, AP 0. Strong vs Infantry.
- Gas Bombs will simply start a gas clock when they land.

Rocket Profiles:

- HE: 2 Damage, 8† Hits, AP 0. Burst.
- Incendiary: 2 Damage, 6† Hits, AP 0, Burst, Incendiary.
- AP: 1 Hit, 10† Damage, AP 4.



Landsknecht



Rolling Circus?

If you have been reading through this and started thinking “Wow, tanks are way cooler than planes!”, well, firstly, you are just objectively wrong. But despite that, you might want to try running a *Flying Circus* campaign except as smelly tankers and gross mudsloggers instead of hot pilots.

This book, for all its powers, can’t make this a fully seamless experience. Like any total conversion mod, there’s going to be some funny bugs.

The main difficulty is that playbooks will need to be adapted to the new situation, as their moves and specific details were written with planes in mind. Some of these issues are sorted out in this chapter, but you’ll need to get creative to match setting details, Stress Triggers, and character questions. Because of how different tanks, infantry, and officers are, you’ll need to fill in the details yourself to match your specific circumstances.

But hey, *you’re* the one who wanted to drive tanks in the funny plane RPG, whose setting is literally called ‘cloud-land’. When you think about it, it’s actually your fault we wrote 300+ pages of rules for it, isn’t it?

Characters

The rules for creating Landsknecht characters are largely the same as for pilots. You use the same playbooks and make characters like normal, replacing your regular Masteries with Ground Masteries (page 106).

You could try to play a mixed company with both pilots and tankers, but it's not a great idea. If you do, have no more than one plane: you want the pilots supporting the tankers, not the tankers slowing down the pilots.

Tanks aren't the same enablers of freedom and independence that planes are; they're battering rams, cumbersome siege engines. A tank company is going to be correspondingly more cynical, so instead of the question "Why do you fly?", ask "Why did you become a mercenary soldier?"

Finally, you must choose: Are you a tank commander or a squad leader?

Budgets

Your aircraft budgets are not going to quite work for Landsknecht; Use the following values instead. You also get as many Squad/Crew as you need (filling all vehicle slots, or up to 9 Squadmates, see next page). You cannot spend any extra money you start with on your Squad, and any NPC Assets or Baggage will exist outside of the Squad/Crew as support personnel. When buying gear, every 5 Scrip spent, rounding down, costs 1p.

Every NPC in your starting team must have the same Level. Level upgrades are bought on a per-person basis.

p		NPC Level
Farmer	20p	Irregular. Trained for ½p, Veteran for 1p
Soldier	40p	Trained. Veteran or Shock for 1p
Fisher	30p	Trained. Veteran for 2p
Survivor	50p	Veteran. Maximum 4 NPC Squad/Crew members.
Skyborn	20p	Trained. Shock for 2p
Believer	35p	Fanatic. Trained for ½p, Shock for 2p
Scion	50p	Trained. Veteran or Shock for 2p
Worker	30p	Trained. Veteran for 2p
Student	50p	Irregular. Trained or Fanatic for 1p
Witch	15p	Irregular. Trained or Fanatic for ½p, Veteran for 2p

Tank Commander

As a Tank Commander, use your budget to purchase a vehicle: this can either be one of the premade tanks, or a custom vehicle (page 200). The crew may start with as many NPCs as needed to man all the positions, but you can opt to take less in order to save on salaries. It's often a good idea: many of these tanks have more machine-guns than is practical.

A player can opt to be a crew member in somebody else's tank instead of having their own, in which case you should combine the two characters' budgets and special rules for buying a tank; you may use either crew profiles. Excess money can be used to buy vehicle mods or equipment.

Tank Commanders have the following special playbook rules:

Notes	
Farmer	NPC Crew increase Attack stat by I. Does not stack.
Soldier	Everyone gets a free Self-Loading Pistol or Machine Pistol.
Fisher	Everyone gets free Knives that do not take holster slots.
Survivor	Everyone has Gas Protection. Vehicles have free Gas Filters.
Skyborn	Vehicle comes with free Cruise Control.
Believer	Everyone gets a free Sawn-off Shotgun or Cut-Down Rifle.
Scion	Vehicle has free Temperature Control.
Worker	Everyone starts with Thickness I helmets & Splatter Masks.
Student	Everyone may get Polarized Lenses for free.
Witch	Can take up to two <i>Apprentices</i> (page 93).

Squad Leader

As a Squad Leader, you command a Squad of up to 10 Guards (so 9, plus yourself), but it's generally better to have fewer, better-equipped soldiers. Buy their gear from your budget. Squad leaders can buy Thickness I and 2 Armour in bulk at half-price.

Though you can spend your budget on support vehicles (page 95) the way anyone can, squads can also operate small vehicles, though the PC cannot be a Commander of one of those vehicles. Reasonable uses are raiding troops in unarmoured scout cars, bicycle infantry, or motorcycle dragoons (*Kradschützen!*), but not making a tankette squadron, *Jerry*.

Finally, Squads can get cheap parachutes for 1/2p each, and will get this discount for the whole campaign. Pilots cannot use these parachutes.

Squad Leaders have the following special playbook rules:

Notes	
Farmer	NPC Squad increase Attack stat by 1. Does not stack.
Soldier	Everyone gets free Shovels (core book, p.174) and Bayonets.
Fisher	Squad has a <i>Chaplain</i> (page 91) and free Knives that do not take holster slots. The PC may be the Chaplain.
Survivor	Everyone has Gas Protection.
Skyborn	Squad can get Wingsuits for 1p each. Squad gets +1 to Melee weapon Attack stats. Does not stack.
Believer	Free Grenade Satchels, with Upkeep reduced to 1 Scrip.
Scion	Squads can include Militarized Clockwerks for 3p. They are built with the clockwerk man builder on page 279; you have to pay extra for any integrated weapons. 1p Upkeep.
Worker	1 free <i>Medic</i> promotion and free Thickness 2 helmets.
Student	Everyone may get Polarized Lenses for free. Heat Rays and Coilguns cost -2p, minimum 1p. Rocket Gun upkeep is halved, minimum ½p.
Witch	Can take up to two <i>Apprentices</i> (page 93).

Medics

A Squad (but not Crew) member can be made a Medic for 2p. A Medic has a Medical Kit with infinite supplies and costs 1p upkeep. After a battle, a Medic will heal 1d5 Injury, prioritizing getting people up to 2 or less Injury first. Medics can only carry Holstered weapons, but can revive incapacitated PCs. Unless an NPC is killed instantly, the medic can keep them alive.



Playbook Adjustments

You can generally replace the word “plane” with “squad” or “tank” or whatever. ‘Masteries’ include Ground Masteries. Modify your Stress Triggers; the fate and actions of your squad/crew count as you and yours.

Intimacy moves made in a moving convertible count as ‘in-air’.

Farmers

- Here Goes Nothing and Trust Your Instincts apply to Ground Masteries.
- Let’s Try Spinning can apply to any non-Attack ground combat move. It can also be a battle cry for infantry squads; a I is treated as a Keep your Cool failure as you fail to inspire.
- This is Where the Fun Begins applies to cars and bikes, but not AFVs.
- You Came in That Thing uses this chart for vehicles and personal guns:

IdIO	Vehicle Mods	Gun Mods
1	+5/-5 Handling	+I/-I AP
2	+2/-2 Safety	
3	+I/-I Reliability	Advantage/Disadvantage
4	+4/-4 Integrity	
5	+2/-2 Fuel Uses	+I/-I Damage
6	+2/-2 Escape on all positions	
7	+I/-I Visibility on all positions	Remove/Add one of the following tags: Manual, Unreliable
8	+I/-I Torque	
9	+I/-I to Car Chase.	
10	Roll twice and apply both.	Roll twice and apply both.

- For ground vehicles, I Can Fix It’s double Boost is +I Max Speed forward to your next Accelerate, and ignoring Fuel Checks is gaining +2 Fuel. Alternatively, a Hit can instantly clear a jammed gun.
- Anyone you’re Helping to attack can use your One in a Million hold.

Soldier

- Steelheart applies for all missions, not just flying.
- Marching Boots reduces Treks by I (min. 1) on Plan your Route; the move does not stack with itself.
- Advanced Recon applies for the company as long as you are present.
- The “4 Old Comrades” Asset form a Veteran support squad (page 95), who must be equipped from the main Squad budget.

Fishers

- A Soul-Bound vehicle gives Stress when immobilized or loses a Primary weapon, and Injury on engine breakdown. A Soul-Bound Squad allows Injury to be distributed regardless of who was hit.
- Blessing effects works as follows for specific items:
 - Vehicles: Subtract I from incoming Damage Confirmation rolls, and/or +5 Handling.
 - Body Armour piece: +I Coverage (max 2+) and/or +I Thickness.
 - Firearm: +I to Attack and/or cannot Jam.
- Ideomotor Response can function as Cruise Control or a loader.
- Lashed to the Mast in a vehicle gives Disadvantage to Burn Out, or gives Disadvantage to Combat Dash to retreat.
- Fisher Chaplains can only carry Holstered weapons, but will provide one of the following bonuses to the Squad, chosen at the start of a mission. This bonus holds while the Chaplain is with them:
 - 3 Coverage of Armour with infinite Thickness (8+/∞).
 - Gives Advantage on all Personal Attacks in Melee.
 - Gives +4 to Pinned threshold & Advantage to Keep your Cool.

Survivor

- Expendable works differently on the ground: when you declare you are using it, all enemies must target you if you are the closest target to them. They are not allowed to fire on anyone else.
- Gone Feral can be invoked in melee combat, with the exact same effects. Whoever you do it to takes -I to the Keep your Cool move for every Injury inflicted, including on you. Don't do it around friends.

Skyborn

- Oh boy where do we start. Try to have a lot of swordfights atop moving cars, or fistfights with fascists on tanks. You know. *Archaeology*.
 - Standing atop a moving vehicle counts as wingwalking and being "in the air" for all purposes.
- You can Swashbuckle vehicles, but this still uses normal damage rules and you cannot harm the crew. No swashbuckling with tank breakers!
- With Swashbuckle, your Squad can also non-lethally attack using your Daring and turn the whole fight into a family-friendly romp.
- Leap of Faith can apply when jumping off of moving vehicles.
- If you have a wingsuit, your Squad shares your Thermal uses.
- That sword that cuts through anything? Infinite AP.

Believer

- Undying Faith applies only in combat, in the following circumstances:
 - In a vehicle; when you are looking out a hatch, in an exposed seat, or are in a vehicle with no armour.
 - On foot; when you are wearing no body armour.
- Your NPC crew or squadmates collectively provide their own +I from Songbird. This does not stack with multiple crews or squads.
 - Missed d20 attack rolls or from taking enemy fire do not count as misses for Songbird.

Scion

- Describe what the uniform of your hometown looks like!

Worker

- Old Reliable grants +2 Integrity, +4 Safety and +2 Reliability for ground vehicles, and removes Unreliable and gives +I to Attack for a firearm.
- Domestic Bliss is overpowered in this mode. Use it.

Student

- You cannot start with any points in Physical Education. Any student who minmaxed being a soldier is now a Soldier, go play that instead.
 - At least they don't have student loans.



Witches

- The nature of tanks and most other ground vehicles is going to be Iron.
- If you use As the Crow Flies to make a vehicle fly, it'll retain its Handling and Speed in the air and takes hits like a vehicle. Armed and/or Armoured vehicles only fly for I Routine.
- You can make a vehicle a focus with Will of Iron, but if you really screw up a spell using it as a focus, see Autonomous Vehicles, page 284.
- Out of Mind applies when you shut off a vehicle's engine or if all of a Squad's weapons are Holstered and put away. (No, *Jerry*, this does not include *Compact* weapons).
- Woods-Wise reduces biome Threat by I (min. 0) and lets you substitute Wild in place of Daring or Torque for Plan your Route. Does not stack.
- A Witch can start with two Apprentice NPCs. They have a ½p Upkeep, and can assist a Witch with Cast a Spell, each allowing one of the dIOs to be rerolled instead of normal Help benefits. Apprentices are unskilled with firearms (giving Disadvantage) unless they cross-train as Guards (Core, page 107) and can perform minor spells of their own.

At first glance, the Witch looks underpowered in direct confrontations. Just remember; you have *magic*. Here on the ground, in the Wild, you are in your element. All the special effects, weather conditions, terrain types, morale systems, and beasts in the book are your arsenal. Get creative!

- With **Water**, act as a human radio, turn the ground into mud, sow doubt in your enemies, repair vehicles, heal wounds, summon and control beasts, or even bring a lost comrade back.
- With **Air**, reveal hidden foes, create illusory distractions, fool scouts, raise a fog or bitter wind, accelerate or lift vehicles, throw aside incoming aircraft or bombs, or even teleport.
- With **Earth**, dig an instant trench, raise a berm to go Hull Down, create a ramp for an ally or a barrier for the enemy, provide concealment on demand, or even turn invisible.
- With **Fire**, blind the foe with light, illuminate a dark night, burn down cover, tear apart buildings, strike fear into your foes, reignite a dead engine, give attacks a burning edge, or even shield yourself from harm in a halo of flame.
- With **Iron**, turn Man's weapons against them.
- With **Blood**, anything, at a cost.



Company Details

All the structural questions that apply to Flying Circuses also apply to Landsknecht Companies. Figuring out how you came together and why you continue to work together is important, as is how the company handles its finances and divvies up the loot.

Another element to consider is that Landsknecht are often much more political outfits than Flying Circuses (who are themselves rarely apolitical!). Many Landsknecht Companies are associated in some way with nationalist or ideological movements, for instance. Are you?

In addition, because every single member of the company is a leader of some kind, each should have an answer to the following question:

- Why do your soldiers follow you?

There are many potential answers to this question. Did your Landsknecht have some authority or birthright at home? Did they put up the funds or provide the vehicle? Do they have more experience than the others? Are they simply most well-liked?

The Enlisted

Because you're going to be taking all your NPCs into combat, it'll help if you get a little attached to them. Go through your NPCs (tank crews and Guards) and give each one the following details:

- A given and family name, and/or an alias.
- A distinguishing physical characteristic.
- A strong word or phrase which describes their personality.
- A goal for when they retire from soldiering.

These details are required because the author cackled when she thought of how mean it would be to do this to players.

NPCs can be promoted to new Levels, but this isn't governed by specific mechanics. It should be something that emerges from the story: an NPC who goes through a particularly harrowing mission might become a Veteran where an NPC who's seen a dozen easy missions won't.



Support Elements

The company has a 5p budget for support elements, to which each PC contributes their starting funds and any unspent Budget. This money should be used to hire NPC support elements, like medics, logistics trucks, infantry transports, artillery pieces, air support, etc. Fuel trucks are especially important; there's nothing worse than having to ditch your tank in the Wild because you ran out of fuel!

Name all your NPCs, even the ones outside your squads. While these elements don't all contribute to the Company Value, they can pay off in other ways in and out of combat.

Mechanics function as they do in core *Flying Circus* in regards to vehicles, repairing vital parts free of cost. They can also reduce the cost of rebuilding a burnt-out vehicle by I per Action, as though it were an upgrade.

Company Value

Company Value is calculated differently for Landsknecht than it would be for a Flying Circus. In addition to the typical I CV for each pilot and working plane combination, you get I CV for each of the following.

- Each squad of soldiers with a PC Leader.
 - +I for a full IO-person Squad.
- Each vehicle with a PC Commander...
 - +I if it carries Artillery, except for Infantry Support Cannons.
 - Extra +I if it carries a Heavy Field Cannon or Siege Cannon.
- If you provide your own Air Support, regardless of numbers.
- Each NPC Squad/Crew (on foot or in vehicle) operating one or more Artillery weapons.

You will notice that your CV will be rather low given the number of employees needed to run your company. Don't panic, this is intentional. You'll be making plenty of money on the side (page IO4).

Being a Tank Ace or Squad Ace (or Ace Pilot, providing you fly support) adds to CV as usual. Victories are not transferable: you have to earn being a Tank Ace even if you are already an Ace Pilot. If you are an Ace of Aces in any role, though, that's always worth CV; your fame is enough!

Cost Overruns

Because you are not an aeroplane company, you'll need a modified set of Cost Overruns. Not having castor oil for your infantry company isn't that big a deal, unless you're really big into, like, old-timey medicine.

As usual, you can't take Cost Overruns which don't apply to you.

Fuel Shortages

The company can't afford enough fuel to keep the vehicles going. All your vehicles only have half their fuel uses, and you can't get any more fuel in jerry cans or anything.

Ammo Shortages

You have to make every shot count, because you can't afford enough rounds to fill your pouches. The GM should be much more aggressive with running out of ammunition, and you are limited to one use of Rapid Fire on any given weapon per mission.

Cheap Explosives

You've had to go and get the questionable explosive filler instead of going with the brand-name, top-shelf explosives. The Collateral Damage threshold for Burst weapons goes up to 5, and on Unreliable Burst weapons it goes up to 8. Be extra careful!

Slack Weapon Maintenance

You haven't had the time, money, or parts to properly upkeep all your firearms, and it's starting to show. Every weapon is now Unreliable, and previously Unreliable weapons count natural 5s for jams. Single-shot unreliable weapons jam on 1 or 2.

Low Quality Fuel

You've had to fill your tanks with any-old vaguely combustible liquid, and from the sounds of things the engines don't approve. All Petrol and Diesel-powered vehicles get -2 Reliability.

Upset Employees

You're missing pay, giving them bad billets, or otherwise pissing off all the people with guns who work for you. -2 to Keep your Cool while leading NPCs. For additional details, see Labour Management, opposite.

No More Scrip

You have to cut down on small expenses. As per the core book.

Labour Management

History has shown that there is no real way not to pay your soldiers; either you pay them, or they make you pay. Turns out, they have all the guns, and you're one person, which is a startlingly imbalanced position for negotiation. That tends to go triple if you recruited them to fight for a cause of fairness and equality; they tend to notice.

In other words, the labour clock is still very much in effect, and hangs over you like a big metaphorical sword that could become poiniky very quickly. In fact, your troops will probably hold you to it more strictly than your average circus staff, who, while suffering many indignities, don't tend to get shot at very often. It has a way of motivating people to organize.

So in addition to the usual standards like bad treatment, missed pay, or making people do stuff they weren't hired to do, you can expect your soldiers to hold you to high standards as commanders. If you get a bunch of them wounded or killed for stupid reasons, they'll tend to have opinions about that, opinions that they're probably not getting paid enough.

On the other hand, unlike with Circus support teams who are mostly long-suffering jobbers putting up with the glory-seeking idiots, your soldiers are glory-seeking idiots right alongside you. Giving an epic speech right before winning a crushing victory over some scummy customers and looting everything you can carry has a tendency to reset labour clocks.

Recruitment

Expanding your company or replacing losses works like hiring any NPCs; you roll Get Stuff and that results in applicants. Recruits may be more common in some places; a holdout fortress may have many Trained soldiers looking for work, for instance.

Applicants will always be the same level as your existing Squad or Crew; you'll filter out anyone who isn't up to standard, and anyone more experienced (or, for fanatics, sane) will know better than to sign up.

One distinction is that experienced troops will desire a hiring bonus. For Trained soldiers, this is 1p each, while Veteran & Shock will require 2p. This is the money needed to get them basic equipment like uniforms and ammunition, and to lure them away from other job opportunities.

Most professional infantry soldiers will show up with a basic bolt-action rifle, but you must provide everything else.

Uniforms, Paint, & Symbols

Most Landsknecht companies have some kind of uniform element to their clothing. There's multiple reasons for this, the most important of which is that it makes them look more professional to potential clients. It's also a matter of simple safety; insurance against friendly fire.

Himmilgard has no shortage of surplus military uniforms to draw from, but unless they are old-world nationalists, companies will dye their clothing as soon as possible. This is to ensure they are individually recognizable (preventing mix-ups if you run into another company drawing from the same stock) and to avoid flaring up any old feuds.

A common pattern for mercenary uniforms is one subdued colour (olive green, khaki, grey, sand) making up the majority of the uniform, and one brighter highlight colour as advertisement and identification. Outright camouflage is usually too expensive to print, but may be in limited use.

Even if full uniforms aren't desired or can't be acquired, a company will have some identifying mark (headgear, scarves, armbands, or patches) to make sure they aren't shooting each other by accident.

How tanks are painted is another question. Because Himmilgard is so dominated by air power, it's usually seen as a truly terrible idea to paint your tank in bright colours; it's like asking to be bombed. Vehicles are usually painted in simple subdued colours or camouflage patterns, and will commonly share patterns among the group so nobody sticks out.

Still, Landsknecht are not entirely without creative flair. Tanks almost always carry some kind of noseart on their flanks and often have names (page 312) written on the barrel, turrets, or sides. Decoration hung from vehicles is also common, as is sprucing up the insides. Fuzzy d10s?

For easy communication, squads and vehicles will usually be given a designation of some kind, like numbers, letters, or nicknames. You'll usually see these on the patches of uniforms and stencilled on vehicles, and sometimes they'll even come up with their own small logos.

Finally, everyone will wear some kind of symbol representing the company, like the roundels of a Flying Circus, on patches, flags, and the flanks of vehicles. Choose a good one that everyone is proud of.

For inspiration on uniforms, paint schemes, and symbols, check page 288.



The Region

As Landsknecht, you'll want to have a world that supports your career. You'll want a region in Himmilgard friendly to land combat, the sorts of places that tanks were designed for.

That really doesn't leave you with a lot of options.

The region should be smaller than your average Flying Circus region: Tanks are a lot slower than aeroplanes! It should be small enough that you can make perilous overland journeys between towns, though we can also presume there are semi-regular cargo zeppelins which can be rented to transport the entire company. This costs $1p +$ the number of vehicles.

A Landsknecht game is also going to need a lot of forces which can throw around infantry and vehicles in order to keep up a good tempo. One solution is to just have the region be more or less in a state of war. Maybe the area is actively being invaded by several organized threats, such as the Goths, clockwerks, various warlords, and so forth.

A more morally ambiguous option is for the towns in the region to be at war with each other over limited resources or ideology. If you can, try to make all sides compelling, and perhaps give the players opportunities to switch sides mid-campaign!

Sample Regions

Most of the areas your games will be set in represent the old colonial peripheries of Himmilgard, areas that had been fought over by the Great Powers in the war. These areas are where warlords expand into, where clockwerks run unchecked, and where the Goths and other old world forces aim to reconquer.

Some regions had once been the imperial centres of empires before being subjugated or destabilized through war, others have spent centuries as periphery and are wracked by violence and instability left in the wake of the passing of empires.

So while pilots are useful anywhere on the continent because they can cover so much area, tankers and infantry must go where the work is.

Macchi Peninsula

Far from the Great Rivers, the forests of Macchi are thinner and the fae weakened, allowing a small number of tenuous paths carved through the landscapes and high mountains. Its temperate climate and rich soil makes it an agricultural powerhouse, especially for cash crops like sugar, tobacco, cotton, and most importantly, castor oil.

Walking vehicles have been used in Macchi for generations, and tanks first saw action here. Thus, a great many such vehicles were left behind by the various armies who fought across it, free for the taking. There are enormous battlefields dominated by the wreckage of war. Whole towns have popped up to salvage from the old trenches, the dangers of the Wild traded for angry shades and lurking unexploded ordnance.

During the war, the Gothic-dominated government of the Macchi Republics tried to artificially restore the old Macchi national identity and language as a patriotic stance against the Rhona Pact. Their success in this endeavour, and their loss in the war, has left the region rife with the descendants of partisan groups, occupation forces, and local resistance, struggling both for power and to assert their idea of Macchi identity.

These towns, warlords, and pirates all have very different visions for the future of the region; there are peasant republics, socialist groups pursuing anticolonial nationalism, republican projects trying to restore Gothic supremacy, and deranged *futuristi* trying to start the forever war.

In other words, you'll never be short of work.

The Frontier of Hanriot

There hasn't been an independent government in Hanriot for almost two centuries; even the name (pronounced *Han-rio*) was imposed by an expeditionary force from the Kingdom of Morane (later of the UWF) in the 1300s to describe the region around the formerly-free city of Adaro. Modern Gothic speakers now pronounce it *Haan-ri-out*, and assigned the name to the entire region.

Hanriot was where the second half of the Great War began. The UWF owed millions of thaler to Macchi in war debt when they collapsed, and Macchi moved into their former colony to collect on it and 'protect' the region. To their surprise, the war-weary victors of the war in the west launched a counter-invasion. The frontier was perhaps the region most devastated by the conventional war, with fighting reaching every corner.

Hanriot has spent generations resisting one form of imperial occupation or another, with the last generation of colonists often joining the locals and previous waves in battling newcomers (and each other, whenever there's a lull). Currently, much of Hanriot's eastern coast is occupied by the Sopwith Expeditionary Force, which is fighting multiple guerrilla forces at once, as well as a force of feral clockwerks in the north.

Island of Sopwith

A rocky, windswept land swathed in perpetual rain and fog, life clings to the Isle of Sopwith by spite alone. Sparsely populated due to poor soil and still recovering from the losses in their urban centres, Sopwith retains a surprising level of cultural distinction. It is also one of the only places on Earth still manufacturing new tanks in any numbers.

The most unique aspect of Sopwith is that its meagre Wild is uniquely traversable. The outcast Fae clinging to the isle hold an ancient treaty with the Sopwith crown, and on the island itself the Fae are often strangely welcoming and familiar with humans, if still sometimes dangerous.

The Kingdom of Sopwith survives as a tripartite government of aristocracy, capital, and labour in unstable equilibrium. Parts of this government work at cross-purposes, some backing anti-fascist groups and others secretly funding the Sopwith Expeditionary Force. If things get hot, the armies of exiled bandits, Hawker nationalists, syndicalist and socialist revolutionaries, royalists, and the returning SEF will all be willing to pay handsomely for a good tank company...

Rhona Valley

The namesake of the wartime Rhona Pact, the Rhona Valley runs through central Gotha, Albatros, and the Fokker Mountains. It was once the most developed and populous region of Himmilgard. The enormous factories and prosperous communities in this region fuelled centuries of industrial development, and with it centuries of colonial conquest that culminated in the Great War. It was therefore somewhat poetic that the final act of the conflict tore through the region.

The last offensives of the Great War have deeply scarred the narrow mountain passes around the Rhona. The exhausted remnants of two armies, supplemented with the products of strange wartime science, were funnelled into the narrow passes. Enormous forces of artillery, tanks, bombers, riverboats, and Leviathans clashed in a poisonous fog, leaving a dead landscape that the Wild struggles to reclaim.

With fortunes in war equipment to be claimed, greedy salvagers, pirates, and the Goth Armies stalk the battlefields alongside the ghosts of the fallen. Whole towns of salvagers spring up in the safe areas, though all are ready to pull up roots if the winds turn.

Dorand Floodlands

The lower regions of Dorand were painstakingly reclaimed from the sea over the course of centuries. It is one of the few flat regions in Himmilgard, and the Wild holds no sway there. Though below sea level and threatened by failing pumping stations, it provides food to much of the continent.

The value of these farms is not lost on ambitious powers. The UWF annexed Dorand in the early 1500s, then the Fokker Kingdoms entered the Great War to seize it in turn. In the post-war era, more than one warlord has tried to conquer the region and its agricultural riches, but thus far, all have found themselves repulsed by muddy roads and tenacious farmers.

Dorand is a very strange place, an alien landscape to most outsiders. It is so flat it seems unnatural, like an ocean with gently breaking waves of wheat and barley. Massive windmills for grinding grain and generating electricity provide the only landmarks for dozens of kilometres, visible over immense distances like the masts of huge ships. The region's strange ground-trains, long horizon, and endless fields have been known to give some visitors horizontigo.

Sablatnig Steppe

It is debatable if the lands of the far frozen south are a separate continent, or a part of Himmilgard severed by the Dark Sea. In either case, it is a very different place. Eventually the evergreen Wild gives way to something stranger: a frozen desert, largely lacking in natural or supernatural life.

Despite the harsh climate, there's still a lot of value here. Most notably, the largest reserves of oil known lurk just under the ice. Every nation of the Great War set up colonies and company towns to exploit this resource, and in the years since, these cut-off bases have either been abandoned or turned into fortresses by tenacious settlers. Some of these are simply determined to get their money's worth of black gold, but others are longtime holdouts, warlords of the frozen wastes.

Because of its position so close to the pole, the sun never quite sets in the summer, and never quite rises in the winter. In the farthest reaches, the sea itself freezes a perfect mirror-smooth, the last mountain range falls away, and the world becomes an endless, freezing white desert. Expeditions to find the south pole have reported that no matter how far they went, by air or land, their compass never wavered, and the stars always placed the pole just one more day's travel away.

The Continent of Vought

To the north of Himmilgard is the continent of Vought, which stretches up to the equator and beyond. Though it can be reached from Himmilgard, southern Vought has long resisted the interests of Himmilgard's empires through the tenancy of its inhabitants, the unforgiving geography, and the unique climate. Farther north, the continent grows increasingly inhospitable to life; no expedition yet has made it to the equator.

While much of the desert blooms, nothing is permanent on the continent. Shifts in the winds or whims of its spirits will bring life to one part of the desert, and bury others in sand and fire. The locals live as nomads, moving with the winds, because long-term settlements in Vought are simply not viable. Generations of would-be colonists and conquerors from Himmilgard have failed to learn, or ignored, this lesson.

The Great War made it to Vought, carving through the hills searching for gold, oil, and artefacts. Macchi, Gotha, and Fokker cars and tanks raced along the coast in great running battles. The ruins and wrecks add to centuries and millennia of others, monuments buried under the sand.

Loot & Salvage

A Landsknecht Company is more expensive than even a Flying Circus. If payment was the only income they had, they'd never survive. Fortunately, Landsknecht have an advantage that Flying Circuses don't; spoils of war!

Rather than picking through a ledger after a battle, captured firearms, ammo, medical supplies, and so forth are all just Loot, limited in value by your capacity to sort and carry it. How much fancy stuff the enemy had isn't what is important here: instead we're focusing on how much can be officially salvaged without being quietly pocketed by your soldiers.

When you defeat an enemy force, if you have time to pick over the battlefield, you roll a number of d20s. 11+, you salvage 1p worth of stuff, 16+, you salvage 2p. Any specific item taken from the field cannot be resold; mercenary companies are not used gun salesmen!

- A base Id20 per PC.
- +Id20 for each logistics vehicle with Large or better cargo space.
- +Id20 if the enemy outnumbered you.
- +Id20 if the enemy was significantly better equipped.
- +Id20 if you seized an enemy camp, base, or logistics train.
- -Id20 if the enemy was seriously outnumbered or outclassed.
- -Id20 for each subsequent battle in a Routine.

If this would result in 0 or fewer d20s rolled, simply don't roll.

Salvaging Vehicles

Unless a vehicle is catastrophically destroyed, it can be recovered. Recovered vehicles can be refurbished and used by the company, or they can be sold off to militia, repair shops, junkyards, and so forth to recoup some cash. These vehicles are rare and valuable, and oftentimes a tank will have been knocked out multiple times over its career as it changes hands between armies and mercenary groups.

If you return it to a town, a captured vehicle will sell for half its cost, while a burnt out one will sell for 1/4th. Unless they have relevant specialized industry, a town must have Wealth +2 or more to buy a vehicle.

Captured vehicles, or their wrecks, can be towed back by other vehicles (page 63) to claim this reward. They can also be retrieved by other mechanisms like airships if you have one lying around.

Prisoners

Taking prisoners is one of the best ways to end conflicts by using them as leverage in peace negotiations, often with ransom fees. While prisoners are not quite worth their weight in gold, it's not far off. Atop that, most towns and professional militias do try to keep to the old laws of war.

Thus, returning with prisoners will get you a bonus, which represents ransom money from the foe, bounties for outlaws and PoWs, or even grateful gifts for the return of press-ganged citizens.

- Enlisted and NCO Prisoners 1p each
- Aces, Officers & Leaders 3p each
- Support Personnel..... ½p each (round up)

Prisoners must be cared for; you have to provide food and medical care, bring them swiftly back to a town, and while you can make them do light work, you can't make them fight (though if they volunteer, that's okay). Abusing or killing prisoners under your care, or bringing them to a town who will do the same, will earn considerable Infamy.

In most cases, friendlies taken prisoner lose all their gear and have to pay a ransom fee (equal to their hiring cost, with PCs worth their CV). Scion ransoms are +3p: such is the danger of an important name. Debt may be taken on to pay these fees. They will then be released into a friendly town.

Enemy forces who do not practise ransom can still perhaps be surrendered to, but you better have an escape plan!



Ground Masteries

Just as you gain Mastery in the air, you can gain Ground Mastery Points, or Ground Points (GP) for short. Obviously, if you're playing Landsknecht who do all their missions on foot and in tanks, you won't need regular Mastery moves, so you can just focus on Ground Mastery. The rate of GP gain is faster than with MP, but ground combat is also much more lethal!

GP are earned as follows:

- Survived a mission on the groundI GP
- Mission was a success.....I GP
- For each VictoryI GP

You can also gain Ground Mastery Points by spending XP in Introspection the same way you can gain MP.

Ground Masteries work exactly like regular Masteries, including having to get at least 3 moves before you can invest in another Ground Mastery. Masteries only apply while the PC is in the Squad or vehicle, and won't stack if multiple PCs in the Squad/Crew have the same bonuses.

Air Masteries do not apply on the ground, or vice versa.

With GM permission, in a regular game of *Flying Circus*, a character may start with a Ground Mastery move in place of their normal air Mastery move. This works especially well for Soldiers or Believer characters.

These characters, or any others who acquire both air and ground Mastery moves, do not need to achieve a certain number of moves in an air Mastery to start on a ground Mastery or vice versa. They are separate systems in this regard.



Mastery Selection

The Ground Masteries are:

- Linebreaker, a Mastery for heavy tanks. Linebreakers drive straight into danger, shrugging off enemy fire and blowing stuff up.
- Getaway, a Mastery for cars and light tanks. Getaway drivers run rings around their foes, dodging attacks and exploiting weaknesses.
- Tank Destroyer, a Mastery for self-propelled guns, field artillery, and AT rifles. Tank Destroyers lie in wait until the perfect moment.
- Fire Section, a Mastery for machine-gun carriers and squads. Fire Sections bury enemies under the weight of automatic fire.
- Shock Trooper, a Mastery for assault infantry. Shock troopers seize positions with heavy armour, grenades, and close-up fighting.
- Skirmisher, a Mastery for light infantry. Skirmishers infiltrate into the perfect position to launch devastating flanking attacks.

Making Ace

Just as you can be a Flying Ace, you can be a Tank Ace or a Squad Ace, with all the same benefits in Mastery points and CV.

All ground Masteries gain Victories from the following:

- Destroy an active armoured fighting vehicle or flying aircraft.
- Help seize or destroy a fortified position.
- Force the surrender of an enemy officer.

Unlike with pilot Victories, in ground combat Victories are shared with everyone who participated in some way, which will often mean everyone involved in the mission. Pilots are arrogant glory-chasers, but infantrymen and tankers have to learn to share.

Masteries may add additional Victory conditions in accordance with their role. You cannot share in Victories you don't have the Mastery for, and you only gain those Victories if you are using the proper equipment: You can't score Skirmisher Victories from inside a heavy tank!





Linebreaker Mastery

Passive: Every move you take gives your vehicle +I to Safety and Integrity, and +I Damage with AP shells (excluding PMGs and Anti-Tank Rifles).

In addition, once you have all Linebreaker moves, your vehicle takes half damage from all attacks, and gains +2 AP with Assault Howitzers.

Micromanagement: All NPCs in your Crew may choose to use your stats or roll normally when you are Commander, even for Burn Out.

Close Encounters: +I to Peer Out, or Peek Out of hatches. Can see things in your dead zone when you Peer Out. *When you fire a sidearm out the vehicle*, you may attack without Exposing yourself at -2.

Shock and Awe: *When you are driving at full speed toward the enemy*, you automatically pass Keep your Cool, deal +Id10 damage in a Crash, and enemies affected by your Tank Terror roll Keep your Cool at Disadvantage.

On the Way! *At the start of a battle*, hold I. Spend that hold to allow one of your Gunners to make two attacks in a row before the enemy can react.

Dynamic Entry: *When your vehicle crashes through terrain to surprise a foe at Knife range*, take an automatic 20+ forward to attack them.



Getaway Mastery

Victories: Every active vehicle destroyed or wrecked, including your own.

Passive: Every move you take adds +3 Handling to your vehicle.

In addition, once you have all Getaway moves, lose 1 less Speed on Hard Turn. In addition, when you are hit by an attack, roll 1d10. If the result is equal or less than your Speed, you narrowly dodge the attack, negating it!

Can't Miss: Reduce the Speed penalty to shooting Primary weapons by 3. *When your vehicle attacks at Knife range, +1 AP. At Melee range, +2 AP.*

Get Off the Road!: Hold 1 per mission. Spend that hold to put an obstacle in your vehicle's way. If you manage to avoid it, anyone chasing you won't.

Become Ungovernable: Your vehicle has +1 Max Speed and Torque.

Now You See Me: *When you expose yourself to danger to mock the enemy, on foot or in a vehicle, hold one if you are attacked. Spend the hold to negate another incoming attack. Maximum 1 hold.*

Multi-Track Drifting: *When you push your vehicle beyond its limits, take +1 Speed, +1 Torque, +10 Handling, and Advantage forward. After the move, either your engine breaks down or you are double Immobilized.*



Tank Destroyer Mastery

Passive: You and your Squad/Crew's attacks count the Integrity of vehicles as 2 lower for each move you take.

In addition, once you have all Tank Destroyer moves, you and your Squad take an automatic I6+ on the first Stay Quiet roll of the routine, and your vehicle can stay concealed even with the engine on.

Armour Angling: *When your armoured vehicle is Hull Down, you get an additional +I front Armour. When in a prepared fighting position, your Squad's gun shields have +2 Thickness.*

They Can't Hit Us From Here! You and your Squad/Crew can take +I results to Draw a Bead, and reduce the range penalty for shooting by I.

Low Profile: *When you wait to ambush from concealment, you or your Squad/Crew's next attack counts enemy vehicle Armour as I lower, or enemy infantry armour as I Thickness lower.*

Cheese It! Take Advantage to Combat Dash when you are retreating. In a vehicle, shots against you take double Deflection Shot penalty if you are reversing away from the action, even if you are moving directly away.

Vertical Awareness: Unless you've been forced completely into the open with no chance to plan, you, your Squad, and your vehicle (even if you aren't in it) are invisible to enemy aircraft and cannot be hit by strafing.



Fire Section Mastery

Passive: Every move you take adds +I Suppression to a single target you or your Squad/Crew fires upon. This cannot be split over multiple targets.

In addition, once you have all Fire Section moves, you and your Squad/Crew never suffer weapon jams, and never run out of small calibre ammo.

Stand your Ground: *If you are in cover or Hull Down* you and your Squad/Crew are immune to Tank Terror and gain Advantage to Keep your Cool.

Mad Minute: You and your Squad/Crew get +I Hits each when using Suppressive Fire, and can Suppressive Fire even with Manual weapons.

Walking Fire: You and your Squad don't take Disadvantage when firing non-Heavy Braced weapons without bracing. Your vehicle's Secondary weapons reduce the penalty from your own Speed by 3.

Withering Barrage: Attacks of 4 or less Damage against vehicles made by you and your Squad/Crew inflict half-damage on Bounces (not misses). Does not apply to weapons with randomized Damage.

Dig In! *When your Squad or Vehicle digs a hasty defensive position with shovels and/or dozer blades*, choose 2. If you have extra time and intelligence to prepare your position, choose +I.

- You have sightlines that ensure the enemy can't sneak up on you.
- You have cover sufficient for the whole squad/vehicle.
- You have laid barbed wire all around the position.
- You have pre-sighted the area, reducing Range penalties by I.



Shock Trooper Mastery

Victories: When you personally defeat an enemy in a melee duel.

Passive: Every move you take gives +1 to all attacks rolled by the NPC members of your Squad at Knife and Melee range, maximum +4.

In addition, once you have all Shock Trooper moves, you personally inflict Tank Terror on foes within Knife range, and tankers take Disadvantage!

Combat Discipline: *When you Seize the Initiative*, upgrade your results by I step: A Partial gives the same benefits as a Full Hit, a Full Hit gives the same benefits as a 20+, and you choose I on a miss.

Fix Bayonets!: Once per mission, *when you rally the troops*, clear all Suppression for you and your Squad. The Keep your Cool trigger for Melee combat no longer applies to you.

Doppelsöldner: While fully armoured, half the Coverage (round down) of each piece of armour you wear is treated as the next highest Thickness.

From the Hip: You don't take Disadvantage when firing non-Artillery Braced weapons without bracing. You may count as 2 people for weapons with the Heavy tag, which will take up an extra generic equipment slot.

Into the Breach: Once per routine, *when you and your Squad would take fire, instead, charge the enemy.*



Skirmisher Mastery

Victories: When you win a sniper duel, when you destroy a parked vehicle.

Passive: Every move you take gives a hold each routine. Spend a hold to negate a Hit taken by a Squad member.

In addition, once you have all Skirmisher moves, hold I per routine. Spend the hold to instantly and stealthily escape the battle with your Squad.

Mud Rat: You and your Squad ignore all adverse terrain effects, sneaking effortlessly through barbed wire, swimming without penalty, etc.

Over the Hills: *When you Plan a Route through the Wild, reduce Treks by I (min. I). Doesn't stack with itself. When in the thick of the Wild, you and your Squad always count as being in cover, under all circumstances.*

Big Game Hunter: *When you or your Squad ambush a tank on foot at Knife range or closer, its Armour counts as I less for the next attack. If a tank doesn't know where you are, you are immune to Tank Terror.*

Improvised Trap: *When you and/or your Squad spend time boobytrapping an area, hold I. When your enemies make a move in that area, spend the hold and describe how your trap non-lethally foils their plans.*

Scout Ahead: *Unless you miss your Engage roll, you and your Squad can begin the battle having pre-emptively snuck to any location on the field.*



Officer Mode

If you are playing a game as a single character, you could simply play a very small company with a single tank or squad of infantry and take jobs suited for such a small team. This would be similar to Freelancer Mode in regular Flying Circus, and could include choosing Backgrounds and even statlines for the other members of your crew instead of just rolling flat.

As another option, however, you could run Officer Mode. In Officer Mode, you're playing the leader of a company, with multiple squads headed by NPCs. Officer Mode runs a bit like a narrative war game, with basic rolls being made for the units under the player's command to track the consequences unfolding against them.

Creating the Company

In Officer Mode, in addition to your own squad or tank, you have up to three other Squads or Crews under your command. You have twice your normal starting budget (page 87), but you have to use it to outfit the entire company as well as yourself.

Because of how many NPCs this can end up being, you probably just want a simple roster. Still, don't make these soldiers faceless: generate a bunch of names for them if you have time, and take the time with your GM to give your squad leaders and specialists personality.

Leadership

Though they may range away from the PC, the other characters in Officer Mode will follow the orders of the player, within reason. The Officer will still need to be able to give those orders, either verbally, through a wireless, with runners, or with signals like flags or flares.

As extensions of the PC, rolls will be made for these squads and vehicles that, normally, would not be made. Attacks both by and against all the squads under the PC's command should be rolled, though they will not benefit from the PC's stats or Mastery Passives unless the PC is leading them directly from inside their Squad.

In addition, following their orders may lead to infantry rolling Combat Dash and vehicles rolling Tank Battle, Fire!, or Cross Obstacle. Otherwise, they are treated as NPCs normally are, rolling Keep your Cool when required and otherwise resolving everything in the narrative.

Officer Orders

To represent how their planning, cleverness, presence, or training is benefiting their troops, Officers have two holds per battle called Orders. That's per distinct battle, not per routine, and Order holds are lost if not used in a battle.

Orders can be used under any circumstances, even without communication between the Officer and their Squads. It's a totally abstract resource that can stand in equally for a clever plan, a glimpse of the flag, or the desperate heroism of soldiers defending their beloved commander.

Order holds can be spent to:

- Allow a distant Squad/Crew to use the Officer's stats and/or Mastery Passives forward, as though they were being led in person.
- Allow a Squad/Crew to benefit once from one of the Officer's Moves as though they were being led in person.
- To gain Advantage on a roll.
- To instantly clear all Suppression or stop Panicking.
- To negate the next 3 Injury they would take.

Every two Mastery moves unlocked by the Officer also grants an additional Order hold. It doesn't matter what Mastery they take.

Equipment

Einfuhrverbot!

ALKOHOL, ZIGARETTEN, SCHUSSWAFFEN,
UND GREMLINS SIND ABZUGEBEN!



Gear Rules

Things in the air are pretty simple. You have your aeroplane, goggles, some warm clothes, and a flare gun. If you are feeling daring, you carry a pistol. On the ground, however, there's a dizzying variety of guns, armour, gear, grenades, ammunition, and other expensive crap to blow your money on.

Inventory Capacity

While pilots can stash their stuff in their plane, infantry have to carry it. Normally we wouldn't care to track quantities of stuff, but it starts to matter when they're using it in combat. As a rule of thumb, a person can carry no more than the following for more than a very short time:

- Their worn armour and clothing.
- A weapon in their hands and up to two holstered weapons.
- Three Explosives.
- Two other pieces of generic equipment.
- Ammunition for their own personal weapons.

Carried Weapons

You are limited to one non-holstered weapon in most situations. Though you could temporarily sling a rifle in the short term while you do something else, or carry a stack of extra weapons to your comrades in both hands, you can't carry and use more than one full-sized weapon at a time. Slung weapons don't totally free up your hands for combat or operating vehicles; they still need to be steadied and managed.

Heavy weapons require multiple people to move them: these characters are hauling tripods, ammunition boxes, or simply helping to carry or pull an enormous weapon. A heavy weapon that you're helping to move counts as your primary weapon; this is why gun crews favour artillery pistols or carbines that can be holstered or slung while they work.

Crewing vehicles, piloting, parachuting, and wingsuiting all use both hands. Tank crews, weapon teams, pilots, Skyborn aeronauts, witches on broomsticks (unless the broomstick *is* a rifle) and paratroopers cannot carry weapons which are not Holstered, Compact, or Explosives. If you want full-sized weapons, paradrop them in crates alongside!

Armour

Any body armour that can stop a bullet is invariably heavy, bulky, and uncomfortable. Being in a tank is awful enough without having to carry it!

Against firearms, you do not benefit from arm or leg protection unless you have a Vest of the same or greater Thickness. A shoulder pad doesn't help much when people are shooting for centre mass.

The penalty to Bail Out from armour also applies to Burn Out. Trying to get out of a burning tank in lobster plate is no fun.

Additionally, you cannot engage in Vices or End of Night while wearing your armour. Nobody can relax properly in a metal suit!

Finally, anyone wearing less armour than you can always outrun you. If you try to chase them, they always get away. Sprinting is a lot harder in 20kg of steel plate!



Weapon Tags

A number of new tags have been added to track the various nonsense that we've packed in. Weapon tags from the core book and page 39 are reprinted here for quick reference in ground combat.

- Compact: If you have no more than 1 Holstered item, you can sling this weapon to perform tasks that require both hands (see page 117).
- Indirect: For weapons firing in a high arc. See page 26.
 - Weapons with a Range of *Thrown* are always Indirect.
- Braced: Must be braced or else take Disadvantage. See page 38.
- Loader: While braced, a second person can act as a loader, negating the delay of reloading and reducing Jam chance. See page 39.
- Heavy X: Requires this many people to be moved at normal pace.
- Artillery: This weapon follows the Artillery rules on page 40.
- Co-Ax: Applied by a weapon mount instead of the weapon profile, you can fire a Co-Ax weapon at the same target as the main gun at the same time. Can be used to Find your Range (page 41) quickly.
- Ignores Cover: Always strikes targets as though they were in the open, unless they are prone.
- Smoke: Creates a smokescreen at the target. See page 138.
- Incendiary: Counts as double damage for Fire Hazard (page 76). On a natural 20, lights aircraft on fire.
- Disposable: The weapon is used up after attacks are made.
- Unmoddable: These weapons are too weird to be modified.
- Unwieldy X: A penalty against hitting infantry.
- Backblast X: If used inside vehicles or buildings, the user and others inside take X Injury. It's also just dangerous to be directly behind it. Weapons attached to vehicles are assumed to have proper ventilation for the crew, though bystanders may not be so lucky.
- One-Handed: Can be carried and fired with one hand.
- Holstered: The weapon can be stored in holstered inventory slots (page 116). Holstered weapons are considered less threatening.
- Reload X: The user must spend time reloading after that many attacks.
- Manual: The user must physically operate the weapon, a process that can be interrupted in the narrative. Cannot use Suppressive Fire.
- Rapid Fire: Can make an alternate attack using the second Hits number in the brackets. The weapon must then Reload.
- Unreliable: Increased jams (page 23) or collateral damage (page 29).
- Burst: Uses the Burst attack rules (page 28).
- Awkward X: Applies an additional penalty to Deflection shots.

Weapon Mods

Just like in the air, ground weapons can come in a variety of versions. These modifications do not apply to melee weapons or explosives, and you can't stack different weapon mods together.

Heat Rays

If you want to replace your bullets, shells, or rockets with lasers, equivalent Heat Ray weapons cost double the price +2p, gain the Incendiary tag, and ignore the Range penalties from page 24 while within their listed Range (except for the Melee penalty, obviously).

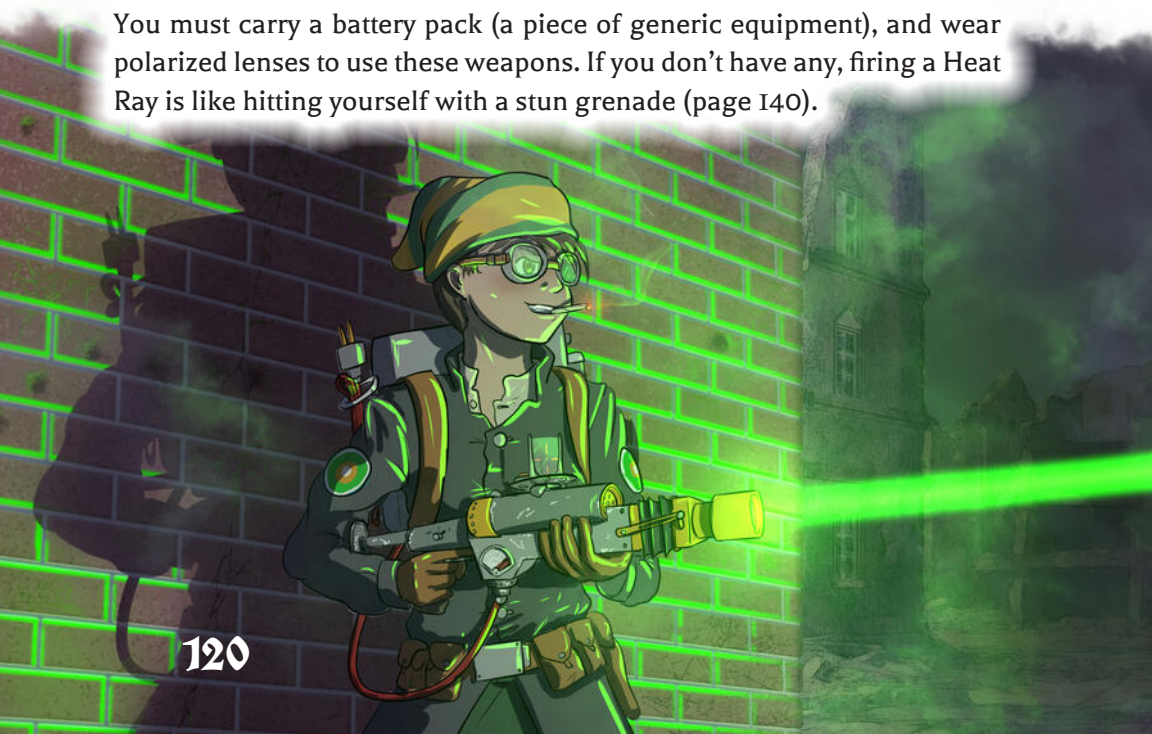
Heat Rays have two settings they can switch between:

- Pulsed Attack: -1 AP, lose Awkward tag.
- Beam Attack: +1 AP at Knife Range. Awkward -3, Unwieldy -3, and Unreliable. Awkward and Unwieldy stack with existing penalties.

If a weapon has multiple ammo types, you must choose one of the Common types to convert: the others can't be used anymore. Nothing with the Burst or Indirect tag, or Fused shells, can be converted into a Heat Ray.

Recoil effects are negated due to light not having much kick. Shotguns can't use the Beam Attack setting. The Manual and Reload tags still apply, be it from swapping capacitors, overheating, discarding heat sinks, etc. Likewise, Backblast might be an expanding cloud of superheated coolant. A pump action laser shotgun might not make much sense, but who cares?

You must carry a battery pack (a piece of generic equipment), and wear polarized lenses to use these weapons. If you don't have any, firing a Heat Ray is like hitting yourself with a stun grenade (page 140).



Pneumatic Guns

High-powered air rifles are a traditional Skyborn weapon for safety and legal reasons, and sometimes show up in other places. They have mostly fallen out of favour now, but they have their advantages. The pneumatic version of guns cost the same as their conventional versions, but are rarer.

Pneumatic weapons are silent and have no muzzle flash, so they will not give away your position if you are in concealment or darkness. Due to lowered velocity, air guns have -1 AP. Burst weapons and HE or HEAT rounds ignore this penalty, as they are still shooting real explosives.

If you Rapid-Fire, pressure runs low, halving Damage (rounding down), ongoing for future attacks until you have a few minutes to recharge it. Vehicle-mounted guns maintain pressure so long as the engine is running.

Rocket Guns

Toward the end of the war, rocket weapons were getting both more sophisticated and miniaturized. A rocket gun has a lot of drawbacks, but advantages too, like lack of recoil and lightweight zinc construction.

A rocket gun gains +1 Range and the Unreliable tag. At Close range or farther, it gains +1 AP. At Knife range, it has -1 AP and the Damage is halved (rounding down). At Melee range, it is completely harmless: you could stop it with a piece of paper at the muzzle.

Burst attacks are only affected by the +1 Range and Unreliable, taking neither bonuses nor penalties other than that.

Rocket guns themselves are simple and cost -1p (to a minimum of Scrip): it's the ammo that's fancy. The weapon has an upkeep per mission in thaler equal to the highest AP of its common ammo types, pre-modifiers (minimum 1). Non-Burst guns with 4+ maximum Hits get +1p upkeep. You must pay one routine's worth of upkeep when you purchase the weapon.

Shotguns can't be made into rocket guns. Rockets can be made into rocket-rocket guns with a longer-burning, if less powerful, propellant.

Rocket guns, like Heat Rays, do not have Recoil, and remove weapon special rules appropriately. Unless you are or know a cool inventor, you cannot use Speciality ammo with a rocket gun because they probably don't exist. Canister shells obviously don't work, and HEAT/Fused shells (as well as Disposable Rockets) are modified like Burst attacks.

New Equipment

Trench Periscope

Scrip

A clever arrangement of mirrors allows the user to survey the battlefield without risking getting shot, though at the cost of a small field of view.

When used, score an automatic partial to Peek Out. Doesn't work in vehicles.

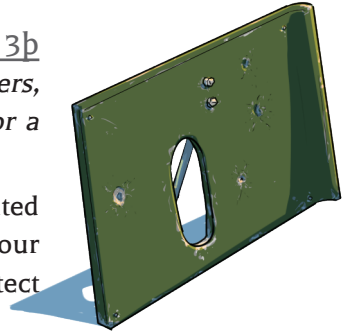


Portable Gun Shield

3p

Used by snipers, sentries, and machine-gunners, these heavy steel shields have a small niche for a rifle to point out of, protecting the shooter.

When in a prepared defensive position or mounted on a pintle, allows you to fire while still Keeping your Head Down. Can still be flanked, does not protect against Burst attacks, is Thickness 2.



Sniper Suit

2p

A covering of foliage or strips of cloth, or a disguise as something innocuous such as a log or mailbox.

As long as the user remains stationary or only crawls, gives Advantage to Stay Quiet. -2 to Combat Dash.



Grappling Hook Pistol

3p

A specially modified flaregun which fires a grappling hook connected by a length of special cable which can then reel the user upward.

Allows quick and easy ascension of buildings, cliffs, walls, enormous walking leviathans, etc.

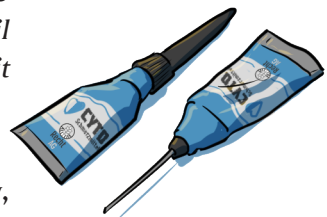


Painstopper

1p for 2

Once common in aid kits, painstopper was too effective. Soldiers would fail to seek treatment until it was too late, unaware they were wounded, so it was soon restricted to special assault troops.

One use. Negates all Injury penalties for the duration of the mission, but if you reach 6 Injury, you die. You already made your choice taking this.



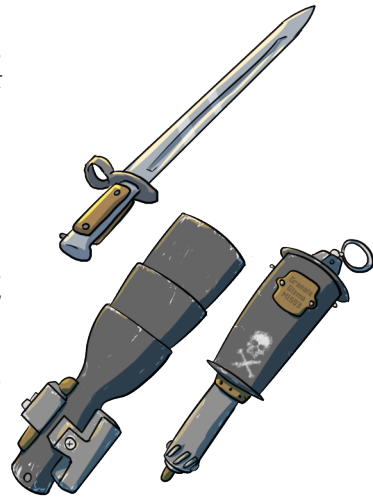
Equipment

Bayonet

Scrip

After their shovel, rifle, and parachute, the most important tool a soldier carries.

A Holstered Knife that can be attached to any two-handed, non-Heavy gun to turn it into a Polearm.



Rifle Grenade Adaptor

2p

A cup placed on the muzzle of a rifle which launches grenades using blank rifle rounds.

Can be attached to any rifle. Reduces the penalty for throwing One-Handed grenades to Close range to -I. Counts as a Holstered weapon.

Splatter Mask

Scrip

A pair of armoured goggles paired with a leather or chainmail veil to protect the face from spalling inside tanks.

Gives 2/6+ Armour against all Injury taken from Damage to your armoured vehicle. -I Visibility for entire vehicle if worn by any crew member(s).



Grenade Satchel

3p, 1/2p Upkeep

Gotha Stormtroopers soon learned that there was no such thing as too many grenades.

Contains an arbitrary quantity and variety of grenades which cost Scrip. You can run out, but only the same way you run out of other ammo. You can pass them out to your whole squad, but this empties the bag for the rest of the Routine.

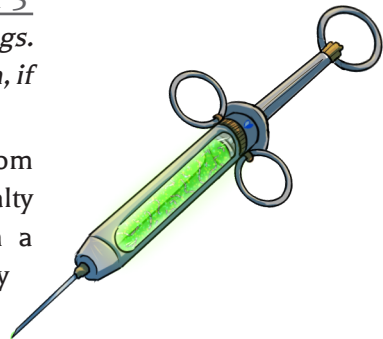


Regeneration Syringe

1p for 3

A dubiously medical blend of truly incredible drugs. It'll bring the patient back from the brink of death, if the shock doesn't kill them outright.

One use. Instantly revives the patient, even from mortal wounds, and suppresses 3 Injury Penalty forward. Does not remove Injury. If used on a Painstopper casualty, it will save their life, but they remain incapacitated as they have an extended and deeply allegorical near-death experience.



New Weapons

Pistols



Pocket Pistol 1b

During the Great War, pilots took to carrying extremely small pistols under their flying leathers to aid escape attempts if captured, sometimes even commissioning watchmakers to make the smallest possible pistols.

Hits	1	Damage	1	AP	0	Range	Knife
One-Handed, Holstered. Does not take up an equipment slot. Will never be discovered in a search.							



Hand Cannon 2b

A variety of enormous revolvers or even automatic pistols were popular for travellers to guard against animals and the Fae. They mostly fell out of favour during the War, but are making a comeback with pilots.

Hits	2	Damage	2	AP	0	Range	Knife
One-Handed, Holstered, Reload 2, Unreliable Recoil: Loses One-Handed if you have less than +3 Hard.							

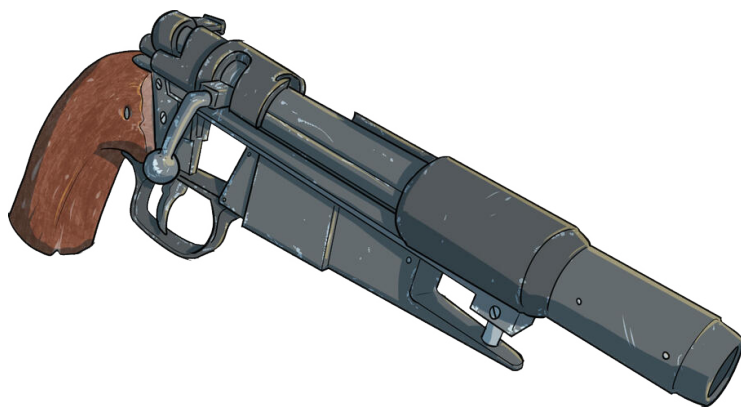


Artillery Pistol

1p

Designed for and issued to artillery crews, these extended-barrel pistols could use their holsters as stocks to turn them into ersatz carbines. They could also be used as a regular, if somewhat awkward, pistol.

Hits	2	Damage	I	AP	0	Range	Close
Holstered							
Can be used One-Handed; becomes Knife range and Unwieldy -2							



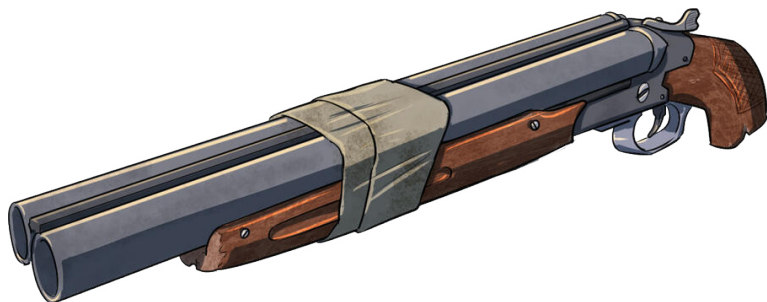
Cut-Down Rifle

Scrip

First carried by Gotha tankers and spreading to airmen and assassins, this consists of stripping down a rifle to just its mechanism and using it as a pistol. It does the job, but it isn't kind to the user's wrist.

Hits	I	Damage	2	AP	I	Range	Knife
One-Handed, Holstered, Manual							
Recoil: Every shot gives -1 ongoing to shoot any weapon this routine.							

Shotguns



Sawn-Off Shotgun

Scrip

Beloved by pilots and tankers alike, cut down hunting shotguns are small enough to fit in a cockpit or crew compartment and can, at very close range, pack a surprising punch.

Hits	1	Damage	1d5	AP	0	Range	Knife
One-Handed, Holstered, Reload 1 Scatter: +1 Damage in Melee. -2 Damage at Close. Useless beyond that. When loaded with slugs (page 118), Damage 2, Range Knife.							



Garden Gun

Op

While not a military weapon, rimfire rifles firing ratshot were about the only kind of privately owned firearm legal under many prewar empires. Though lacking the power to penetrate a cableknit sweater, they do look an awful lot like real guns.

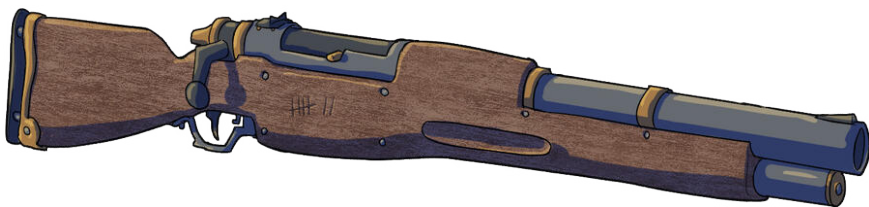
Hits	1	Damage	0	AP	0	Range	Knife
Compact, Manual, Does 1 Damage on a 20+ Cannot use any alternate ammunition.							



Trench Gun 2p

Used by UWF assault troops for their ability to slam-fire their entire tube magazines in mere seconds, they were protested as unsporting, dishonourable, and possibly too-effective weapons for trench attacks. Surplus stock made their way into the hands of militia.

Hits	I(3)	Damage	Id5	AP	0	Range	Knife
Manual, Rapid Fire, Compact (Reminder: Weapons must Reload after Rapid-Firing)							



Aircraft Shotgun 2p

These enormous 4-gauge scatterguns are normally mounted on aircraft, but they are technically man-portable. Every shot throws a quarter-pound of lead balls with predictable effects on both targets and shoulders.

Hits	2	Damage	2d5	AP	0	Range	Knife
Burst (but does not ignore Gun Shields), Manual, Unreliable Scatter: 4 Hits, Id5 Damage at Close or farther. Recoil: Can only be fired as many times per Routine as your Hard When loaded with slugs (page 118), Hits I, Damage 5, Range Close.							

Rifles



Breech-Loading Rifle

Scrip

The predecessor to the bolt-action firearms of the last war, these weapons were long out of front-line service, instead sent to law enforcement, reserves, and logistics units. Many towns can only arm their whole militia by issuing these to a portion of their force.

Hits	1	Damage	2	AP	1	Range	Long
Reload 1. AP 0 at Long and Extreme Range.							



Tube-Fed Rifle

Scrip

Before the development of the pointed spitzer bullet and vertical magazine, some rifles were fed by tube magazines similar to a pump-action shotgun. They were soon obsolete due to the low velocity and fiddly, slow reload.

Hits	1	Damage	2	AP	1	Range	Long
Manual, Unreliable. AP 0 at Long and Extreme Range.							



Bolt-Action Carbine

Scrip

Simply a shortened version of a regular rifle, often with a folding or break-apart stock, carbines like these were widely used by paratroopers, artillery crews, and partisans.

Hits	1	Damage	2	AP	1	Range	Close
Compact, Manual							



Converted Autorifle

1b

With Macchi unable to spare industry to provide its partisans with much-needed weapons, the Kingdom of Sopwith stepped in by converting stocks of a defective bolt-action rifle into simple machine-guns. Despite their hideous appearance, they proved surprisingly effective.

Hits	(3)	Damage	2	AP	I	Range	Close
Rapid-Fire (only), Reload 1, Unreliable Unwieldy -2 if not Braced.							



Machine Carbine

3b

Issued in small numbers to Goth officers, bodyguards, and TK-Brigades, this strange weapon fires cut-down cartridges in either semi-auto or automatic modes. While effective, it is also bulky, unreliable, and takes three stripper clips to load; they are clearly still working the bugs out.

Hits	2(3)	Damage	I	AP	I	Range	Long
Rapid-Fire, Unreliable. +I Damage at Knife. (Reminder: Weapons must Reload after Rapid-Firing) Neither weapon nor ammo can be bought from any reputable seller.							

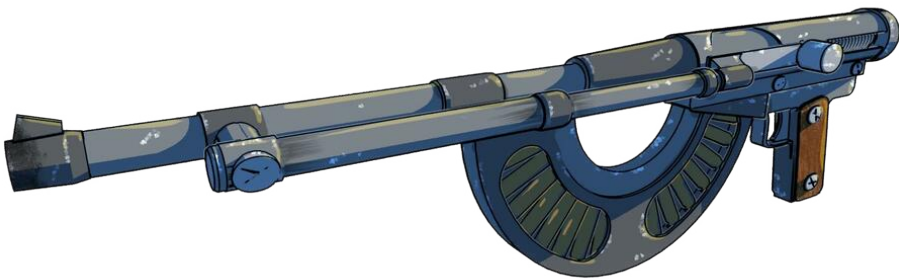
Submachine Guns



Heavy Submachine Gun (HSG) 2b

Commissioned for Fokker's marine corps as an alternative to bulky light machine guns, the combination of water cooling jacket and enormous ammo spool allowed the weapon to fire indefinitely. At least in theory.

Hits	4(6)	Damage	I	AP	0	Range	Close
Braced, Loader, Rapid Fire If fired unbraced, gains Unwieldy -2 and Unreliable. (Reminder: Weapons must Reload after Rapid-Firing)							



Firing Port Weapon (FPW) 2b

Designed to fire out of the loopholes on the Mannschaftswagen-AA, this tiny blowback gun fires full-sized rifle cartridges and is completely uncontrollable in any other context. Not that this has stopped pilots from carrying them in holsters and showing them off in bars.

Hits	(4)	Damage	2	AP	I	Range	Knife
Holstered, Rapid Fire (only), Reload I, Unreliable Recoil: Unless Braced, rolls of 5 or less strike the user or their Squad.							

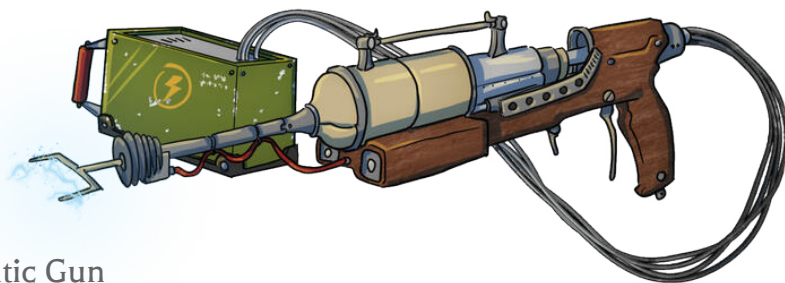
Assault Weapons



Landflammenwerfer (LFW) 3b

A man-portable adaptation of the aircraft weapon, the landflammenwerfer werfs flammen on the land. Widely seen as among the worst weapons ever invented, their users are often shown no mercy by their victims.

Hits	5	Damage	3	AP	6	Range	Knife
Reload 3, Incendiary, Ignores Cover, Unmoddable Costs 1 Infamy per Routine. User inflicts Tank Terror. Requires a fuel canister (takes generic equipment slot, see page II6). Reloading fuel canister uses up 1 jerry can (page 59).							

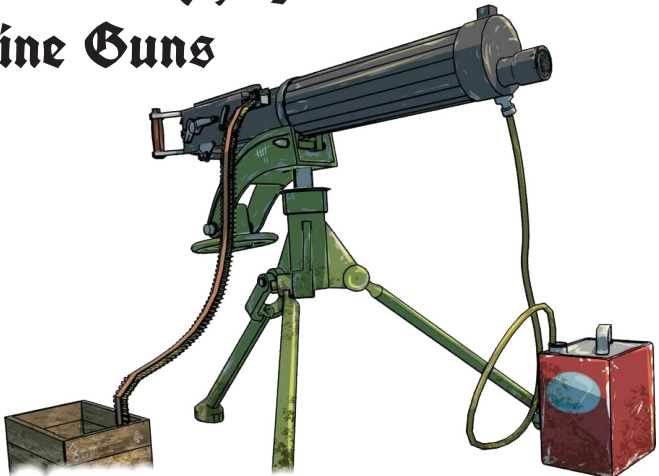


Static Gun 4b

Improvised by power plant workers in Kaiserlandung during the 1596 labour uprisings, this bizarre weapon was designed to sabotage the motor vehicles used by military police. It also proved useful in abductions.

Hits	2	Damage	1	AP	∞	Range	Knife
Reload 1, Unmoddable, Unreliable AP 0 vs Cover. Max Range Knife. On hit, knocks out organic targets and temporarily disables Clockwerks. If it hits a vehicle, instead of dealing damage, inflicts Crew Stunned. If both attacks hit, the vehicle's engine switches off as well.							

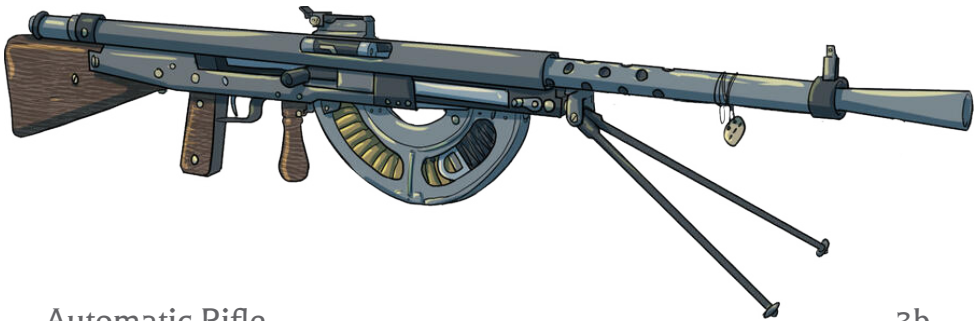
Machine Guns



Water-Cooled MG (WMG) & IImm MG (IIMG) 3p

The same sort of machine-guns as used in the air, but with a water-filled jacket around the barrel. As long as you keep a steady supply of water and ammunition, they can fire non-stop for hours.

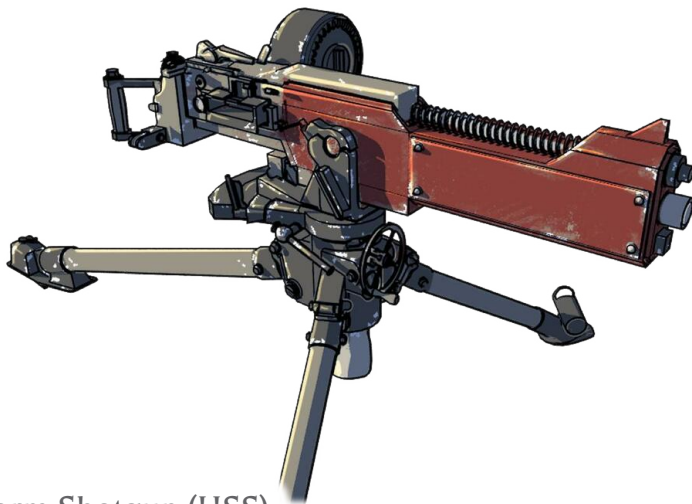
Hits	3(6)	Damage	2	AP	I	Range	Long
Heavy 2, Braced, Loader, Rapid-Fire (Reminder: Weapons must Reload after Rapid-Firing)							
IImm MG: Damage 3, AP 0, Range Close. Common Ammo Types: (Incendiary: Add Incendiary tag) or (HE: On a 20+, inflicts 2 Hits.)							



Automatic Rifle 3p

Beloved by mercenaries, the automatic rifle was designed to be fired while walking across No Man's Land, which turned out not to be terribly effective. They are still lighter than most light machine guns.

Hits	2(4)	Damage	2	AP	I	Range	Close
Loader, Rapid Fire, Unreliable Recoil: Gains the Braced tag when Rapid-Firing. (Reminder: Weapons must Reload after Rapid-Firing)							

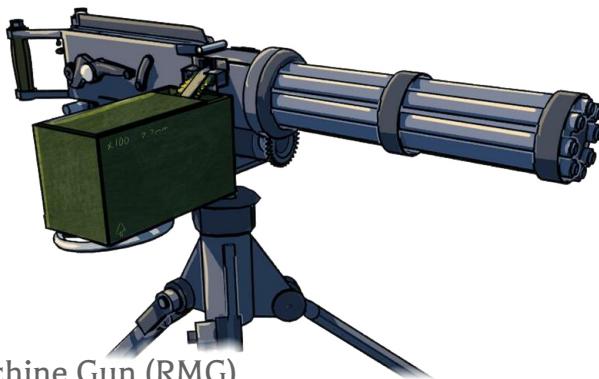


Hailstorm Shotgun (HSS)

3b

Used by the UWF to supplement machine guns in front line positions, these bulky belt-fed weapons could stop an attack with a rain of metal, even fired completely blind over the edge of a trench. However, they were complex, expensive, and tended to jam up and cook off in equal measure.

Hits	(6)	Damage	Id5	AP	0	Range	Knife
Heavy 2, Braced, Loader, Rapid Fire (only), Reload I, Unreliable Scatter: Inflicts double Suppression within Close Range. Scatter: -2 Damage at Close, useless past that.							



Rotary Machine Gun (RMG)

5b

Originally hand-cranked, when connected to the engine crankshaft of an aeroplane these weapons could achieve incredible rates of fire. It was so effective that ground versions powered by small generators were made.

Hits	(9)	Damage	2	AP	I	Range	Close
Heavy 2, Braced, Loader, Rapid Fire (only), Reload I							

Support Weapons



PuF Machine Gun (PMG) 5p

These enormous “Panzer und Flieger” machine guns were sometimes emplaced on rear support trenches, where they could throw a 50 gram bullet over a kilometre and through just about any target.

Heavy 3, Braced, Loader, Rapid-Fire, Reload 3, Unreliable								
Ball	Hits	3(4)	Damage	4	AP	2	Range	Extreme

PMG Speciality Shells 1p for 4 Reloads

AP	Hits	3(4)	Damage	3	AP	3	Range	Long
HE	Hits	3(4)	Damage	5	AP	0	Range	Extreme
On a 20+, inflicts 2 Hits.								
Incendiary	Hits	3(4)	Damage	4	AP	I	Range	Extreme
Incendiary.								

Plunging Fire

Machine guns of the era have volley sights, even after they were taken off rifles to save money. These allow sighting more like artillery than a regular firearm, firing at a high angle and coming down over obstructions. While not directly very effective, this tactic could be used to harass distant fortifications and bases.

As an extra Draw a Bead option, the WMG, IIMG, and PMG can be fired as though they had the Indirect tag, but only at Extreme range and while Braced. Any closer and it's too inaccurate to bother with.



Anti-Tank Rifle (ATR)

4b

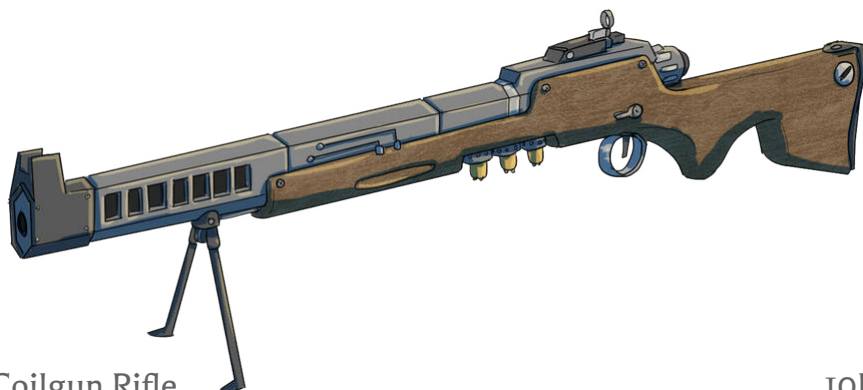
Originally large game and fae-detering rifles reemployed to fire at the weak points of tanks, the Great War saw an explosion of improving designs in a race against increasingly thick armour. By the end of the war, some of these weapons were very nearly handheld cannons.

Braced, Reload I. Replaces the Anti-Armour Rifle from the core book.								
Ball	Hits	I	Damage	5	AP	2	Range	Extreme
AP	Hits	I	Damage	6	AP	3	Range	Long
HE	Hits	I	Damage	6	AP	0	Range	Extreme
Double Damage vs Unarmoured vehicles & Artillery Pieces								
Incendiary	Hits	I	Damage	5	AP	I	Range	Extreme
Incendiary. On a hit, lights aircraft on fire.								

ATR Speciality Shells

1b for 3

Endothermic	Damage	I	AP	∞	Range	Extreme
Hits make planes spin. vs Clockwerks, does additional 2d5 Damage. Effects cannot be repaired. vs. Vehicles, does additional 2d5 Damage. Effects are automatically confirmed, but only last until mission end. Does not harm crew.						
Galvanic	Damage	I	AP	∞	Range	Extreme
Hits have the same effect as a Static Gun (page I3I).						
Tungsten Core	Damage	8	AP	4	Range	Close



Coilgun Rifle

10b

A side project of the eccentric Dr. Professor Gernsback, the coilgun rifle is the anti-tank gun of the future, designed to end the threat of Goth armour and clockwerk men. The tiny, needle-like round has incredible velocity, but often punches through soft targets without doing much damage.

Hits	1	Damage	3	AP	7	Range	Extreme
Braced, Manual, Unmoddable, Unreliable vs. Vehicles, increase base Damage by the target's effective Armour. Requires a power backpack that takes up a generic equipment slot.							



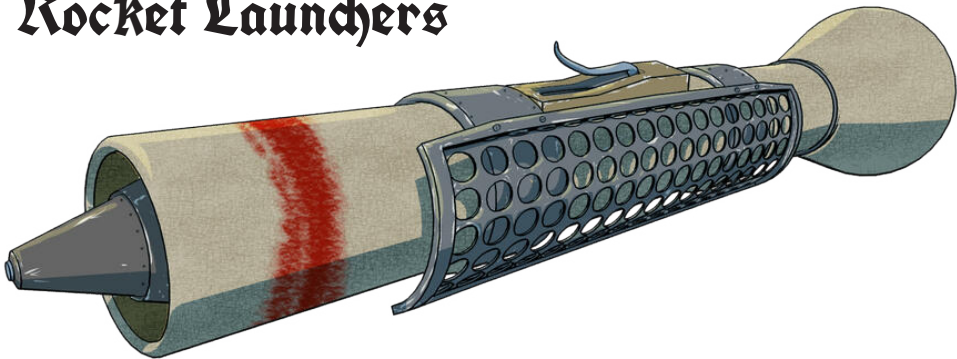
Trench Mortar (TM)

1b

Covering a variety of very light artillery, from Macchi air-guns that hurled glass spheres filled with incendiaries to tiny percussion-cap mortars to grenade crossbows. All are simple, cheap, and dubiously reliable.

Hits	-	Damage	-	AP	-	Range	Long
Braced, Loader, Indirect, Reload 1, Unreliable, Unmoddable. Fires any One-Handed grenades. Can also fire Parachute Flares (as per Heavy Field Cannons, page 149).							

Rocket Launchers



Disposable Rockets 1p for 3

Invented post-war by engineers of the Goth Armies, the dubiously reliable “einwegrakete” consists of a cardboard tube with a heat shield. An electric contact ignites the black powder and launches the recoilless projectile, which can destroy bunkers, vehicles, and buildings.

Hits	I	Damage	Id20	AP	4	Range	Knife
Disposable, Incendiary, Backblast I, Awkward -4, Unwieldy -4 On a natural I or 2, the user takes backblast damage. Carried as generic equipment rather than a weapon.							



Volley Rocket Launcher (VRL) 3p

Issued to Fokker militia and garrison troops, these multi-barrelled anti-aircraft weapons were ineffective against high-flying bombers, but have been used for aerodrome security. The Goths have their own copies.

Hits	6	Damage	3	AP	I	Range	Close
Reload I, Backblast I, Unwieldy -4. Cannot fit a Bayonet (you weirdo). Triple damage to aircraft. Reloads count as generic equipment.							

Explosives

Explosives here covers all grenades, mines, and other bombs, but some of their rules may also cover certain kinds of artillery shells.

Smoke Tag

Weapons with the Smoke tag will, as part of their operation, create a smokescreen. Squads or vehicles targeted by these weapons are obscured; attacks made by or against them are all limited to blind fire. Smokescreens can also be used to highlight targets, especially the dyed smoke of a smoke grenade. This is especially good at marking targets for aircraft to provide Help on Friend & Foe.

Land Mines

Land mines are tragically common in Himmilgard, as a leftover of the Great War. In addition to endless stocks in warehouses, great numbers were scattered over no-man's land, left on beaches or fields that might have been used for landings, or used to ring bases to defend against the fae. Many fields were marked for the safety of their users and civilians, trusting they would still deter the enemy, but many others lie hidden.

Mines are resolved as a Personal Attack, using the Hard/Attack of the person who set the mine against the Keen/Evade of the target just like any other attack. This abstracts if the mine was sufficiently well-placed and hidden to be set off. On a miss, the mine is spotted and avoided. Burst mine attacks must always assign maximum Hits to the individual who set them off before distributing the other hits.

A mine can be buried properly given five minutes' time, or hastily thrown onto or under an oncoming vehicle as a melee attack.

Mines which players might run into are always signposted; planted out in the open, exposed by the elements, suspicious disturbances left behind, or literally signposted by little wooden signs that read "Achtung! Minenfeld!"

If they walk or drive into it at that point, well, that's their own fault, really. See, soft and hard moves, this really *is* a PbtA game! Promise!



DEFUSE MINE

When you start dismantling a mine, roll 2d10 +Calm.

On a I6+, the mine is defused and recovered. On an II-15, the mine can be safely detonated. Mines won't just detonate immediately on a miss: the consequences should be more complicated and involved.

Land Mines

Iþ for 3

Anti-Infantry Mine	Hits	4	Damage	2	AP	0
Burst.						
Miniature Mine	Hits	2	Damage	1	AP	0
Anti-Tank Mine	Hits	6	Damage	3	AP	3
Burst. Only detonates for vehicles. Hits the underside armour. Must inflict the Immobilize result at least once if possible.						

Grenades

Grenades are direct-combat explosives which are meant to be thrown or placed by their users, though our category also covers the projectiles of a Trench Mortar or rifle grenades. As mentioned on page 26, thrown grenades are Indirect weapons. They are also inherently Disposable; getting a grenade back after you throw it is typically not desired.

Grenades are powerful, but you have to retrieve them, pull the cord or pin, then line up and throw; that's a lot of time for the enemy to move or shoot you first. It's even worse for improvised grenades you need to light! You'll probably need to Draw a Bead for anything but the simplest uses.

Some grenades are Melee only or have melee components, most notably the Tank Breaker. We assume that users will get clear before they explode, but there's a window for GMs to try and prevent that. Melee explosives don't benefit from being Indirect (as that doesn't make much sense).

Players can make traps out of grenades, usually by attaching a tripwire to the pin or fuse string, or by placing them under an object such that moving it will set it off. When detonated, these will make an attack like a Land Mine, but will take a -2 to Attack rolls to reflect the improvised use.

The Hand Grenade in the core book loses the Holstered tag, because walking around with a stick grenade is frowned upon in polite society.

Jam Tin Grenade

Scrip

Most villages will have one or two old veterans who remember how to make these simple, dubious improvised explosives, making them a common sight in militias preparing for the worst.

Hits	Id5+I	Damage	I
AP	0	Range	Thrown
One-Handed, Burst, Unreliable			
Do not need to roll Get Stuff to find.			



Stun Grenade

Ip for 3

Invented by private security agents for use against strikers and rioters, large stocks of these supposedly non-lethal magnesium bombs have ironically found their way into the hands of post-war revolutionaries.

Hits	3	Damage	-
AP	0	Range	Thrown
One-Handed, Burst, Ignores Cover.			
Gives -5 forward to everyone hit.			
Inflicts 1 Injury on 2 or more Hits on the same person.			

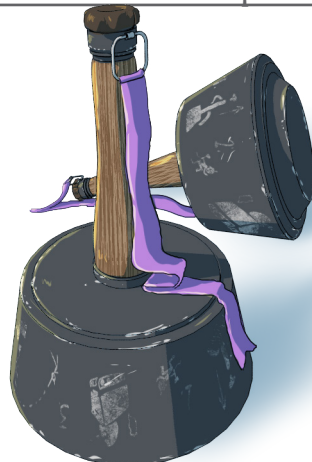


Shaped Charge Grenade

Ip for 3

Tested in Macchi and then stockpiled for the war with Gotha, this Fokker bomb is stabilized in flight by a ribbon. With a bit of practice, it will reliably land shaped-charge down.

Hits	1	Damage	I2
AP	3	Range	Thrown
One-Handed, Incendiary, Unwieldy -3.			
If you Draw a Bead, may target a vehicle's Top Armour.			



Tank Breaker

Ip for 2

A widely-copied Gotha mine consisting of a shaped charge held in place with magnets. Once among the most feared anti-tank weapons, these days tank breakers are mostly used by bandits to blast open bank vaults.

Hits	1	Damage	20
AP	5	Range	Melee
Incendiary, Backblast 3. Vehicles Only (Also clockworks, dragons, metal aeroplanes, and knights if you aren't a coward. Unwieldy -3.)			



Bundle Grenade

Scrip

Just multiple stick grenades taped together, bundle grenades were often the best troops had. Though hard to throw and dubiously effective, it will still do a number on any tank if it gets under it, from sheer concussive force.

Hits	6	Damage	3
AP	2	Range	Thrown
Burst, Unwieldy -5. Attacks that Bounce off vehicle armour still do 6 damage.			



Thermite Charge

Scrip

Used by Sopwith troops to deny equipment to the enemy, they soon realized it could burn straight through a tank if wedged in the right place.

Hits	1	Damage	16
AP	2	Range	Thrown
One-Handed, Incendiary. In Melee, AP 6, Awkward -2. Gain Infamy if used on infantry.			



Incendiary Grenade

Scrip

Used by Sopwith trench raiders against pillboxes, white phosphorus grenades infamously have a blast radius farther than they can be thrown.

Hits	3	Damage	2
AP	0	Range	Thrown
One-Handed, Burst, Incendiary, Ignores Cover, Smoke Inflicts Collateral Damage (page 29) on <I6, even if it hits. Gain Infamy if used on infantry.			



Bottle Bomb

Scrip

A petrol-filled bottle topped with a rag, these improvised weapons are heavily associated with the communist revolts which briefly seized major cities during the dying days of the UWF.

Hits	3	Damage	I
AP	6	Range	Thrown
One-Handed, Burst, Incendiary Do not need to roll Get Stuff to find.			



Smoke Grenades

Scrip

A grenade filled with burning materials that creates a thick cloud. Usually used to block lines of fire, they can also be dyed a variety of bright colours to signal targets to aircraft.

Hits	-	Damage	-
AP	-	Range	Thrown
One-Handed, Smoke Coloured smoke can be used to signal like flares (Core, page 58) or give Advantage to Friend & Foe.			



Glass Grenade

1p for 3

This Macchi weapon consists of nested glass vials filled with chemicals. When broken, the two agents mix into a cloud of noxious fumes.

Hits	3	Damage	1
AP	∞	Range	Thrown
One-Handed, Burst, Ignores Cover Directly targets crew inside vehicles. Damage negated if targets abandon cover/vehicle or have gas protection.			

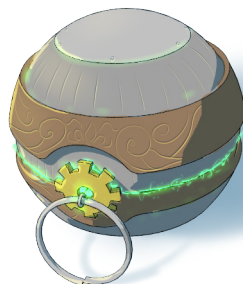


Gremlin Grenade

1p

Among the worst ideas anyone has ever had, the gremlin bomb is an enchanted brass sphere into which a gremlin is lured with some shiny gears.

Hits	1	Range	Thrown
One-Handed, Vehicles Only. On hit, roll 5 d5s. Inflict that much damage. On a 5, roll another d5. Does not need to confirm damage. Cannot harm crew or start fires. On 3+ Is, all damage is repaired. All.			

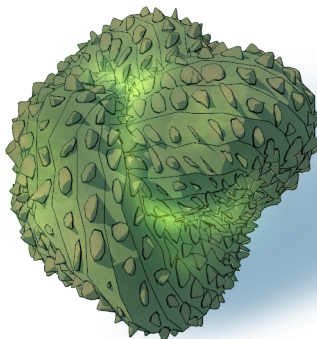


Vine Bomb

Scrip

Created by witch covens in the Lohner forests, these 'bombs' are actually the seed of a common swamp stranglevine, held dormant by a delicate spell.

Hits	2	Damage	-
AP	∞	Range	Thrown
One-Handed, Burst, Holstered Hits immobilize targets until it is cut or burnt away with 2 Damage from an appropriate source. Vehicles must <i>Cross Obstacle</i> to break free. Witches do not roll Get Stuff to buy.			



Cannons



Repeater Cannon (RPC)

6p

Equivalent to the 20mm repeating cannons used by aircraft to down balloons, some of these weapons were used on tanks or sentry posts.

Heavy 3, Braced, Loader, Rapid-Fire, Reload 2, Awkward -3 vs planes									
AP	Hits	2(3)	Damage	6	AP	3	Range	Close	
HE	Hits	2(3)	Damage	10	AP	1	Range	Long	
Double Suppression. On a 20+, inflicts 2 Hits.									

RPC Speciality Shells

1p for 6 Reloads

Incendiary	Hits	2(3)	Damage	8	AP	1	Range	Long	
Incendiary									
Fused	Hits	2(3)	Damage	5	AP	0	Range	Close	
Fused: When attacking within Close range, inflicts an additional Id10 damage against any aircraft it attacks, even if all attacks miss. Wingsuits and brooms do not count.									

Towed Gun Carriages

Heavy weapons will often be mounted on wheeled carriages to make them easy to move, which can range from adorable little wagons for a WMG to huge tracked carriages for siege guns. You may use a vehicle to tow them. The vehicle will need sufficient cargo capacity (page 62/63) and it is best if it has positive Torque so it isn't slowed down.

Equipment



Infantry Support Cannon (ISC)

6p

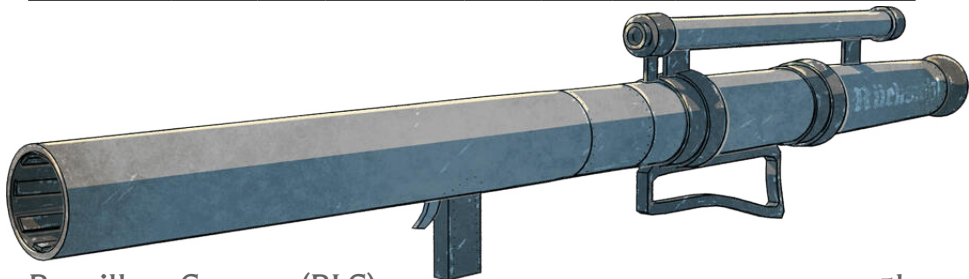
Originally used by the UWF and spreading to the forces of other nations, these 37mm cannons can be moved and fired by teams as small as two.

Artillery, Heavy 2, Reload 1, Awkward -3 vs planes								
AP	Hits	1	Damage	16	AP	3	Range	Close
HE	Hits	5	Damage	2	AP	0	Range	Long
Burst								

ISC Speciality Shells

1p for 5

Canister	Hits	6	Damage	3	AP	1	Range	Knife
Cannot Jam								
Sabot	Hits	1	Damage	6	AP	4	Range	Long



Recoilless Cannon (RLC)

5p

These 90mm recoilless guns were used by heavy ground attack aircraft, and then by Macchi partisans on foot or from trucks and light tanks.

Heavy 2, Braced, Loader, Reload 1, Backblast 2, Awkward -5 vs planes								
APHE	Hits	1	Damage	30	AP	2	Range	Close
HE	Hits	8	Damage	2	AP	0	Range	Long
Burst								

RLC Speciality Shells

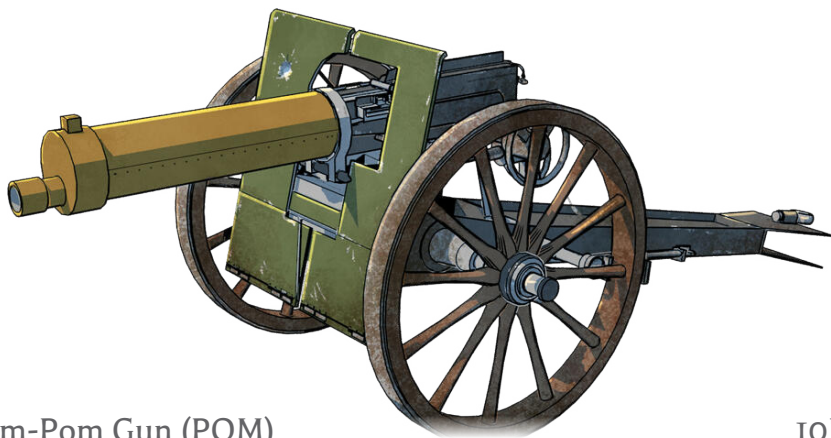
1p for 3

HEAT	Hits	1	Damage	d20	AP	4	Range	Long
Incendiary, Awkward -2.								

Anti-Aircraft Mount

Repeater Cannons, Infantry Support Cannons, Pom-Pom Guns, and machine-guns can be mounted in an anti-aircraft mount, allowing them to fire more easily at aircraft. An anti-aircraft mount reduces the Range of the weapon by 1 step against ground targets, and increases its Heavy value by 1.

The mount adds a new position to the gun with a Rangefinder. If you have a person using it, reduce the Deflection Shot penalty, including from Awkward, by 3. This can stack with the Lead Gunsight (page 159) on a vehicle, but remember you never get a bonus outright, you're just reducing a penalty. The Rangefinder cannot also provide Help.



Pom-Pom Gun (POM)

10b

Designed as an anti-aircraft cannon, this automatic cannon was soon pressed into service against ground targets, especially vehicles.

Artillery, Heavy 3, Rapid Fire, Reload 2, Unreliable
Awkward -3 vs planes.

HE	Hits	5	Damage	2	AP	0	Range	Long
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Burst. When Rapid Firing, roll two Burst attacks.

Fused	Hits	1(2)	Damage	9	AP	0	Range	Long
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Fused: When attacking within Long range, inflicts an additional 1d10 damage against any aircraft it attacks, even if all attacks miss. Wingsuits and brooms do not count.

POM Speciality Shells

1b for 2 Reloads

AP	Hits	1(2)	Damage	16	AP	3	Range	Close
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Equipment

Flak Cannon (FLAK)

5b

A common flak cannon for firing at high-flying aircraft or airships, firing specially fused shells designed to detonate in the middle of formations.

Artillery, Heavy 3 (4), Burst, Reload 1. Includes an Anti-Aircraft Mount.

vs Air	Hits	2	Damage	12	AP	0	Range	Extreme
--------	------	---	--------	----	----	---	-------	---------

Inflicts an additional IdIO damage against any aircraft it attacks, even if all attacks miss. Wingsuits and brooms do not count.

vs Ground	Hits	10	Damage	1	AP	0	Range	Extreme
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-3 to Attack

Field Cannon (FC)

8b

Originally anti-airship artillery, 50 to 60mm cannons were soon adapted into both heavy tank cannons and anti-tank field guns for infantry.

Artillery, Heavy 3, Reload 1. Awkward -5 vs planes.								
AP	Hits	1	Damage	24	AP	4	Range	Long
HE	Hits	6	Damage	3	AP	0	Range	Extreme
Burst.								
WP Smoke	Hits	5	Damage	2	AP	0	Range	Long
Burst, Ignores Cover, Smoke.								
Using a WP shell offensively causes Infamy.								

FC Speciality Shells

1p for 3

Canister	Hits	10	Damage	3	AP	1	Range	Knife
Cannot Jam.								
APHE	Hits	1	Damage	32	AP	3	Range	Long
-1 AP beyond Close Range.								
HEAT	Hits	1	Damage	d20	AP	5	Range	Extreme
Incendiary, Awkward -2								
APCR	Hits	1	Damage	24	AP	5	Range	Close
Costs 1p each. Deals half damage to anything with less than 3 Armour.								

Optional Rule - Cannon Ammunition

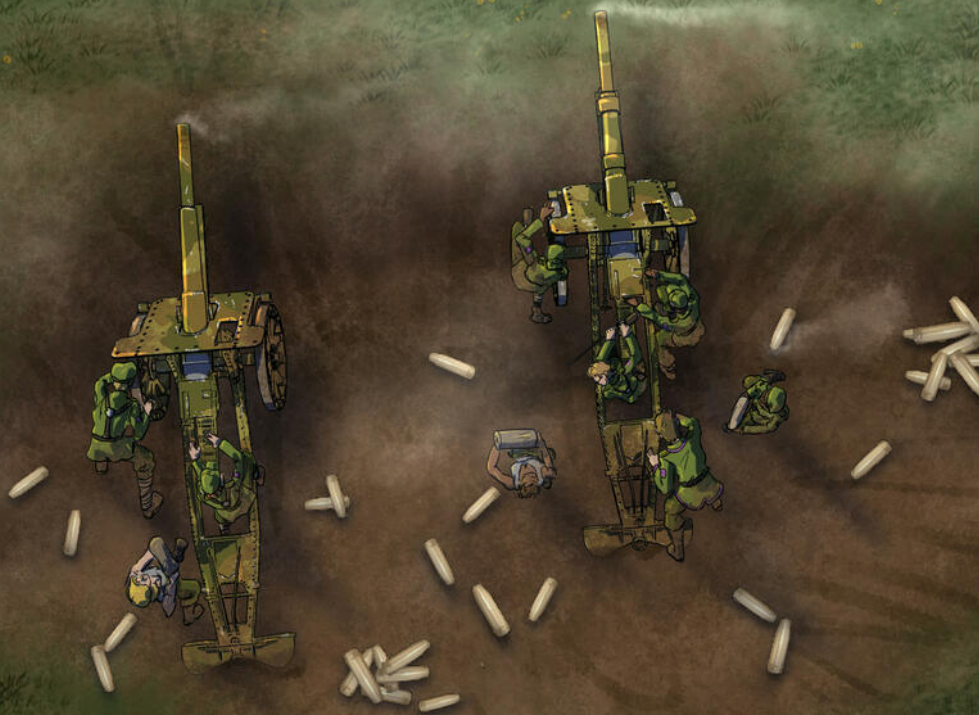
Cannons normally treat ammunition the same way that small arms do, but if you are finding that the heavy weapons are getting overused and you're game for a bit more book-keeping, you can give cannons the Shell Bulk stat used by indirect artillery, as follows.

- Field Cannon: Bulk 1/5
- Flak Cannon & Heavy Field Cannon: Bulk 1/4
- Recoilless Cannons: Bulk 1/2
- Assault Howitzer: Bulk 1/2
- Rocket Artillery Rail: Bulk 1/2
- Bergsteiger Squeeze-Bore: Bulk 1/6 (1 Reload)



Tanks generally carry 1 Capacity worth of shells in a 'ready rack', and then 2 Capacity more somewhere inconvenient, slowing reload times.

Equipment



Heavy Field Cannon (HFC)

15b

Unique to the artillery corps of the Fokker Empire, though counterparts were installed on the largest of Macchi warships.

Artillery, Heavy 5, Reload 1. Awkward -5 vs planes								
AP	Hits	1	Damage	30	AP	5	Range	Long
HE	Hits	8	Damage	3	AP	0	Range	Extreme
Burst.								
Flare	Hits	-	Damage	-	AP	-	Range	Extreme
Will illuminate a large area for 1 minute.								

HFC Speciality Shells

1p for 3

Canister	Hits	10	Damage	3	AP	1	Range	Knife
Cannot Jam.								
APHE	Hits	1	Damage	36	AP	3	Range	Long
-1 AP beyond Close Range.								
HEAT	Hits	1	Damage	d20	AP	6	Range	Extreme
Incendiary, Awkward -2								

Flying Circus

Rocket Artillery Rail (RAR)

2p per Rail

A cheap artillery solution for people who don't care what gets hit, the rail is just a rack onto which the common air-to-ground HE rocket is strapped.

Hits	8	Damage	2	AP	0	Range	Close
Artillery, Burst, Indirect, Reload 1 (per rail), Backblast 2, Awkward -10 Each weapon is made of multiple rails attached together. Heavy value is 1/2 the rails (round up). Unmoddable. Each rail makes 1 attack roll; any number of rails can be fired at once.							

Assault Howitzer (AH)

8p

Short ranged, low-velocity guns which fire enormously large explosive projectiles, akin to chucking a garbage can full of dynamite.

Hits	12	Damage	3	AP	1	Range	Close
Artillery, Heavy 4, Burst, Indirect, Reload 1, Ignores Cover, Awkward -5 Attacks that Bounce off vehicle armour still do 12 damage. Will destroy any building, regardless of effects on occupants.							

Lightning Hammer

Priceless

Built into the enormous Sigvird Line of concrete trenches guarding the Gotha homeland, and mounted on prototype vehicles, these lightning arcs are more complex than their air versions to avoid grounding themselves.

Hits	1	Damage	1d10	AP	8	Range	Close
Artillery, Heavy 8, Incendiary, Unmoddable (obviously) When activated, auto-hits all vehicles (for x1 Damage), exposed infantry, trees, telegraph poles, and churches within Close range. Automatically destroys any Clockwerks hit by it.							

Company Mortar 3b

The first artillery to arrive at any battlefield are these weapons, which can be rolled on wheels or taken apart and carried dissembled by six people.

Shell	1 Mass	Fire Rate	4	Accuracy	0	Max Range	3km
Artillery, Heavy 3, Shell Bulk 1/6. Minimum Range Long. Unmoddable.							

Light Howitzer 8b

The demands of an air-mobile war meant that artillery pieces which could easily be carried by cargo planes or zeppelins were in high demand.

Shell	1 Mass	Fire Rate	3	Accuracy	2	Max Range	6km
Artillery, Heavy 4, Shell Bulk 1/4. Minimum Range Long. Unmoddable.							

Medium Howitzer 12b

The common sort of field artillery, these repeating guns of about 90mm calibre can be found on old battlefields everywhere in Himmilgard. Their rapid-loading action brought about the dawn of trench warfare.

Shell	2 Mass	Fire Rate	2	Accuracy	4	Max Range	9km
Artillery, Heavy 5, Shell Bulk 1/2. Minimum Range Extreme. Unmoddable.							

Siege Cannon 16b

An enormous high-angle mortar. While not the largest weapons fielded in the Great War, they are certainly the biggest practical weapons left. Though slow to fire, they might be the only weapons that can crack a fortress or armoured leviathan.

Shell	3 Mass	Fire Rate	1	Accuracy	2	Max Range	5km
Artillery, Heavy 6, Shell Bulk 2/1. Minimum Range Extreme. Unmoddable.							



Mounted Combat

In Himmilgard, horses are mythological creatures, so mounted combat is very rare. The common beasts of burden (oxen, goats, yaks, and dogs) are of dubious utility in combat.

Mounted soldiers gain the bonus of their mount's mobility, giving their rider a bonus to Combat Dash, but are limited in other ways. They cannot take cover unless they dismount. They take Disadvantage to using two-handed weapons, and can only wield One-Handed, Holstered, and Compact weapons. Any larger weapons will have to be packed away.

Mounted soldiers can be carried either by animals or by single-seat, open-topped vehicles like motorcycles (motorcycles with sidecars do not count, though they are usually more effective combat machines!). Mounted troops, on animals or motorcycles, act as a sort of hybrid; they mostly use infantry rules like Combat Dash and are shot at like infantry. They add +Speed to Combat Dash, and attacks at or from them use Deflection and Speed modifiers as per page 68.

Note that the word 'cavalry' should not be applied to mounted troops. Cavalry are specifically soldiers mounted on horseback, and are the realm of the supernatural. Please, we're trying to write a realistic game here!

Animals

Animals are purchased like equipment, but have per-routine upkeep. They move Through the Wild like people on foot, rather than vehicles.

Animals do not have Morale and cannot form Squads on their own, and if they don't have a minder they run off for the hills. In Squads, animals are treated like a member of the Squad for the distribution of hits. Pack or riding animals do not count toward Squad size for maximum size or Morale, but attack animals (or any others that tag along, like mascots) do.

If you are riding an animal, neither it nor you can carry Heavy weapons; it is already carrying the heaviest weapon of all, man. Also, this is the part of the rulebook where we say that dogs (and other animals) cannot be loaders, cannot be crew on vehicles, and cannot play basketball, *Jerry*.

These rules cannot cover every kind of animal that might come up. Maybe your version of Himmilgard has elephants; make a profile for them. Maybe you trained a bear to carry shells and eat cigarettes; Wojtek is an honorary human, so pay upkeep and watch that labour clock real close.

Equipment

Working Dog

1/2b, Scrip Upkeep

Working dogs can serve as guard, rescue, and draft animals. Their teeth count as a knife with +2 Attack. While you can't ride them, each dog can carry 1 Capacity of cargo, and a team of six sled dogs can tow a Small vehicle at Speed 2, or Speed 4 for short periods.

Goats

Scrip, Scrip Upkeep

Though too small to ride, a goat can carry 1 Capacity of cargo, and two goats working together may grudgingly tow a Small vehicle at Speed 1.

Ox/Yak

1b, 1/2b Upkeep

While they can't be ridden into combat (they just walk off if there are loud noises), an Ox can carry 3 Capacity worth of baggage, or tow a Small vehicle at Speed 1. Four can tow a Medium one.

Elk

3b, Scrip Upkeep

Enormous riding Elk are a rare, but real, phenomenon among Wildleute communities; legends say they were taught to do so by fae nobility. Elk riders (Elkry?) are Speed 4. Elk ignore the effects of the first 2 Injury taken, and attack once during a charge for 2 Hits, 6 Damage, AP2.

Elk also have the same carrying and tow capacity as oxen at Speed 2.

Vought Struth

2b, 1/2b Upkeep

The Vought Struth is a large, grumpy, and aggressive flightless bird that can sprint 70 kilometres an hour and go days without water. Struth riders (Struthry?) can run at up to Speed 5. The Struths themselves will attack as though they were carrying swords with an Attack stat of 0; a riderless Struth tends to be indiscriminate. *Struths do not carry cargo.*

While attempts have been made to import the bird to Himmilgard, they do poorly in humid environments. Struths in Himmilgard cost 1b upkeep.



Motor Pool



What The Hell is a Car?

Himmilgard is not car country. It's also not tank country. It is so impossibly hostile to both these sorts of vehicles that the majority of people are only dimly aware that either exist, and of the two they are more likely to recognize tanks from wartime propaganda. Land vehicles are little more than a curiosity.

Despite being rare, cars, trucks, and tanks still have a presence, and there are circumstances where they can do what planes cannot. Most importantly, while planes can do many things, one thing they simply cannot do is capture territory. They are also invaluable if you need to go out into the Wild for some reason, like to rescue somebody, perform salvage, or send a message to the local Fae lords they aren't likely to forget. Finally, if nothing else, warlords love tanks as a show of power.

For the most part, however, cars are mostly seen in a handful of rich towns towing planes around the local aerodrome, and tanks are mostly just steel monuments waiting to be scrapped. Not a lot of places have much use for an oxless wagon.

Driving Lessons

If what your scene needs is immediate excitement, pilots are all natural drivers of anything they get behind the wheel of. Otherwise, driving should be a comedy of errors as our newfound motorists struggle to get their heads out of the clouds and onto the road.

This dynamic is a natural source of plots in towns, because of all the conflicts that will emerge from fender-benders, destroyed market stalls, and little old ladies nearly getting run down.

Intoxication is an obvious source of Disadvantage when driving.

Vehicle Costs

Vehicles pay upkeep costs only on routines where they are used. Vehicle crew upkeep is listed on page 58, and repair costs are on page 79.

Rarity

If you want to buy a tank, your Get Stuff roll is always at Disadvantage to even find it. Actually buying a tank will always involve some combination of excessive expenditure, long montages of salvage and repair, proving yourself worthy of the vehicle, or outright theft.

There's no distinction between used or "new" ground vehicles, but prices will vary with location: a small village with absolutely no need for a car or tank will sell it for a lot less than a sprawling town with wide roads. A refurbished car with fancy chrome details, or simply a flash paint job, will sell for much more than a plain counterpart of the same sort.

Modifying Vehicles

Universal vehicle modifications can be fitted by even amateur mechanics, so long as you can find the parts with Get Stuff. The cost of acquiring these materials also covers installation, and once you have them you can easily swap them between vehicles (excluding built-in universal mods).

You could also potentially rebuild a tank into one of its Modifications, or change a vehicle made in the Vehicle Builder. This works like aircraft modifications, with a minimum cost of 5p for labour, and you generally have to supply all weapons (and possibly other rare parts). Unlike with aircraft, there is no continent-wide industry of tank mechanics, so finding a team that can make these modifications will be a challenge.

Universal Modifications

Any vehicle can use these modifications.

Extra Armour

Scrip

Crews will often place sandbags, extra track links, scrap metal, or even concrete around vulnerable parts of the vehicle. The utility is dubious, but it makes them feel better.

Doubles the vehicle's Safety. -1 Reliability.



Wooden Spaced Armour

Scrip

Late in the conflict, all sides were issuing magnetic bombs to infantry. Desperate crews started bolting wooden panels to their vehicles in response.

Disadvantage to attacks with Tank Breakers.

Reduces Escape for all crew positions by 1.

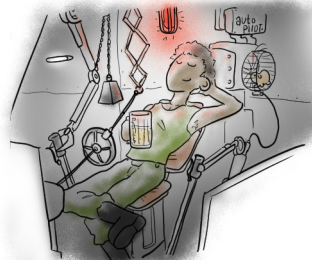


Cruise Control

6p

A clockwork mechanism built into the controls which can be programmed with a series of orders on a timer. First used for bomb-carrying fire tanks.

Works like a programmable autopilot, able to execute a series of orders. As it is not intelligent and cannot see, it cannot react in any way to changing circumstances or act on cue.

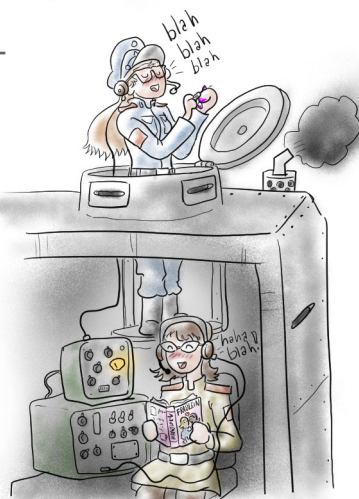


Crew Intercom

3p

Post-war, crews often rig their tanks with bomber intercom wiring for increased communication and awareness among the crew.

+2 to Peek/Peer Out for all positions, so long as at least two are manned.



Wireless Set

4p

Some tanks were modified into experimental radio carriers in the hopes they could help coordinate.

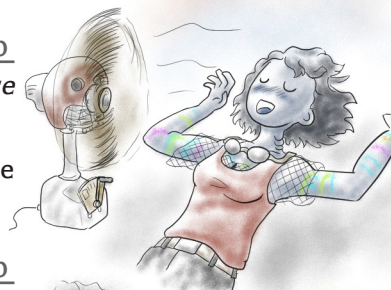
Adds a wireless set to a seat. Operating the radio takes both hands and distracts from normal tasks.

Temperature Control

4p

An air conditioner in the tank can be the difference between mere misery and actual heatstroke.

Until a hatch is open, treat the temperature in the vehicle as one band lower or higher as desired.

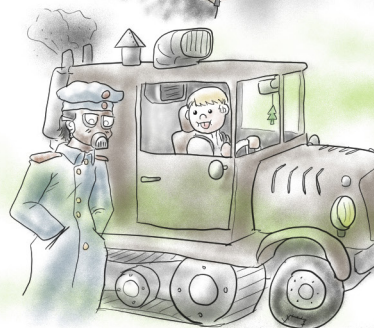


Gas Filters

5p

Using a set of powerful fans running through a large charcoal filter, this tank can maintain clean air at high pressure. Not even open vision slits or battle damage can compromise the protection.

When all hatches are closed and the engine is running, is immune to poison gas. -1 Reliability.

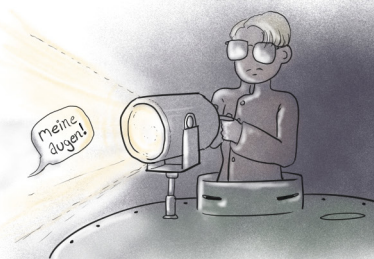


Searchlight

1p

Tanks would frequently launch their attacks at night for the protection of accompanying infantry, where a spotlight could mark targets and blind foes.

Mounts onto a hatch like a pintle-mounted gun. When activated, allows you to ignore the targeting restrictions during night fighting, but if you use it everyone else can see you.

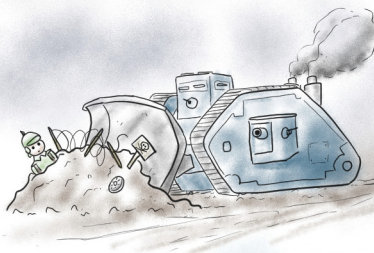


Dozer Blades

3p

Many tanks were deployed as armoured pioneers, ploughing up land mines and collapsing trenches.

Mark I RPM to raise/lower. When lowered, reduce Max Speed to 2, use your Front Armour against mines, and gain double bonus from Gunning the Engine for Cross Obstacle. Can be used to create berms for cover in a few minutes.



Wire Cutters

2p

Consisting of devices such as sharpened girders on the leading surfaces, blades on the tracks, or hooked anchors dragged behind, these devices ensure the removal of barbed wire in the tank's path.

Clears any barbed wire the vehicle passes through, leaving no danger to following troops.



Flying Circus

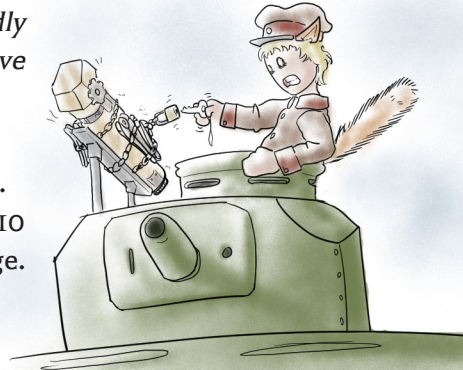
Clockwerk Missile Rail

5p Each

Simply a clockwerk missile strapped to a tank, these expensive and rare weapons are deadly against all targets. The missile will fly high above a target and dive straight into a weak point.

Max 1 per Vehicle, Disposable.

- vs. squads: 2d10 automatic Hits, Dam 2, API.
- vs. ground vehicles: Roll 1d20 flat: Miss, 10 Damage; 11-15, 20 Damage; 16+, 30 Damage. Ignores armour. Cannot cause fires.
- vs. aircraft: See Core Book page 180.



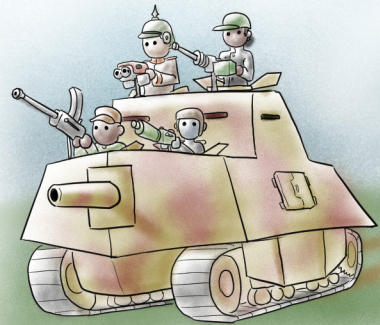
Pintle-Mounted Gun

Weapon Cost

Almost the same moment tanks arrived on the field, crews began strapping more guns to them. Most commonly seen on commanders' hatches.

A non-Artillery gun attached to a hatch. Can be operated when the hatch is open, or by riders on the exterior. You cannot operate (or load) any other weapons while using the pintle gun.

Fires in one direction. For +1p can fire all round, and for an extra +1p it can fire upward. It can be fitted with a gun shield (page 122).



Smokescreen Launcher

4p

Originally mounted on Gotha amphibious tanks, these consist of a rack of cut-down guns with rifle smoke grenades, fired by a pull-string.

Hold 1 per mission. Spend the hold to spread a smokescreen (page 138), covering everything within Close range of the front of the vehicle.

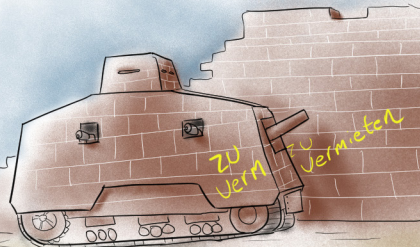


Camouflage

2p

Disruptive tarps or paint schemes can make a tank almost impossible to spot from the air.

While stationary with the engine off, the vehicle cannot be seen or attacked by aircraft unless they come down to treetop height. Is only tailored for specific biomes; specify when buying.

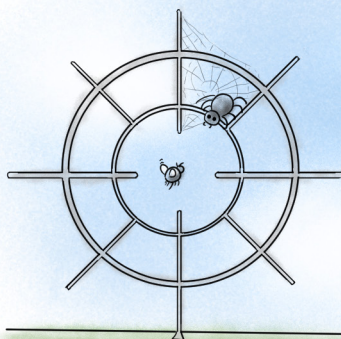


Lead Gunsight

5p

Adapted from gunsights used for aircraft, these simple scopes have markings inside, which make it easy to judge rate of movement and lead the target.

Attached to a Gunner position. When stationary, reduces the deflection shot attack penalty by 2. This cannot give a bonus, only reduce a penalty. Incompatible with other gunsights.

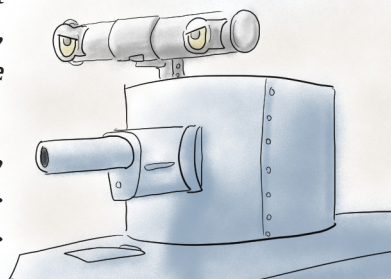


Binocular Gunsight

5p

Adapted from a spotter's scope, this gunsight can be dialled to different ranges with a focus, automatically adjusting the placement of the crosshairs for the ballistic arc of the weapon.

Attached to a Gunner position. When stationary, reduces the Range Band attack penalty by 2. This cannot give a bonus, only reduce a penalty. Incompatible with other gunsights.

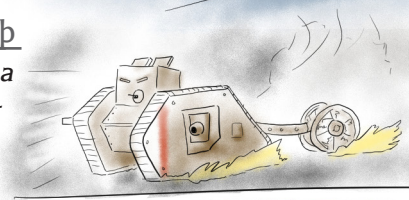


Steering Trailer

6p

First used on the Sturmtraktor, this trailer uses a tiller bar and hydraulic jack to aid tanks in turning and trench crossing. They have a tendency to get bogged down.

At Speed 2 or less, +5 Handling, +2 Torque (max 4). You may negate an II-15 on Cross Obstacle by cutting the trailer loose and leaving it behind.



Fascines & Other Aides

It was common during trench attacks for the lead tank to carry a fascine, a large bundle of wood mounted at the front or rear of the tank on a ramp and secured by a rope. Dropped into a ditch, it would make it much easier for infantry or other tanks to follow.

A fascine or similar equipment simply costs Scrip to attach to your vehicle. Hold I. When you spend this hold, you negate an appropriate Cross Obstacle roll: the obstacle is crossed, and provides no difficulty to anyone else trying to follow behind. Until it is dropped, you're at -I Visibility, and any turreted weapons are useless.

Year Introduced: 1593
Served With: Gotha Empire
Engine: x2 Bertha F1466L
Strengths: Tough as a Castle
Weaknesses: Mobile as a Castle
Inspiration: A7V



Wandenburg Ausf. I

The project to build the first armoured attack vehicle in the Gotha Empire spanned nearly three decades. Largely considered a low priority during the war with the UWF, the fierce fighting against the Macchi Republics suddenly accelerated the project, which went from concept sketch to deployment in six short months.

This development was accompanied by intense secrecy: the project was code-named “Wandering Castle”, which gave the impression it was a Leviathan-building enterprise.

Used for the first time in the Battle of Reggiane in 1593, the Type I reflects the idea that the tank ought to be a sort of mobile form of the concrete pillboxes coming into use at the time. Though suffering frequent breakdowns, plagued with difficulties getting its main gun on target, and very vulnerable in the mountains, it was successful enough that it soon became the most-produced tank of the war.

After the first six months the official name of the vehicle was changed from its codename to “Self-Propelled Assault Vehicle Type I”, known by the acronym “SbRd-AnZg Ausf I”. This development was ignored by everyone outside of official communications.

Wandelburg Ausf. I 25p
The First Tank Upkeep 2p

Speed	Torque	Handling
2	-I	0
Armour	Integrity	Safety
4/4/I	30	5
Reliability	Fuel Uses	Stress
-3	6	2
Huge Size		2 Tiny Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-I	-I	Hatch
Commander	Closed	-I	-I	Hatch
Gunner	Closed	-2	-3	*F. Cannon (Fore)
Loader	Closed	-2	-3	
x6 MG Crew	Closed	-3	-3	xI WMG each (x2 Left, x2 Right, x2 Rear)
Engineer	Sealed	-	-2	Engine Access

I have the High Ground!
The top uses the rear Armour value, due to the large dorsal vents.

Late-Model
If the Gas Filters upgrade is taken, this removes “I Have the High Ground” and does not inflict a reliability penalty, but costs an additional +2p.

Modifications

Urban Warfare Kit -5p
Replaces the Field Cannon with a *Landflammenwerfer.

Transport Type -5p
Bow gunner, loader, and rear MG gunner positions removed. Room for 8 passengers. +I to Escape for all other crew.

x8 Passenger	Sealed	-	+I	
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Year Introduced: 1597
Served With: Gotha Empire
Engine: x2 Bertha FI466L
Strengths: Phenomenal Offensive Power
Weaknesses: Itty Bitty Transmission

Rammbock Ausf. II

The Wandelburg was wildly successful and saw widespread production and deployment, but it was obvious from its first use that it had serious deficiencies. Before the first armoured operation was concluded, plans for successors were in progress.

The SbRd-AnZg Ausf II, nicknamed the Battering Ram by its production team, is very clearly a refinement rather than a revolution. While retaining the same track system, transmission, engine, and primary weapon, what is immediately obvious is that the machine is over a metre shorter, with improved flared armour, a smaller crew, and better all-terrain capability.

The Rammbock has half as many machine-guns, relying primarily on a gun located in a casemate on the right hand side of the cupola. A single gun replaced a side escape hatch on the left to cover its blind spot, and another in an isolated position at the rear behind the engine.

The Rammbock is rarely seen today, most often in the hands of Goth warbands, though it is not uncommon for examples to be scavenged by expeditions into cities. The most feared is the late production and much-overloaded IIB *Hammer*, which sacrificed a great deal to mount a captured Macchi 75mm naval cannon and three additional tonnes of armour.

35b

Upkeep 2b

Speed	Torque	Handling
2	0	0
Armour	Integrity	Safety
5/3/2	28	5
Reliability	Fuel Uses	Stress
-3	9	2
Huge Size		Small Cargo

Crew

		Type	Vis.	Escape	Notes
Driver		Closed	-2	-3	
Commander		Closed	-1	-1	WMG (Left), Hatch
Gunner		Closed	-2	-3	*F. Cannon (Fore)
	Loader	Closed	-2	-2	
Casemate Gunner		Closed	-3	-2	x1 WMG (Fore, Right, Rear), Hatch
Engineer		Closed	-2	0	Hatch, Engine Access WMG (Rear)

Battering Ram

Anyone you Crash into takes double damage.

Gas Filters

Has the Gas Filters upgrade by default. Reliability penalty negated.

Modifications

+I5b

Replaces Field Cannon with *Heavy Field Cannon. +I Side Armour. -2 Reliability and -I Torque. Removes Engineer position. +I Upkeep.

Priceless

Replaces all weapons with a *Lightning Hammer. Crew reduced to Driver, Commander, and Engineer.

Year Introduced: 1596
Served With: Gotha Empire
Engine: Bertha FI466
Strengths: Great Ambushes
Weaknesses: Glass Cannon



Feldmaus Ausf. I

Officially the *Leichter Waffenträger*, a name which was likely never used by anyone outside of official documentation, the Feldmaus was designed in response to the lack of strategic flexibility in the armoured units of the Rhona Pact. A Wandelburg attack could take weeks of set-up, requiring heavy cargo airships or even full-sized Sky-Lines, and thus couldn't be moved in time to counter enemy armoured thrusts.

The Feldmaus was light enough to move on field sky-lines, granting strategic mobility that would enable the vehicle to be quickly moved from reserves. When enemy tanks massed, they could be quickly mobilized opposite as a self-propelled field gun that could evade counterbattery fire. Once the trench lines broke down, though, the Feldmaus found its true calling: ambushing enemy convoys from concealed positions. Stalking through the sparse Wild of northern Macchi, the Feldmaus was pivotal in preventing the armies of the Republics from rallying.

A successful modification was an infantry support conversion, which replaced the anti-tank cannon with a large, low velocity mortar modelled on the 80mm Bunkerbusters used by the Fokker Kingdoms. As the war turned urban, production of this variation exceeded the regular model.

Feldmaus Ausf. I 20p
Tiny Predator Upkeep 1p

Speed	Torque	Handling
3	+2	15
Armour	Integrity	Safety
3/2/1	20	2
Reliability	Fuel Uses	Stress
-2	9	1
Large Size		Tiny Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-1	0	Hatch
Commander	Closed	-1	0	Hatch
Gunner	Closed	-3	0	*F. Cannon (Fore), Hatch
Loader	Sealed	-	0	Hatch

Shotgun Starter

The driver can start the engine instantly from the inside. When you do, do not roll Crank Start; instead immediately take 4 RPM.

Reverse Gears

The Feldmaus' transmission has an equal number of reverse gears and the driver's position has clear line of sight backwards, allowing it to reverse at full speed. *When reversing out of a tank battle*, you can still shoot even if you Escape, without having to pick additional goals.

Modifications

Stadtmaus 0p
Replaces the Field Cannon with an *Assault Howitzer. Adds Gas Filters.

Feuermaus +5p
An experimental carrier for a prototype heat ray cannon, the unfortunate tendency to light the surrounding forest on fire makes this a rare find.

Switches the Field Cannon for x2 Co-ax *Heat Ray Recoilless Cannons.
The vision slits have been hardened against the glare from the weapon.

Year Introduced: 1598
Served With: Gotha Empire
Engine: x2 Bertha F1466
Strengths: Technically Amphibious
Weaknesses: Technically a Tank



Schwimmtraktor Ausf. IV

Assault operations in the Caproni Islands were handled primarily by the Fokker elements of the Rhona Pact, as Fischervolk units unsurprisingly made excellent marines for the haphazard amphibious operations of the campaign. Nervous that they were ceding too much ground to their increasingly temporary ally, the Gotha military had designs drawn up for amphibious equipment to seize these islands in any coming conflict.

Fortunately for the Empire, during the occupation of Macchi many of the dockyards and shipbuilders of the Republics fell into Gotha hands. This expertise was employed to design a new swimming tank, envisioned as something like a Feldmaus that could float. However, the project soon spiralled out of control. More weapons meant more displacement, requiring more armour, requiring more displacement...

Though the end result was underarmoured, oversized, and awkward, it was accepted that the Schwimmtraktor didn't have to be a good tank, it just had to be a tank. The island garrisons it would be employed against would not have any such vehicles of their own, after all, nor would they at all be prepared to see such vehicles roll out onto the beach!

Well, that was the theory, at least.

Schwimmtraktor Ausf. IV 30p
Sea Landship Upkeep 2p

Speed	Torque	Handling
2	-I	-5
Armour	Integrity	Safety
2/2/2	34	4
Reliability	Fuel Uses	Stress
-3	7	2
Huge Size		Small Cargo

Crew

	Type	Vis.	Escape	Notes
Helmsman	Closed	-I	-I	Hatch
Captain	Closed	-I	-I	Hatch
Prow Gunner	Closed	-3	-3	*IS. Cannon (Fore/Left)
Loader	Sealed	-	-I	Hatch
Stern Gunner	Closed	-3	-3	*IS. Cannon (Rear/Right)
Loader	Sealed	-	-I	Hatch
Prow MG	Closed	-3	-3	WMG (Fore/Right)
Stern MG	Closed	-3	-3	WMG (Rear/Left)
Engineer	Sealed	-	-4	Engine Access

Dubiously Amphibious

The Schwimmtraktor can cross calm waters as if they were open terrain, and rougher waters (choppy seas or rivers) as simple Obstacles to Cross.

While in the water, its Integrity counts as 24 and the Safety as I, owing to its propensity for spontaneously sinking even when not under fire.

Empty Space

Subtract I from incoming Damage Confirmation rolls, as shots pass harmlessly through the empty space in the floats.

Modifications

Infantry Floating Vehicle (IFV)/Supply Tracker -5p

Replace the two stern casemates with xIO passengers, or Medium cargo.

xIO Passenger	Exposed	-	-	
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Year Introduced: 1599
Served With: Gotha Empire
Engine: x2 Bertha F4398
Strengths: Boss Fight!
Weaknesses: Money Pit
Inspiration: T-35 and other mistakes



ÜPzPn Ausf O “Viktoria”

The rocky landscape of Macchi had been much more ideal tank country than the projected battlefields of a war between Gotha and Fokker, with the primary avenues of attack being through forests along the river valleys. The plan on both sides was to lead this attack with armies following in the wake of Leviathan machines, but Gotha planners realized that they would be greatly aided by a new super-heavy “pioneer” tank which could detach from the attack individually or in small squadrons.

The Pioneer Tank Committee quickly raided the nearby offices of the Next Generation Tank Committee, procured their preliminary blueprints, and scaled them up, adding additional defensive turrets in the process. What had once been an attempt to build a mid-sized mobile tank in the style of the Markgraf Eliminierer ballooned into an enormous rolling fortress.

Three prototypes in various states of completion were paraded for the Emperor in Erntemonat 1599, who named the lead tank for his beloved wife. The name became associated with the machines in newspapers and propaganda. It is believed somewhere between nine and thirteen machines were deployed in combat, and there are rumours that Goth forces managed to complete several more in reclaimed factories.

ÜPzPn Ausf O “Viktoria”

80p

Baby Leviathan

Upkeep 6p

Speed	Torque	Handling
2	+I	-I2
Armour	Integrity	Safety
5/3/2	42	6
Reliability	Fuel Uses	Stress
-4	IO	I
Huge Size		2 Small Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-3	-2	Hatch
Commander	Closed	-2	-3	Wireless Set, Hatch
Main Turret Gunner	Closed	-4	-3	*HF. Cannon w/ Co-Ax IS. Cannon (All Horizontal), Hatch
Loader	Sealed	-	-3	For HF. Cannon, Hatch
Loader	Sealed	-	-3	For IS. Cannon, Hatch
Fore Gunner	Closed	-4	-2	x2 Co-Ax *RPC (Fore, Left)
Rear Gunner	Closed	-4	-2	x2 Co-Ax *RPC (Rear, Right)
Fore MG	Closed	-3	-2	x2 Co-Ax LMG (Fore, Left, Right, Up) Lead Gunsight, Hatch
Rear MG	Closed	-3	-2	x2 Co-Ax LMG (Rear, Left, Right, Up) Lead Gunsight, Hatch
Engineer	Sealed	-	-I	Engine Access

Gas Filters

Has the Gas Filters upgrade by default. Reliability penalty negated.

Year Introduced: 1595
Served With: Fokker Kingdoms
Engine: x2 NMB Arbeiter XVII
Strengths: All-Terrain Assault Tank
Weaknesses: Slow, No Rear Gun
Inspiration: British Mark I-V Tanks



Sturmtraktor-AA

The Fokker Kingdoms were in no way informed as to the development of the tank by their allies in the Gotha Empire, and were by the later period of the war in Macchi already preparing for the inevitable dissolution of the Rhona Pact and subsequent conflict. Much as it did in Macchi and Sopwith, the first use of tanks in battle prompted a scramble to design a counterpart, but unlike those powers Fokker was at the height of its industrial and economic potential, without a war raging in their borders.

The ST-AA's design reveals how closely Fokker engineers studied the strengths and failings of the Gotha design. Most obvious is the redesigned track base better suited for crossing trenches, as well as a forward-facing machine gun and better traversal arcs by moving the cannons into side-mounted sponsons. It was powered by highly reliable diesel engines. The Fokker design is usually seen as superior, but unlike the Gotha design it was simply the first of many parallel projects and so fewer were produced.

Of note is the common AB variant, which exclusively carried anti-infantry weaponry. Air Destroyers had much higher priority for light cannons, so a machine-gun carrier variation allowed more tanks to be fielded without waiting for cannon orders to catch up.

Sturmtraktor-AA 40p

And Now a Message from our Sponsons Upkeep 2p

Speed	Torque	Handling
2	+2	5
Armour	Integrity	Safety
4/3/1	25	4
Reliability	Fuel Uses	Stress
-2	II	2
Huge Size		Small Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-2	-I	Hatch
Commander	Closed	-2	-I	LMG (Fore), Hatch
Right Gunner	Closed	-3	+I	*F. Cannon (Fore/Right)
Loader	Closed	-2	+2	LMG (Right)
Left Gunner	Closed	-3	+I	*F. Cannon (Fore/Left)
Loader	Closed	-2	+2	LMG (Left)
Engineer	Sealed	-	+I	Engine Access

Modifications

Infantry Support (ST-AB) -10p

Gunners and Loaders are replaced with MG gunners. +6 Integrity.

x4 MG Gunner	Closed	-2	-2	WMG (Fore/Right), (Fore/Left), (Rear/Right), (Rear/Left)
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Half-and-Half (ST-AAB) Field Conversion -5p

Replace only one sponson with 2 MGs as per the ST-AB. +3 Integrity.

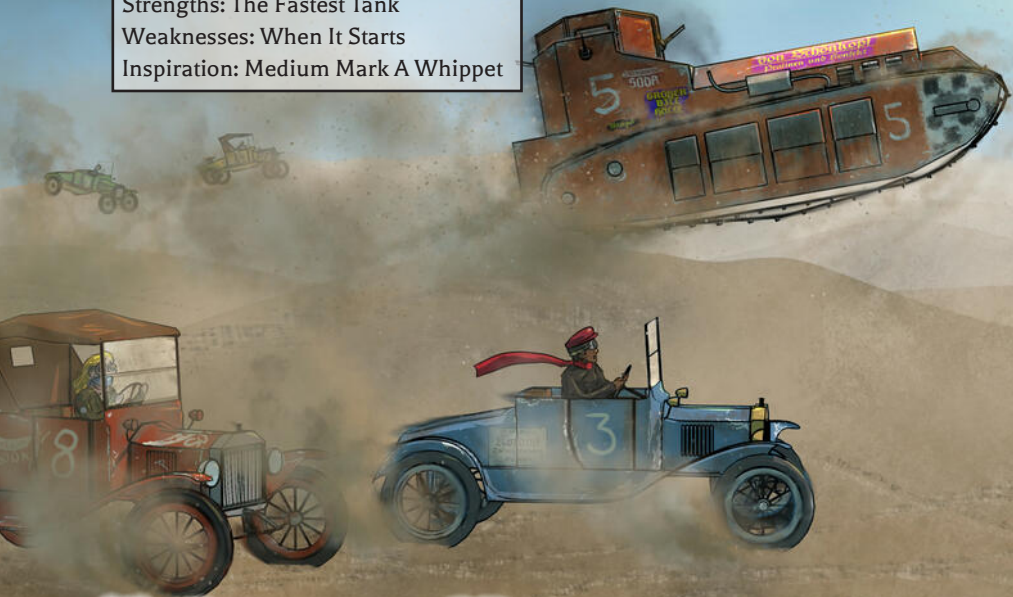
Street Fighter (ST-AD) Field Conversion -5p

Replace Field Cannons with *Rotary Machine Guns, Replace Commander LMG with Anti-Tank Rifle or Landflammenwerfer.

Anti-Grenade Mesh +3p

Count Armour as +I vs Grenades. Doesn't work against melee.

Year Introduced: 1597
Served With: Fokker Kingdoms
Engine: Wollsteinkraft Verteidiger H
Strengths: The Fastest Tank
Weaknesses: When It Starts
Inspiration: Medium Mark A Whippet



Turbopanzer-AB

When the Fokker Armies began their tank program, they envisioned a group of different vehicles which would work together, consisting of a heavy assault vehicle to break the line and a faster-moving tank, a ‘turbopanzer’, to exploit the gap.

The Turbopanzer’s blistering top speed was its primary advantage. Originally intended for a 200hp 8-cylinder V-engine from the KW-AN, the treaty with Sopwith resulted in the transfer of a number of powerful 12-cylinder engines. Refitted into the Turbopanzer, the machine’s top speed leapt to a staggering 48km/h.

However, the machine did have many stark disadvantages. Most markedly, the single hatch for visibility was too tall to use practically in combat, and tended to simply get blocked by stowage. Its limited firepower, unreliable starter, sluggish clutch-steering, and rough ride were also seen negatively.

With the incredible potential of this fast-moving tank in mind, the Fokker Empire shipped dozens of these vehicles all across their colonial holdings, ready to pounce on Gotha territory when war broke out. The breakdown of order left many of them at the starting line.

Turbopanzer-AB		I5p
Speed Demon		Upkeep 2p
Speed	Torque	Handling
5	+I	I5
Armour	Integrity	Safety
2/2/2	20	3
Reliability	Fuel Uses	Stress
-3	IO	2
Large Size		Tiny Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-3	+3	Gun Access
x2 Gunners	Closed	-I	+3	Gun Access

Gun Access

The TP-AB has four LMGs (fore/rear/left/right). Any crew member can use any gun. The driver can't drive and shoot at the same time. LMGs count as Primary weapons for *Can't Miss*, which can stack with *Walking Fire*.

Observation Hatch

There is only one hatch, on the roof. You cannot use weapons or drive while using the hatch, and the hatch is blocked if you are carrying any external cargo at all.

Back to Front

The starter crank for the Turbopanzer is on the front.

Modifications

Vehicle Destroyer (TP-AD) +5p

Replaces the forward LMG with an *IS. Cannon. Remove side guns. The other Gunner can act as a Loader for the IS. Cannon.

Stummpanzer (TP-AF) op

Experimental electric motors & rubber tracks. -2 Speed, -I Torque. Driver gains Engine Access. Always pass Crank Start, but cannot Gun the Engine. Vehicle can be Concealed with a running engine, even when moving.

Is recharged as a I80HP Electric engine; see page 203 for rules on recharging electric engines.

An illustration of a Flaktraktor-BC tank in a forest setting. The tank is a dark-colored vehicle with a large, hinged yellow armor plate on its side. A soldier in a blue uniform is operating a triple anti-aircraft gun mounted on the tank's turret. Another soldier in a blue uniform stands on the tank's roof, holding a drum. A third soldier in a blue uniform is walking towards the tank, holding a rifle. In the background, a small biplane is flying in the sky. The scene is set in a forest with trees and a cloudy sky.

Year Introduced: 1596
Served With: Fokker Kingdoms
Engine: NMB Arbeiter XVII
Strengths: Triple AA Guns
Weaknesses: Open-Topped

Flaktraktor-BC “Flaktor”

The original Fokker tank plan called for mobile anti-aircraft guns to accompany the vehicles forward as deterrent against attack planes. Wandelburgs had proven surprisingly vulnerable to swoop bombing, marking it as one of the major weaknesses of the tank. To that end, it was decided that one of the existing tanks would be modified to mount an anti-air gun, and the Turbopanzer was quickly chosen.

Strangely, despite being a variant, the Flaktraktor arrived in service first, as it used an existing engine and suspension system. The driver position was moved to the front atop the engine, and the newly freed space was given over to a hand-cranked turret mounting triple 20mm flak guns taken from Air Destroyers, surrounded by hinged armoured panels.

In action, the quickly-nicknamed “Flaktor” (or, less flatteringly, “Die Brotdose”, *The Lunchbox*) actually saw little use in its intended role, as tank attacks were almost always launched with solid air superiority. Instead, it was quickly pressed into service as an infantry support gun, especially in urban combat. When it reached the enemy it would carefully reverse around a corner or over the crest of a slope, drop the side panels, and unleash a barrage of heavy fire sufficient to drive most enemies away.

Flaktraktor-BC “Flaktor” 25p
More Flakka Upkeep 1p

Speed	Torque	Handling
3	+I	I5
Armour	Integrity	Safety
2/2/1	20	2
Reliability	Fuel Uses	Stress
0	I5	I
Large Size		Tiny Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-2	0	Hatch
Bow Gunner	Closed	-4	0	LMG (Fore), Hatch
Gunner	Exposed	-	-	x3 Co-Ax *RPC, AA Mount (Left, Right, Rear, Up)
Loader	Exposed	-	-	
Rangefinder	Exposed	-	-	

Protective Panels

While the protective panels are up, the turret cannot fire. The exposed crew treat their positions as Sealed with a Hatch, except in regards to Escape, spotting things passing overhead, or attacks coming from above. Dropping the panels is instant, closing them is slow.

Multiple Mount

The Loader and Rangefinder can simultaneously assist all three RPCs.

Modifications

Heavy Flaktor -5p

Replace Triple RPC with *Pom-Pom Gun firing in the same arcs.

Urban Combat Mods -5p

-I Speed, +I Rear Armour, RPCs replaced with *Company Mortar (Fore), x2 Co-Ax *Recoilless Cannon (Left/Right/Rear), or *Field Cannon (Rear).

APC/Prime Mover/Ambulance Field Mod -15p

RPCs and crew replaced with 8 Exposed passengers or 4 Stretchers. These passengers are covered by the Protective Panels.



Year Introduced: 1598
Served With: Fokker Empire
Engine: x2 NMB Arbeiter XVII
Strengths: Carries all your Manns
Weaknesses: Almost Unarmed
Inspiration: British Mark IX

Mannschaftswagen-AA

The final part of the Fokker Empire's tank ecosystem, the MW-AA was designed to transport infantry at the same pace as tanks and through the same dangerous terrain. Essentially an extended and expanded ST-style tank, the MW-AA could transport a small platoon directly into combat, deployed through large doors on either side of the hull or from escape hatches on top. This would allow infantry to advance alongside tanks, safe from enemy machine-guns and shell fragments.

Seen as the least-important element of the line, the vehicle was delayed by funding issues and only issued after the conclusion of the war in Macchi. The vehicle was soon employed as a cargo-carrier in the fringes of the Macchi occupation: most soldiers only encountered them loaded down with water tanks to resupply anti-guerrilla outposts in isolated villages.

However, it has the distinction of being one of the only tanks still being manufactured serially, as a rural supplementary factory was retooled to produce the tank and it has survived to the modern day. Many villages in Dornier and western Voisin are reliant on daring convoys of these transports making dangerous trips through the forests and swamps.

Mannschaftswagen-AA 20p
A Respectable Transport Upkeep 2p

Speed	Torque	Handling
2	+2	-5
Armour	Integrity	Safety
4/2/1	32	4
Reliability	Fuel Uses	Stress
-2	II	2
Huge Size		2 Small Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-2	-I	Hatch
Commander	Closed	-2	-I	LMG (Fore), Hatch
Engineer	Closed	-3	+2	Engine Access
x20 Passengers	Closed	-3	+2	x16 Loopholes (8 Left, 8 Right)

Loopholes

The passengers can fire small arms (non-Heavy weapons) out of the tank using the loopholes. Using a loophole counts as Bracing your weapon.

Modifications

Anti-Grenade Mesh +3p

Count Armour as +I vs Grenades. Doesn't work against melee.

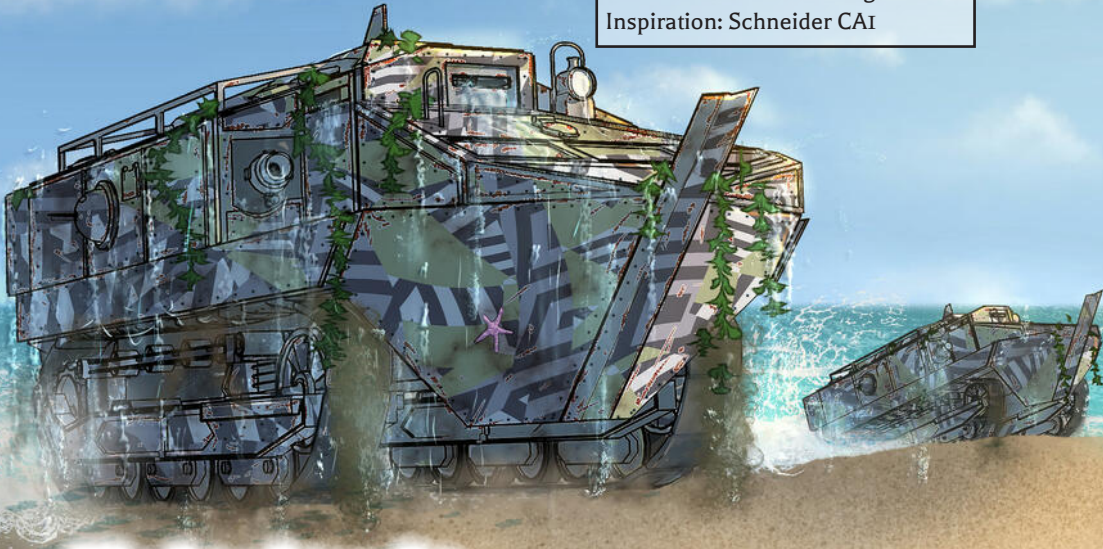
Amphibious Conversion 0p

By strapping empty oil drums to the side, the MW-AA can technically be made to float, crossing calm waters as a simple obstacle. Rough water is still a no-go. This blocks the side hatches, reducing Passenger and Engineer Escape to -2, and halves Integrity while in the water.

Assault Fragmentation Packs +5p

Lines the front armour with fragmentation mines. The Driver holds I per routine. Spend the hold to make 2 Burst attacks against each squad within Knife range of the front of the tank. Each attack does 5 hits, I Damage, AP 0. The Driver rolls the attack.

Year Introduced: 1596
Served With: Fokker Kingdoms
Engine: Arbeiter XVII + Clockwork
Strengths: Submersible
Weaknesses: Not Watertight
Inspiration: Schneider CAI



Fischtraktor-AI

Macchi's final holdouts largely consisted of strongpoints in the Caproni Islands. Many of these islands were fully fortified with flak guns, preventing landing by airship; an attack would require the Rhona Pact's clumsy barges and improvised navy to somehow land and supply troops.

As the mainland fell, Fokker seized a project by the Macchi Seeheer to build an amphibious tank. High Command wanted these vehicles assigned to prestigious inlander regiments for the final glorious actions. However, the tanks floundered in the testing canals, filling with water through every seam, and nothing seemed to prevent the crew compartment flooding.

Finally, the design was given over to Fischervolk engineers to be adapted for their marines, who at least couldn't drown in it. The result was an otherworldly asymmetric vehicle which deliberately filled with water to drive along the seabed. There is a longstanding rumour that no inlander engineer was allowed to see the full blueprints to protect their sanity.

The tank was a startling success, with examples used in the Caproni campaigns often painted in strange, clashing patterns that made it even more difficult to tell which side was the front. Fischer crews especially appreciated the cooling effect of the water in the Caproni heat.

Fischtraktor-AI 30p
Untersee Panzer Upkeep 2p

Speed	Torque	Handling
2	+I	4
Armour	Integrity	Safety
4/3/I	23	4
Reliability	Fuel Uses	Stress
-I	8 Fuel / 3 Tension	I
Huge Size		Tiny Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-2	-I	Hatch
Gunner	Closed	-2	-2	*A. Howitzer (Fore, Right)
Loader	Sealed	-	-2	Engine Access
x2 LMG Crew	Closed	-2	-I	xI LMG (xI Left, xI Right)

That Is Not Dead Which Can Eternal Drive

The Fischtraktor runs on a clockwork/diesel hybrid. If the engine is off or broken, it can still drive normally and take RPM, using Tension as fuel. On Check Engine while the engine is off, it cannot take Wear or Cut Out; instead, each result spends I Tension. At 0 Tension, it stops. Regains I Tension each time the diesel engine uses Check Engine.

The Madness from the Seabed

The Fischtraktor can drive underwater with the engine off. The crew must wear diving suits, be fischervolk, or be very adept at holding their breath.

Eldritch Geometries (unlike any seen on Earth!)

Any operator without the Creepy move takes +I Stress. Infantry take an additional -I penalty to Keep your Cool from Tank Terror.

Modifications

Snorkel, Resealing, & Exorcism 0p

Removes Eldritch Geometries and That Is Not Dead etc. No longer floods, but fording depth is limited to shallow lakes and rivers.

Improvised Anti-Tank Weapon +5p

Adds a forward-firing Anti-Tank Rifle to the Driver position.



Year Introduced: 1599
Served With: Fokker Empire
Engine: x2 FSM L-4000
Strengths: Enormous
Weaknesses: Enormous
Inspiration: K-Wagen

The illustration shows a large, dark green amphibious tank with the number '13' and the name 'Der Walfisch' on its side. It is in a swampy, green environment. A soldier in green fatigues is visible on the tank's deck, and another soldier is in the water near the front. A smaller, similar vehicle is partially visible in the background.

Drachentöter-XAI

The “Dragonslayer Land Destroyer Project” was first proposed during the development of the Sturmtraktor, but shelved for lack of capacity to transport it north. Planners at the time considered it absurd.

This changed after the fall of Macchi. The Fokker Empire was born with an inferiority complex, so leaked documentation regarding the development of a Gotha superheavy tank spurred the new Emperor to resurrect the project without delay for the prestige of the nation.

Engineers barely had time to uparmour the blueprint to modern standards prior to production. This sudden rush is evident in the crude, bulky, and turretless design. Powered by two of the common Fürstenberg Schwere Motorenwerke riverboat engines, the Drachentöter needed little sophisticated machining to build despite its size, allowing the construction of dozens in rapid succession.

In action, the machine was more like a landbound air destroyer than a tank. Though its armour was not the thickest, its cannons overmatched the majority of its opposition. That said, like much of the war equipment of the final conflict, most of these machines were simply abandoned after brief use by deserters who just wanted to go home.

80b

Upkeep 4b

Speed	Torque	Handling
2	0	-20
Armour	Integrity	Safety
4/4/2	50	10
Reliability	Fuel Uses	Stress
-3	12	1
Huge Size		2 Small Cargo

Crew

		Type	Vis.	Escape	Notes
Driver		Closed	-3	-4	
Bow Gunner		Closed	-4	-4	LMG (Fore)
Commander		Closed	-I	-I	Hatch
Artillery Officer		Closed	-I	-I	Hatch
Signaller		Closed	-2	-I	Wireless Set, Hatch
Right Gunner		Closed	-3	-2	*HF. Cannon (Fore/Right)
	Loader	Sealed	-	-2	
Left Gunner		Closed	-3	-2	*HF. Cannon (Fore/Left)
	Loader	Sealed	-	-2	
Right Gunner		Closed	-3	0	*HF. Cannon (Rear/Right)
	Loader	Sealed	-	0	
Left Gunner		Closed	-3	0	*HF. Cannon (Rear/Left)
	Loader	Sealed	-	0	
x6 MG Crew		Closed	-4	-2	xI LMG (xI Left, xI Left/Fore, xI Left/Rear, xI Right, xI Right/Fore, xI Right/Rear)
Engineer		Sealed	-	0	Engine Access

Artillery Officer

Due to the immense size of the tank, the commander can only provide a positive Attribute to the Primary Gunners if the artillery officer is present. Alternatively, a PC Artillery Officer can provide their Attribute instead.

Year Introduced: 1595
Served With: Kingdom of Sopwith
Engine: SAM Kurier XII
Strengths: Nimble & Quick
Weaknesses: Fragility & Fuel
Inspiration: Renault FT



Markgraf Eliminierer

As has often been the case with emerging technologies, isolated Sopwith had very different ideas about what the tank should be than the continental powers. In the case of the Markgraf Eliminierer, this was largely because of the strict size and weight limitations of the logistics airships available: Any vehicle would have to be small, light, and flexible in design.

Unable to make an invincible mobile fortress, the Sopwith tanks instead focused on speed, manoeuvrability, and reliability. Without the space for multiple weapons pointing in different directions, these vehicles possess an armoured turret, modelled on those used by the Macchi Seeheer on some of their most advanced ships. Initially armed only with machine-guns, their allies in Macchi soon provided 37mm aviation cannons which came to equip two-thirds of the vehicles.

Though the tiny vehicles were roundly mocked in propaganda, their enemies took note of their innovations and the ability of the tiny vehicles to be rapidly redeployed, seeming everywhere at once at the front. Examples were seized by the Rhona Pact, issued to their forces, and reverse-engineered. For three months in 1597, Eliminierers and knockoffs were being produced in four countries. Fokker copies were notably a dud, but the bulky, angular “*schmalturm*” Gotha copies are well-respected.

Markgraf Eliminierer 15p
You Spin Me Right Round Upkeep 1p

Speed	Torque	Handling
4	+1	25
Armour	Integrity	Safety
2/2/1	18	2
Reliability	Fuel Uses	Stress
0	7	1
Medium Size		No Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-1	+2	Hatch
Gunner	Closed	-2	+1	*IS. Cannon (All Horizontal) Hatch

Modifications

Infantry Support -5p

Replaces cannon with a *Water-Cooled Machine Gun. +1 to attack from better optics and lighter, faster-moving turret.

Gotha Hull (Leichter-Raubpanzer Ausf I) +5p

+1 Armour on Front and Rear, -1 Speed, -2 Reliability, +3 Fuel. -1 to Driver Escape. It is instantly recognizable as different.

Gotha Turret +5p

Replaces IS Cannon with a *Repeater Cannon and Binocular Gunsight.

Macchi Anti-Air Copy (PA-96C) -3p

Replaces cannon with a *PuF Machine Gun which can fire in all directions except down. The Gunner position is now Exposed with no armoured turret, thus negating the Visibility and Escape stats.

I610 Eliminierer D Refit +10p

Adding a 200hp Kurier XX, the modernized Eliminierer D has Speed 5, Torque +2, Reliability -1, Fuel Uses 9, 2p Upkeep. Incompatible with the Gotha Hull. Has a larger engine compartment.



Year Introduced: 1600
Served With: Kingdom of Sopwith
Engine: SAM Kurier L
Strengths: Ahead Of Its Time
Weaknesses: Good Luck Finding One
Inspiration: Vickers Medium MK. II

Markgraf Wächter

Sopwith's treaty with Fokker and Gotha forbade them from pursuing tank development and required them to turn over all existing tanks to the victorious powers, but tank production stopped for a few months at most. Eliminierer production continues to this day in small numbers, but they were briefly joined in 1600 by the hastily-renamed Watchman.

Officially a 'mobile sentry station', the Wächter is the most sophisticated tank in the world. Armed with a heavy cannon in a rotating turret, propelled by a VI2, and with a five-man crew, the vehicle represents a perfect balance of firepower, mobility, and armour. If people were still designing tanks, they would probably look a lot like this.

Very few Wächters exist, and most are accounted for. The 1601 Sopwith Expeditionary Force under General Dietrich was rumoured to have a half-dozen of the first production vehicles, but it is unlikely any of them have survived to the modern day. They were abandoned wherever they broke down, left to the mercies of the civilian population.

If one could be restored, the owner would be in possession of one of the best tanks in the Post-War world.

Markgraf Wächter 50p
The Once and Future King Upkeep 3p

Speed	Torque	Handling
4	+2	I8
Armour	Integrity	Safety
4/2/I	25	3
Reliability	Fuel Uses	Stress
0	I2	I
Large Size		3 Tiny Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-I	+I	Hatch
Bow Gunner	Closed	-I	+I	LMG (Fore) Engine Access, Hatch
Commander	Closed	-I	+I	Hatch, Wireless Set
Gunner	Closed	-3	+I	*F. Cannon w/ Co-Ax WMG (All Horizontal), Hatch
Loader	Sealed	-	+I	Hatch

Festooned with Hatches

Any member of the crew can leave from any side of the vehicle, or fire personal weapons in any direction.

Gyro-Stabilized

The addition of a gun stabilizer reduces the movement penalty from the vehicle's own Speed by 2, and allows gunsights to be used on the move.

Linked

Comes with an Intercom.

Mechanic's Dream

The Wächter costs half as much as normal to repair, even when fully knocked out. Take Advantage to Patch Fix.

Hero Tank

This tank is balanced around multiple PCs crewing it together rather than it being a part of a squadron. GMs should veto its use where appropriate.

Year Introduced: 1594
Served With: Macchi Republics
Engine: Meier Bärenjunge
Strengths: King of the Hill
Weaknesses: Sinks in Mud
Inspiration: Saint-Chamond



VM-94 “Panzerstampfer”

Above the Great Mountains, walking vehicles have been an engineering speciality for generations. This industry emerged initially from the tradition of fine watchmaking in Loring, and the corresponding industry of equally complex but much larger clock towers. This provided the groundwork for a variety of clockwork novelties, evolving through the 1500s into practical walking vehicles which could navigate steep hills and rocky ground better than any wheel.

This technology was adopted by the Macchi Republics and found many military applications, including a variety of unarmoured utility vehicles, ambulances, and gun carriers. Macchi’s armoured walkers were in development simultaneously with Gotha’s tracked assault vehicles, and the VM-94 was accelerated into service after the Wandelberg’s debut, arriving just three months later.

Though officially the “Viandante di Metallo”, *iron wanderer* in Macchi, it was derisively referred to as the ‘FA-94’, for “Ferraglia Ambulante”, *walking scrap metal*. Later, their mostly Gothic-speaking troops adopted the nickname given by their enemies: the “Armoured Stomper”. Though expensive and temperamental, the Panzerstampfer could scale just about any terrain, climb slopes up to 60 degrees, and was nearly unstoppable.

VM-94 "Panzerstampfer"

40b

One Small Step for Tank

Upkeep 3p

Speed	Torque	Handling
2	+5/-2	I2
Armour	Integrity	Safety
3/3/2	36	5
Reliability	Fuel Uses	Stress
-2	7	I
Huge Size		Tiny Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-2	+I	Hatch
Commander	Closed	-3	+I	Hatch, LMG (Fore)
Gunner	Closed	-3	+I	*F. Cannon (Fore), Binocular Gunsight
Loader	Sealed	-	+I	
x2 MG Crew	Closed	-4	+I	LMG (xI Left, xI Right)

Mountain Tank

Thanks to a reinforced lower glacis, when on the high ground, you are considered Hull Down (Hull Up?). The underside uses side Armour value.

Turret Hull

The hull can rotate independently of the legs, allowing the vehicle to move freely in any direction relative to Armour and weapon facings.

It gains the Gyro-Stabilized rule on page I85, and does not take the Tank Battle! penalty for single-arc weapons.

Standing Tall

Melee weapons can only cause Crew Stunned or Immobilized results until the vehicle has been immobilized once. Cannot take cover behind the vehicle while it is moving. Any Burn Out roll of II-I9 is a partial.

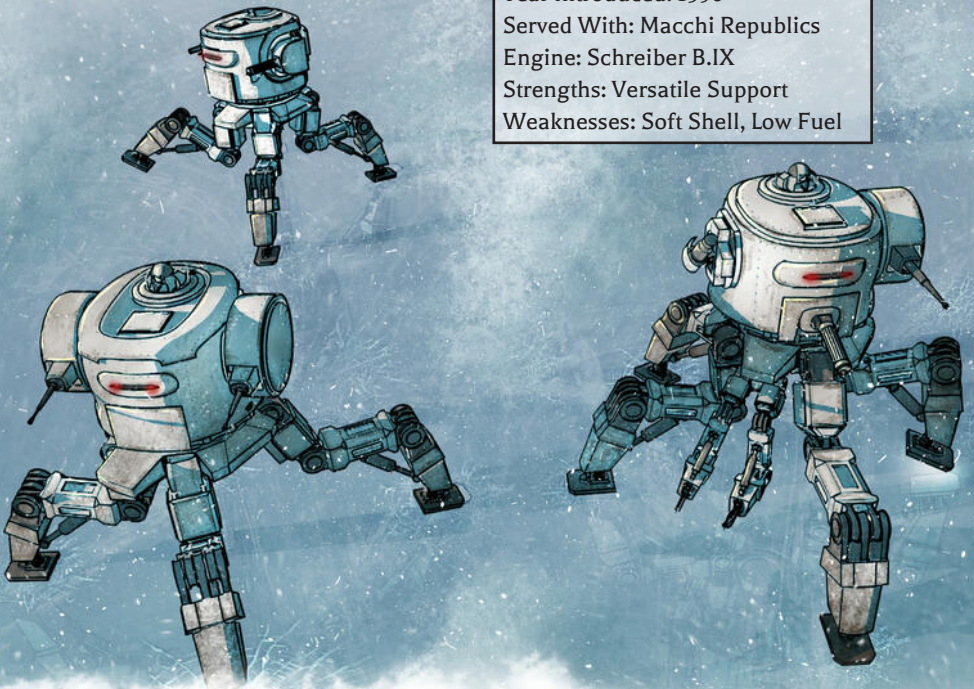
High Ground Pressure

Use the second, lower Torque value on soft ground, like wet mud, or if you have non-Walkers following you on Plan your Route.

Artillery Tank

The lengthened Field Cannon also allows it to be used as a Light Howitzer.

Year Introduced: 1596
Served With: Macchi Republics
Engine: Schreiber B.IX
Strengths: Versatile Support
Weaknesses: Soft Shell, Low Fuel



VM-96b “Flakstampfer”

Macchi had been working on a variety of light walkers and had deployed several for trial runs. The original Model A was an infantry support vehicle carrying a 37mm cannon and an aircraft rotary engine on the underside. It performed well in direct support, anti-vehicle, and ambush capacities.

As the Macchi Republics began to lose air superiority, the vehicle was redesigned into a mobile machine-gun carrier which could ward off strafing aircraft, to be attached at the battalion level to infantry. Additional armour was added to the thin roof alongside a sophisticated gunsight, though other armour was removed to save weight.

Production of these models soon outstripped the Model A and became by far the most common walker in service. The ability to rapidly deploy heavy machine-guns to ward off attacking aircraft was a highly effective deterrent and handily covered Macchi’s retreat to the northern shores.

The VM-96c served in the final months of the war in the northern islands, where it proved to be a lethal combatant in the jungle, though they were ironically doomed for lack of castor oil supplies. Examples of all VM-96 models were captured by both sides of the Rhona Pact, and uparmoured, upengined models continued production under Fokker occupation.

20b

Upkeep 2b

Speed	Torque	Handling
3	+5/-1	16
Armour	Integrity	Safety
2/2/2	24	2
Reliability	Fuel Uses	Stress
-2	5	2
Medium Size		No Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-I	-I	Hatch
Gunner	Closed	-2	-I	x2 Co-Ax *PMG (Fore/Up) Hatch, Lead Gunsight

Anti-Air Shell

The majority of the VM-96b's armour is located on its turret. When attacked from above, it counts as having +I Armour.

Turret Hull, Standing Tall, & High Ground Pressure

As per the VM-94 (page I87).

Gunner's Periscope

Take Disadvantage to firing Gunner weapons while either Hatch is open.

Modifications

Op

Replace PMGs with an *IS. Cannon and Co-Ax WMG in Fore arc only.
Loses Anti-Air Shell and Lead Gunsight, gains 3 Front Armour.

Op

Loses Anti-Air Shell, but change the weaponry out for a Trench Mortar (Fore) and *Repeater Cannon (Fore/Up). Adds Wire Cutters (page 157) and a WMG (Fore) for the Driver.

$$\underline{+5b}$$

As per Models A, B, or C, but with 3 Front and Side Armour, -I Speed, +I Safety, -I Reliability, and Torque +5/-2. The AB loses *Anti-Air Shell*.

Year Introduced: 1595
Served With: Macchi Republics
Engine: SAM Kurier XII
Strengths: Discount Bin Heavy
Weaknesses: Sinks on Land
Inspiration: Saint-Chamond



CV-95b “Überbiss”

It quickly became clear that the production rate for the VM-94 was not going to meet demand, and the issue was the locomotive mechanism. While the walker fit the requirements of Macchi’s doctrine and allowed their army to carry armour support into any situation, the lead time on production made relying on them exclusively impossible. At the height of the issue, three sets of hulls were produced per walker chassis.

Rather than waste this excess industrial potential, it was ordered these excess hulls be converted into cheaper conventional “Victory Tanks”, using powerplants purchased from Macchi’s new allies in Sopwith and a caterpillar track system taken from agricultural tractors. The hope was that these vehicles could be sped into service to reinforce units in the lowlands, freeing the VM-94 for elite Alpini and urban warfare divisions.

Perhaps unsurprisingly, the “Carro della Vittoria” did not go as planned. Tracks even theoretically capable of crossing trenches required extending the hulls, which negated much of the built-up reserve chassis. The resulting tank was clumsy, sluggish, and had a tendency to flounder in most terrain. Still, it was all Macchi had, provided tank-building experience, and as production issues were never sorted they were produced until the end.

CV-95b "Überbiss" 25p
Better Than No Tank I Guess Upkeep 2p

Speed	Torque	Handling
3	-3	8
Armour	Integrity	Safety
4/2/2	24	3
Reliability	Fuel Uses	Stress
-I	IO	I
Huge Size		2 Tiny Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-2	+I	Hatch
Commander	Closed	-3	+I	Hatch, LMG (Fore)
Gunner	Closed	-3	+I	*F. Cannon (Fore), Binocular Gunsight
Loader	Sealed	-	+I	
x2 MG Crew	Closed	-4	+I	LMG (xI Left, xI Right)

Artillery Tank

The lengthened Field Cannon also allows it to be used as a Light Howitzer.

Modifications

Model A (No Front Armour Reinforcement) 0p
-I Front Armour, +I Torque.

Model E (Urban Warfare) -5p
Add +2 LMG Crew (+I Left, +I Right). +I Side Armour. Replace Field Cannon with *Landflammenwerfer. Remove gunsight.

Model F (Assault Transport) -10p
Remove cannon & gun crew. Adds x8 Sealed Passenger positions.

x8 Passenger	Sealed	-	-I	
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Model H (Seeheer Cannon Carrier) +10p
Replace Field Cannon with *Heavy Field Cannon/Light Howitzer. Remove Commander LMG. -I Side and Rear Armour.

Year Introduced: 1595
Served With: Macchi Republics
Engine: Meier Windhund
Strengths: Disproportionate Firepower
Weaknesses: Proportionate Armour



AM-95 “Kleinerpanzer”

The Kleinerpanzer originated as the KT-89, an artillery tractor and militarization of a Recht AG light farming tractor received as payment for Macchi’s support of the UWF. The KT-89’s ability to rapidly reposition batteries was vital to Macchi’s successes in Hanriot against the ex-UWF colony and, later, the Rhona Pact.

As the war turned and Macchi forces were increasingly chased back onto the peninsula, there was a pressing need for as much armour as possible to hold against the slash-and-burn offensives of the Rhona Pact. KT-89s were rapidly rebuilt as the AM-95, given new engines and a thin armoured shell, and were used as patrol vehicles and mobile gun positions. They were especially effective in accompanying infantry assaults, parking behind recently seized trenches to blunt counter-attacks, but these actions grew less and less successful as the war dragged on.

Ultimately, most AM-95s found themselves relegated to the same role as the KT-89, towing artillery pieces and wagons of despondent troops north to be evacuated to the islands. Resented as a symbol of Macchi’s failed war industry, many were simply left at the dockyards, abandoned for lack of fuel, or even dumped overboard to make room.

AM-95 “Kleinerpanzer”15p

The Little Panzer that CouldUpkeep Op

Speed	Torque	Handling
4	+I	28
Armour	Integrity	Safety
2/I/I	I5	I
Reliability	Fuel Uses	Stress
-I	II	2
Medium Size		No Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-2	-2	LMG (Fore), Hatch
Gunner	Closed	-3	-2	*IS. Cannon (Fore), Hatch
Gun Post	Special	-	-	PuF MG (All Arcs)

Small Target

Artillery weapons firing on the Kleinerpanzer take -I due to its extremely small size and tendency to disappear into the terrain.

Gun Post

The gun post is an external mount: anyone in it counts as riding on the exterior of the vehicle. Using it in motion is Wingwalking.

Modifications

AMC-95/2 Self-Propelled Gun Carriageop

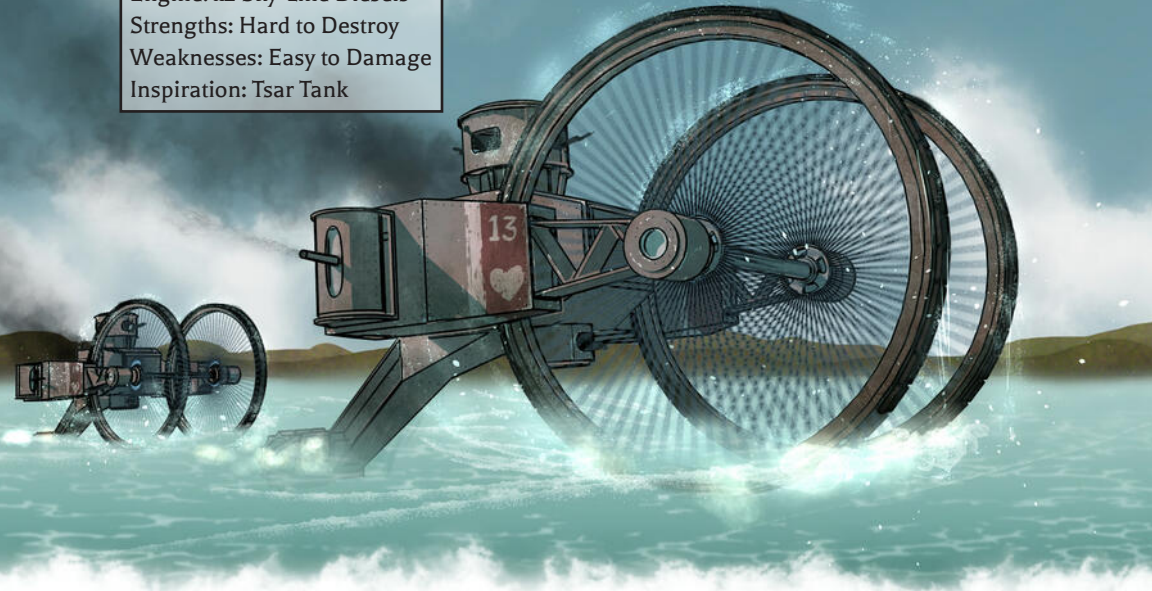
Remove driver LMG, replace IS. Cannon with WMG. Replaces PuF MG with a forward-firing *Field Cannon with a Gun Shield. Ammunition must be carried externally. Adds a second Gun Post position for a Loader. Removes Hatches, -I to Escape, -I Speed, -I Torque.

Partisan Mods (Anti-Air/Anti-Tank)+5p

Remove the PuF gun post, and replace the Infantry Support Cannon with a Fore/Up rack of weapons: one of 4 Co-Ax *VRL, or 4 Co-Ax *RLC, or a 6-rail *RAR. When half or more weapons/rails are fired at once, creates a smokescreen (page I38) from the blast on the tank itself.

Must reload from the outside, and no ammunition is carried internally.

Year Introduced: 1586
Served With: UWF
Engine: x2 Sky-Line Diesels
Strengths: Hard to Destroy
Weaknesses: Easy to Damage
Inspiration: Tsar Tank



“Riesenräder” Attack Vehicle

As the war turned against them, a desperate United Western Federation deliberately opened the sluice gates holding back the ocean to slow the enemy’s advance in southern Dorand. For over a year, fighting ground to a halt as forces retreated to isolated hills or out of affected areas, with the majority of land flooded two and a half metres deep with saltwater. It was into this environment the Riesenräder was first deployed.

While not a tank in the traditionally recognized sense, this ungainly UWF machine is certainly a direct predecessor. Originally designed in 1579 but considered impractical, the design was resurrected six years later along the Southern Front. With its elevated crew compartment and enormous wheels, the vehicle seemed perfectly suited to wading through the waters and launching attacks on isolated enemy camps in the region.

However, the machine’s many weaknesses soon got the better of it. Its unreliability, tendency to bog down in mud from high ground pressure, and relatively thin armour meant it was far less threatening to prepared enemy forces. They were recalled to be uparmoured after just one year, but the sluice gates were seized and closed not long after and the machines were captured, destroyed, or left abandoned in the field.

“Riesenräder” Attack Vehicle 35p
The Deadliest Tricycle Upkeep 2p

Speed	Torque	Handling
3	0	-25
Armour	Integrity	Safety
2/2/2	50	10
Reliability	Fuel Uses	Stress
-3	13	I
Huge Size		Small Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-5	0	
x4 Cupola Gunners	Closed	0	-5	WMG (x1 per Horizontal arc)
Right Gunner	Closed	-3	-3	*F. Cannon (Fore/Right/Rear)
Loader	Sealed	-	-2	Engine Access
Left Gunner	Closed	-3	-3	*F. Cannon (Fore/Left/Rear)
Loader	Sealed	-	-2	Engine Access
MG Gunner	Closed	-2	-3	x2 Co-Ax WMG (Fore/Sides/Down)

Wading Wheels

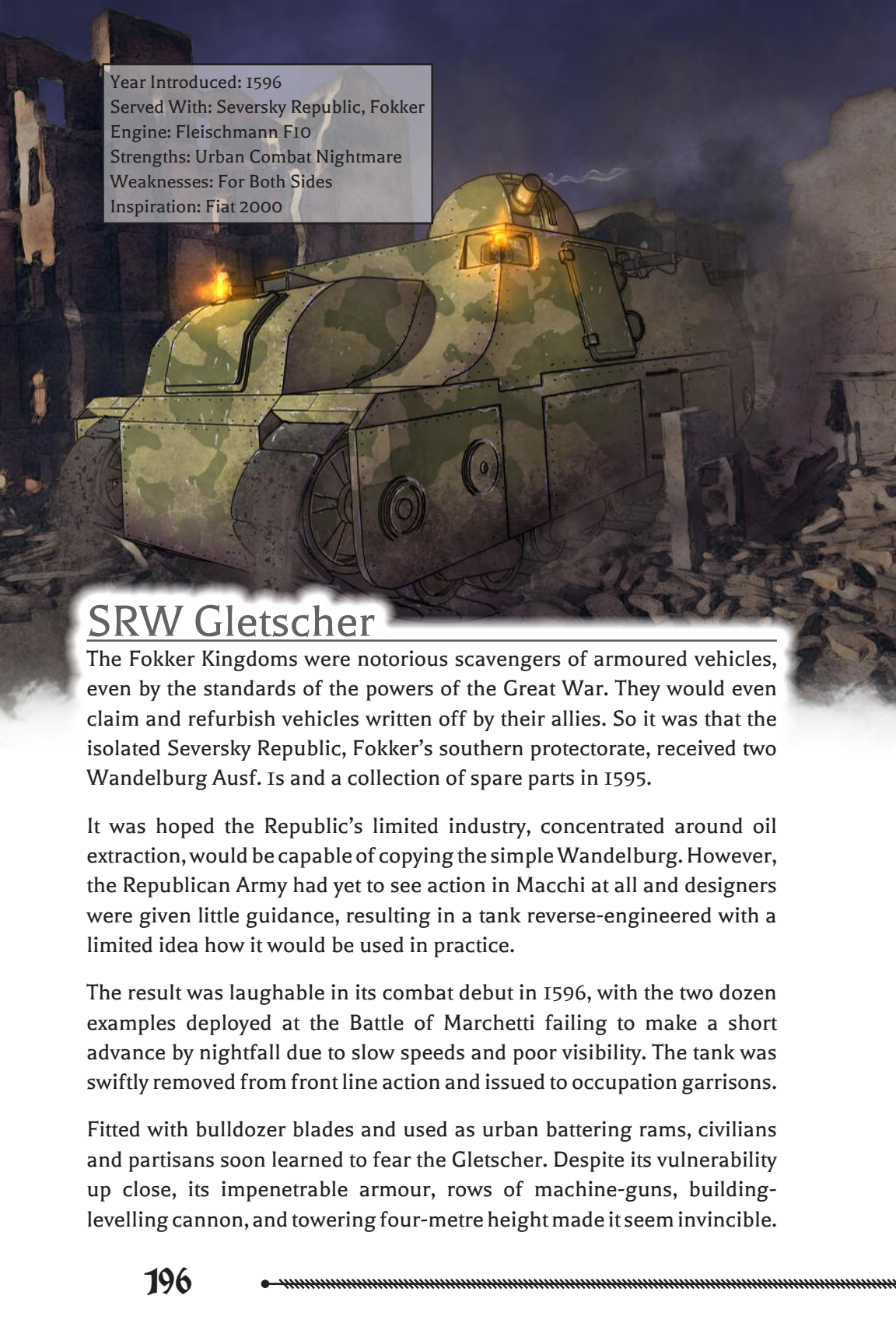
The immense size of the vehicle allows it to ford deep rivers as though it were merely crossing regular difficult terrain, and makes it immune to melee attacks unless somebody manages to climb it. In addition:

- Subtract I from incoming Damage Confirmation rolls.
- Must build up speed over several minutes; turning will drop Speed to I. Above Speed I, it cannot Dodge Obstacle and requires several hundred metres to come to a stop.
- Starting the engines requires two people at once.

Modifications

Razing Machine (Goth Refit) 0p

Replaces the cannons with *Landflammenwerfers, and the cupola gunners with x1 *Heat Ray RPC (HE) that can fire in all horizontal directions.



Year Introduced: 1596
Served With: Seversky Republic, Fokker
Engine: Fleischmann F10
Strengths: Urban Combat Nightmare
Weaknesses: For Both Sides
Inspiration: Fiat 2000

SRW Gletscher

The Fokker Kingdoms were notorious scavengers of armoured vehicles, even by the standards of the powers of the Great War. They would even claim and refurbish vehicles written off by their allies. So it was that the isolated Seversky Republic, Fokker's southern protectorate, received two Wandelburg Ausf. Is and a collection of spare parts in 1595.

It was hoped the Republic's limited industry, concentrated around oil extraction, would be capable of copying the simple Wandelburg. However, the Republican Army had yet to see action in Macchi at all and designers were given little guidance, resulting in a tank reverse-engineered with a limited idea how it would be used in practice.

The result was laughable in its combat debut in 1596, with the two dozen examples deployed at the Battle of Marchetti failing to make a short advance by nightfall due to slow speeds and poor visibility. The tank was swiftly removed from front line action and issued to occupation garrisons.

Fitted with bulldozer blades and used as urban battering rams, civilians and partisans soon learned to fear the Gletscher. Despite its vulnerability up close, its impenetrable armour, rows of machine-guns, building-levelling cannon, and towering four-metre height made it seem invincible.

SRW Gletscher

25p

Creeping Dread

Upkeep 2p

Speed	Torque	Handling
I	+I	-IO
Armour	Integrity	Safety
3/3/3	30	I2
Reliability	Fuel Uses	Stress
-3	6	I
Huge Size		Tiny Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-3	-I	Hatch
Gunner	Closed	-4	-2	*A. Howitzer (All Horizontal)
x7 MG Crew	Closed	-3	-2	WMG (xI Fore/Right, xI Right) (xI Fore/Left, xI Left, xI Rear) (xI Rear/Right, xI Rear/Left)
Engineer	Sealed	-	-2	Engine Access

Dead Zone

The immense size, limited visibility, high mount of the turret and lack of gun depression severely limits the ability of the crew to see or engage anyone nearby. The tank simply cannot see or engage anyone at Knife range, even if they are standing still out in the open. The driver can only see straight ahead even with the hatch open.

Imposing Presence

The SRW Gletscher inflicts Tank Terror on infantry at Close range at +0. It does not push Keep your Cool an additional time at Knife Range.

Modifications

Defensive Fragmentation Packs

+5p

Lines the lower portion of the vehicle with shrapnel box mines. The Engineer holds 4 per routine. Spend a hold to make a Burst attack against each squad within Knife range of any one side of the tank. Each attack does 5 hits, I Damage, AP 0. The Engineer rolls the attack.



Bergsteiger V.I

The Kingdom of South Loring had a great many things going for it. It had a well-developed industrial sector, brilliant engineers taking refuge from the war, and the government made money hand over fist acting as a tax shelter for war profiteers. What it didn't have was manpower, and as the war came to a close, it also began to run out of time.

The Kingdom invested their advantages into creating the most advanced weapons they could for when the war came to their mountain cities. Their aircraft are much sought after for this reason, but everything in their armoury was of similar quality in preparation for a glorious last stand.

The Bergsteiger V.I was the primary tank of this army, one that had clearly learned every lesson of the Great War. It had heavy all-around armour, a high power-to-weight ratio, a unique high-velocity self-loading cannon in a turret, and was almost luxurious to operate. Conscious of casualties, it was both very survivable and easy to escape from.

Ultimately, none of this equipment would see much use. Despite their cutting-edge aircraft, artillery, fortresses, and tanks, the Kingdom would be overrun in a month by Fokker forces in 1599. Their troops surrendered en masse, realizing that a glorious last stand still gets everyone killed.

Bergsteiger V.I 50p
In the Hull of the Mountain King Upkeep 4p

Speed	Torque	Handling
2	+I	IO
Armour	Integrity	Safety
4/3/2	28	5
Reliability	Fuel Uses	Stress
+I	9	0
Large Size		2 Tiny Cargo

Crew

	Type	Vis.	Escape	Notes
Driver	Closed	-I	0	Hatch
Commander	Closed	-I	0	Hatch, Wireless Set
Bow Gunner	Closed	-2	0	WMG (Fore/Sides)
Rear Gunner	Closed	-2	0	WMG (Rear/Sides), Engine Access
Turret Gunner	Closed	-I	0	*SB. Cannon w/Co-Ax WMG (All Horizontal), Hatch, Lead Gunsight

Supercharged Engine

Ignore high altitude penalties (*Horrors of the Heights*).

Self-Loading Squeeze Bore Cannon

The Bergsteiger carries a unique artillery cannon.

SB Cannon	Hits	2	Damage	I8	AP	5	Range	Long
Reload 3, Artillery, Awkward -5 vs Planes								

Crew Amenities

The tank comes with an Intercom, Temperature Control, and Gas Filters. If it catches fire, roll IdIO: 6+, the fire suppression system stops the fire.

Hero Tank

This tank is balanced around multiple PCs crewing it together rather than it being a part of a squadron. GMs should veto its use where appropriate.

Vehicle Builder

Cars have never been more than curiosities in Himmilgard. By the time the first automobile was invented in 1565, any potential role they could play had been superseded by tractors and the earliest Sky-Lines. In the cities, narrow roads were better bypassed by elevated cable trolleys than by trying to force one's way through on wheels. Some major airfields used cars as tenders and automobile racing on urban tracks was a brief fad, but little peacetime use for them was found.

During the Great War, wheeled vehicles found some secondary use in support elements. Trucks took up the vital ‘last kilometre’ of supply transport behind the trench lines, and motor-ambulances collected casualties for air evacuation. Rugged cars and half-tracks made daring probing attacks through the Wild, often at staggering cost. But despite many different designs being tested, few found lasting utility.

Again, the most prominent exception remains to Himmilgard's north, where walking cars and hundcycles have for decades supplemented air travel in short routes between towns. Further than that, cars and half-tracks have found a niche in convoys along the Vought coast, and even probing deeper into the desert.



Vehicle Builder Rules

Rather than trying to create profiles which will represent every single possible car, truck, half-track, walker, and every other sort of light vehicle, we have created a vehicle builder for you, because it's what we do. It can make tanks too, but they won't be as good as the pre-made models.

Vehicles with an engine always cost a minimum of 1p, even if it feels like the inventor of the steam quadcycle should be paying you to test it. Unmotorized vehicles whose cost drops to 0 or less cost Scrip.

You may notice that motorcycles are cheaper than in the core book: this is because pilots buying motorcycles just to show off are easy marks.

Basic Car		3p
Beep Beep		Upkeep Op
Speed	Torque	Handling
4	-I	35
Armour	Integrity	Safety
o/o/o	IO	0
Reliability	Fuel Uses	Stress
+2	I3	0
Medium Size		Small Cargo

Driver		x3 Passengers	
Type	Exposed	Type	Exposed

Lastkraftwagen

Germans love compound words, and new words are often introduced to the lexicon through creating a compound word from related roots, which then eventually gets shrunk to a more usable word.

A terrifying example of this in action is the German word used for truck or lorry, "der LKW". While English isn't immune to conversational acronyms, at least "ATM" is the result of a good old-fashioned American marketing scheme!

Sure, it's better than saying "Lastkraftwagen", but whoever let the Germans know about acronyms has a lot to answer for.

Flying Circus

Base Statistics

Ground vehicles start with the following stats:

- Cost 3p
- -I Torque
- Stress 0
- Upkeep 0p
- Safety 0

At this point, the vehicle is just a frame without engines, seats, or any other features; we're going to have to add those. Further statistics are generated by selecting an engine, then modified by components added to the vehicle.

A number of components will also add Volume, the size of the vehicle (and not how loud the engine is). Volume will determine the base Handling, Reliability, and Integrity, and modifies Speed. It also determines the final Size of the vehicle overall, for cargo purposes.

Powerplant Size

Putting the biggest engine possible in your vehicle isn't always the answer; it'll reduce the vehicle's Reliability and fuel efficiency. If you put too big an engine in, it'll be even worse (see Volume Calculation, page 207).

Any engine without an Upkeep gets 2 Fuel Uses instead of 1 when refuelling from jerry cans and other sources (page 59).

HP	Type	Speed	Fuel	Upkeep	Reliability	Cost
0	Human	I	-	0	Highest Attribute	-2p
10	Motorcycle	3	I5	0	+2	-1p
20	Sedan	4	I3	0	+2	-
40	Sports Car	5	I2	0	+I	1p
60	Truck	6	II	0	+I	2p
80	Tankette	7	IO	+I	0	3p
100	Cable Train	8	9	+I	0	4p
120	Light Tank	9	8	+I	-I	5p
150	Medium Tank	IO	6	+2	-I	6p
180	Aircraft	II	4	+2	-2	8p

Expanded Fuel Tanks 0p

+100% base Fuel, +I Volume. Can be selected more than once.

Motor Pool

Powerplant Type

Human Powered

-

Locks to 0 horsepower. Requires 1 human per Volume. 'Engine' takes Injury where they would normally take Wear. +1 Stress, +5 Integrity.

Wind Powered

0p

No horsepower, does not need to Crank Start, cannot Gun the Engine, does not catch fire at 7 Wear. Max Speed is equal to current Wind strength (Core 184), half that into the wind. This speed is unmodified by Volume. Requires 1 bold sailor per Volume to man the rigging. Cannot be armoured.

Petrol

0p

Default.

Diesel

2p

-1 Speed, +1 Torque, +1 Reliability, 150% base Fuel Uses.

Steam

-2p

+2 Torque & Reliability, -2 Speed, +1 Volume & Stress. -5 Integrity. 50% Fuel Uses, and 1 Capacity of coal is 1 Fuel Use. At 7 Wear, pushes Burn Out as the boiler explodes!

Electric

3p

+5 Handling, +1 Speed, -1 Torque, 50% Fuel Uses. Auto-pass Crank Start. Cannot Gun the Engine. Must recharge in town or with a generator. Can be Concealed with the engine on (when stationary).

Clockwork

2p

50% Fuel Uses. Auto-pass Crank Start. Cannot Gun the Engine. Does not burn at 7 Wear. On Check Engine, cannot choose to take Wear or Cut Out; this is replaced with "Spend 1 Fuel Use (repeatable)". Must be recharged in town or by a generator. Take +5 Integrity due to lack of flammable fuel.

You can make a generator out of a dedicated petrol, diesel, or steam powerplant; you can't use any old vehicle engine! This engine (with RPM and Wear as normal) costs 2p base (modified by size) and is transported as cargo; it takes up 1 Capacity, +1 per 40 HP. While running, it recharges electrical devices.

Generators can also recharge Electric and Clockwork engines of equal or lesser HP, trading Fuel 1-1 and taking 1 RPM per Fuel traded. You can only recharge an engine when it isn't running.

Propulsion

Choose 1.

Two-Wheeler/Monowheel -1p

+1 Speed. -1 Torque for every point of Armour. Max Volume 1.

Four-Wheeler/Three-Wheeler 0p

-1 Torque at Volume 6+ and for every 3 Armour. Max Volume 8.

Six-Wheeler 0p

-5 Handling. -1 Torque at Armour 6 or greater.

Half-Track 1p

+2 Torque, -1 Speed. Max Volume 8.

Continuous Tracks 2p

+4 Torque, -2 Speed, -5 Handling.

+1 Torque for Large Vehicles, and +2 for Huge vehicles.

Crawler/Half-Walker 2p

-2 Speed, -5 Handling. +1 Torque. In-builder Speed cannot exceed 4.

Set Torque to +3/X, where X is the Torque calculated by the builder.

Gains the High Ground Pressure special rule (page I87).

Walker 2p

-3 Speed, -1 Reliability, +5 Handling, +1 Torque, +1 Upkeep. Max Volume 8.

Set Torque to +5/X, where X is the Torque calculated by the builder.

In-builder Speed cannot exceed 3.

Gains the High Ground Pressure & Standing Tall special rules (page I87).

Can take a Turret Hull (page I87) for +10p.

Skids & Skis (and Half-Skis) 0p

-2 Speed, -2 Torque. +3 Speed bonus on Snow & Ice. Max Volume 6.

Boat Hull 1p

Limits to water. Final in-builder Speed cannot exceed 4.

Special Utility Function - Amphibious 1p

For non-boats, allows use on calm water at -1 Speed (max 4).

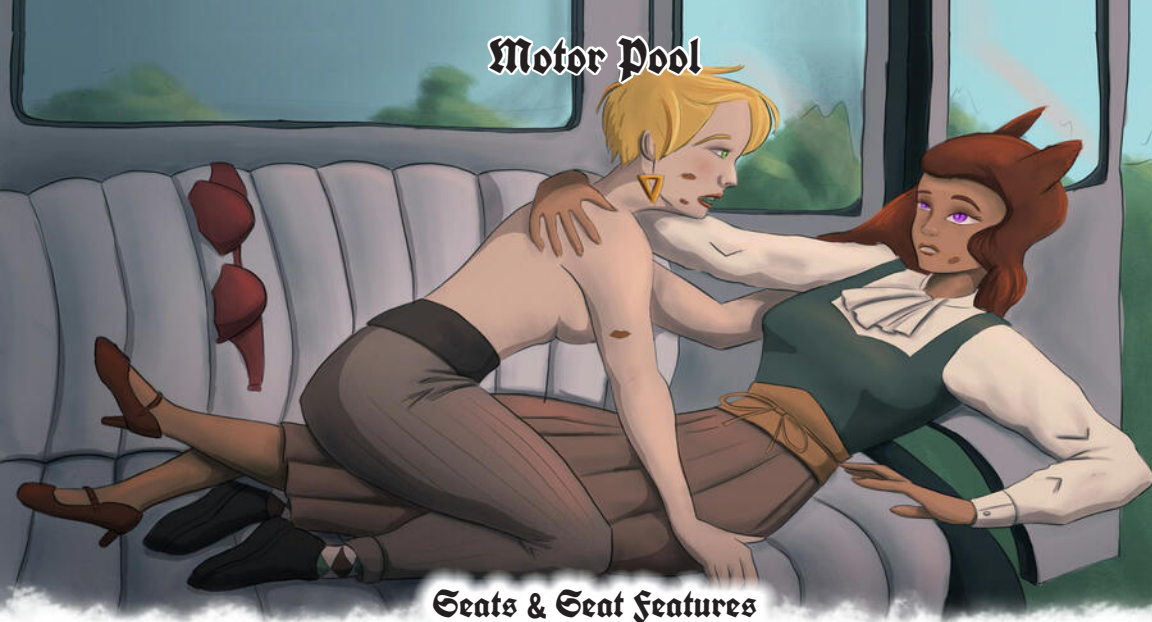
+1 Volume, -1 Torque.

Cable Car/Sky-Line 0p

+4 Reliability, +1 Speed. Limits to cable lines.

Dorandisch Earthline 0p

+6 Reliability, +3 Speed. Limits to ground rails.



Seats & Seat Features

Every 2 seats (rounding up) increases the Volume of the vehicle by 1. A default car has 4 Seats. If a vehicle has an uneven number of seats, it gains a Tiny cargo space. You need at least one seat.

Stretcher seats, which can hold a wounded passenger in a position where they can be easily treated, can be added as 1 per Volume. This includes a Tiny cargo space for medical supplies.

Cramped passenger-only seats can be added, giving up to 4 Seats per Volume (but no ride-along passengers). This can only be applied after the first two regular seats. If these seats are Closed, their Visibility and Escape is reduced by 1. You gain no Cargo if you do not use all the seats.

Closed seats which are Armoured and/or Cramped have +1 Stress.

Closed Cab +1 Volume

Any number of seats from Exposed to Closed. Visibility 0, Escape 0; if the vehicle is armoured, these stats are modified by Armour (see page 207).

You only need to take this once, for any number of seats.

Cupola 1p

For an armoured closed seat. Gives Hatch, +1 Visibility, +1 Escape.

Loopholes/Pistol Ports 1p per Armour

Allows allowing firing small arms as per Looopholes on page 177. Each purchase grants up to 4 loopholes; each loophole has a single firing arc and is assigned to one seat. Cost per purchase is equal to the Armour value of the highest facing it adds loopholes to.

Internal Cargo Space

A vehicle can add cargo space at the cost of Volume. A vehicle can have multiple Cargo spaces of the same or different sizes.

Type	Small	Medium	Large	Huge
Volume	1	2	4	8

The tanks of a dedicated fuel tanker are Cargo space that can't carry any Cargo except Fuel Uses, but have twice the normal capacity of jerry cans.

Features

Vehicles can also carry any Universal Vehicle Modification.

Special Utility Function

Variable

Specify a purpose, such as firefighting, aircraft starting, wire laying, and so forth. Talk to your GM about mechanical effects, which can include cost, Volume, stat modification, or special rules from other tanks.

Weapon Mount

Weapons Cost

Equips a seat with a weapon which can fire in one cardinal direction. Add all cardinal directions for +1p, and/or upward for +1p. Adding a Co-Ax weapon costs +3p, and it must purchase all the same arcs as its parent.

Each Artillery weapon adds Volume equal to half its Heavy tag value, rounded up. They can buy single horizontal firing directions for +1p each, and firing upward costs +3p. An Artillery weapon also gives a -3 Integrity penalty, owing to hilariously flammable propellant and explosives packed inside the tiny metal box.

On Closed positions, add the Armour value of each new firing arc to the cost of adding firing arcs for Artillery weapons. Upward arcs will add the Top Armour; Exposed seat AA guns are a good idea for this reason! Use your free arc on your thickest armour!

Infantry Support Cannons do not count as Artillery for these purposes. Flak Cannons always start with the ability to fire upward for free.

The designer may designate a Primary weapon. If the vehicle is carrying Artillery, the largest Artillery piece is usually the Primary.

Propeller

Op

-2 Torque, +1 Speed, +1 Reliability, +1 Stress, Double Injury on a Crash. Can't be wind-powered, Continuous Tracks, Half-Track, Crawler, or Walker. Max Volume 4 for Wheels.

Armour

Armour can be applied to any surface of your vehicle. It costs as much as the total value of the Armour on the vehicle. Only count ‘Sides’ once. Your other stats are adjusted as follows:

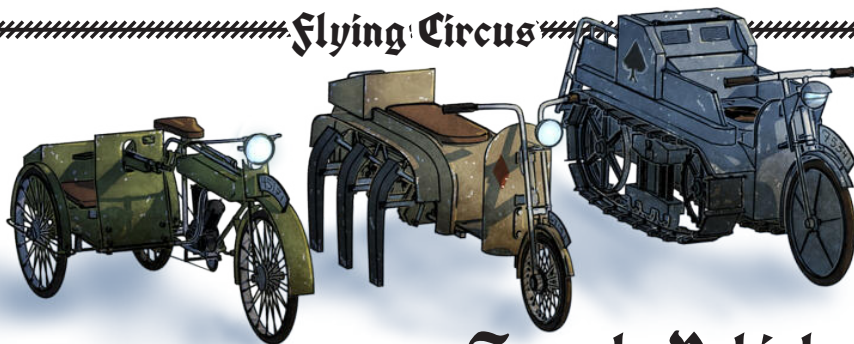
- Lose Handling equal to the total Armour across all surfaces.
- Gain bonus Safety equal to the averaged Armour value of the highest and lowest facings, rounded down.
 - Gain +1 Safety for each facing with 3+ Armour.
- If you have any Armour at all, -1 Speed, -1 Torque.
 - At 5 and 10 Armour total, -1 Speed, -1 Torque.
 - -1 Speed, -1 Torque for each surface with 3+ Armour.
- Increase Integrity by +2 if you have any Armour, then add the total Armour value atop that.
- Reduce Visibility & Escape for closed seats by 1 at 1, 4, 7, and 10 Armour total.
- Reduce Reliability by 1 at total Armour 3, 6, and 9.
- Cannot have more than 5 Armour on a facing, and 10 Armour total.

Volume Calculation

Volume gives final modifications to the vehicle’s stats, and includes a Maximum HP; the largest engine which can be fitted easily without an Enlarged Engine Compartment feature. At 9+ Volume, use the 8 Volume stats, but with the modifiers in the last row for Volume past 8.

Volume	Size	Handling	Speed Mod	Max. HP	Integrity
1	Small	45	+1	20	6
2	Medium	40	+1	40	8
3		35	0	60	10
4		30	0	80	12
5	Large	25	-1	100	14
6		20	-1	120	16
7	Huge	15	-1	150	18
8		10	-2	180	20
9+		-5 per V	-1 per 2V		+2 per V

Enlarged Engine Compartment op
+1 Volume, -1 Reliability. Raises Max HP by an additional 1 Volume.



Sample Vehicles

Courier Motorcycle

4b, Upkeep 0b

Light enough to transport by air and ideal for journeys around villages and farms, motorcycles are everywhere in Himmilgard. Army models with sidecars are beloved for carrying mail; some even keep their guns.

Speed	4	Torque	-I	Handling	45
Armour	0/0/0	Integrity	6	Safety	0
Reliability	+2	Fuel Uses	15	Stress	0
Small Size			No Cargo		

	Type	Vis.	Escape	Notes
Driver	Exposed	-	-	
Gunner	Exposed	-	-	LMG (Fore)

- 10hp Petrol, Three-Wheeler, 2 Seats, LMG (Fore)

Crawlercycle

4b, Upkeep 0b

Tracked motorcycles were first used as tugs for Gotha's air destroyer fleet, but they were soon pressed into service as artillery tractors, ambulances, and scout vehicles for the war in Macchi.

Speed	4	Torque	+I	Handling	40
Armour	0/0/0	Integrity	8	Safety	0
Reliability	+2	Fuel Uses	13	Stress	0
Medium Size			Small Cargo		

	Type	Vis.	Escape	Notes
Driver	Exposed	-	-	
Passenger	Exposed	-	-	

- 20hp Petrol, Half-Track, 2 Seats, Small Cargo

4b, Upkeep Op

Common in Loring and often seen in the surrounding regions, these six-legged, one-wheeled walking motorcycles are traditionally clockwork-powered, but modern examples use internal combustion. Hundcycles are often seen making daring trips up small mountain trails.

Speed	2	Torque	+3/0	Handling	40
Armour	0/0/0	Integrity	6	Safety	0
Reliability	+2	Fuel Uses	15	Stress	0
Small Size			Tiny Cargo		

	Type	Vis.	Escape	Notes
Driver	Exposed	-	-	

- 10hp Petrol, Half-Walker, Seat

4b, Upkeep Op

A beloved luxury for well-off towns and circuses, these machines have a power take-off shaft on an overhead assembly which connects the engine to an aircraft's propeller boss. After towing a plane out of the hanger, it can start it up in as little as thirty seconds.

Speed	5	Torque	-1	Handling	40
Armour	0/0/0	Integrity	8	Safety	0
Reliability	+2	Fuel Uses	13	Stress	0
Medium Size			Small Cargo		

Starter: During Contact!, the Tender can mark 1 RPM to start up a plane without it taking RPM. It will be started faster than any others being started manually, if you're racing them or something!

	Type	Vis.	Escape	Notes
Driver	Exposed	-	-	
Passenger	Exposed	-	-	

- 20hp Petrol, Four-Wheeler, 2 Seats, Small Cargo
- Special Utility: Aircraft Starter Ib

Mine Utility Tractor

6b, Upkeep 0b

The Fokker Kingdoms built large numbers of these rugged tractors to move raw materials onto sky-line cars. They were soon repurposed as general transport vehicles after the war, with their enormous traction allowing them to simply crush a path through the Wild.

Speed	2	Torque	+5	Handling	30
Armour	0/0/0	Integrity	5	Safety	0
Reliability	+3	Fuel Uses	5	Stress	I
Medium Size			No Cargo		
Cargo Crane: Can tow Large vehicles without losing Speed.					

	Type	Vis.	Escape	Notes
Driver	Exposed	-	-	
Passenger	Exposed	-	-	

- 60hp Steam, Continuous Tracks, 2 Seats
- Special Utility (Cargo Crane 1b, +I Volume)

Fire Hazard Bulldozer

15b, Upkeep 0b

Invented to remove burning and potentially explosive wrecks from the concrete runways of Gotha's Bomber Command North, bulldozers quickly proliferated along the front for deforestation. Many soldiers abandoned at the front made it home by following the tracks of bulldozer convoys.

Speed	2	Torque	+I	Handling	20
Armour	2/2/I	Integrity	19	Safety	I
Reliability	0	Fuel Uses	22	Stress	I
Medium Size			Small Cargo		
Dozer Blade Universal Modification					

	Type	Vis.	Escape	Notes
Driver	Closed	-2	-2	
Passenger	Closed	-2	-2	

- 60hp Petrol, Expanded Fuel Tanks, Continuous Tracks
- 2 Closed Seats, Small Cargo, Armour 2/2/I, Dozer Blade (page 157)

Brandt Wisent

5p, Upkeep 0p

These Fokker Kingdoms models were a favourite of the Rhona Pact due to their large capacity and the ease of converting anti-air escort versions. Macchi partisans used naval launch rails to build mobile aircraft-launchers from captured Bison; the Rhona Pact soon copied them.

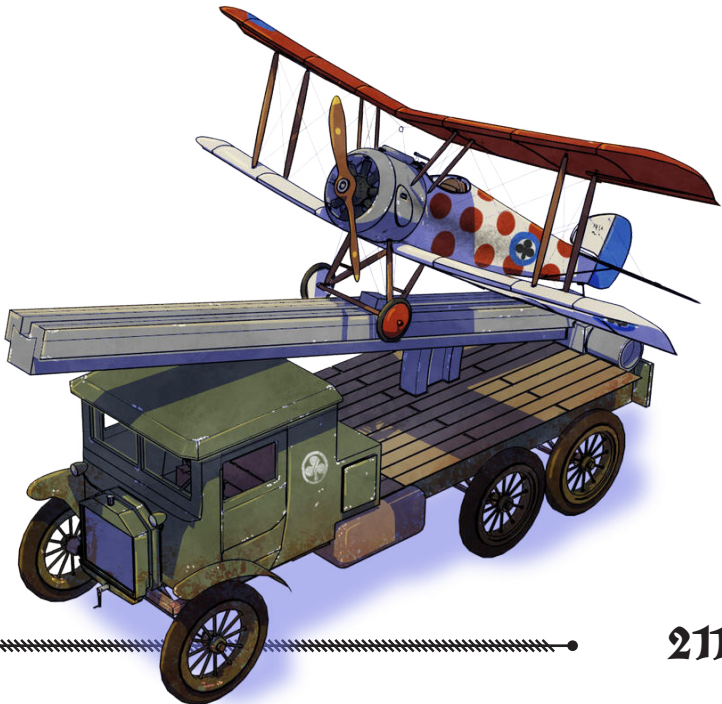
Speed	5	Torque	-I	Handling	10
Armour	0/0/0	Integrity	18	Safety	0
Reliability	+I	Fuel Uses	II	Stress	0
Huge Size			Large + Small Cargo		
	Type	Vis.	Escape	Notes	
Driver	Closed	0	0		
Passenger	Closed	0	0		

- 60hp Petrol, Six-Wheeler, 2 Closed Seats
- Large & Small Cargo -or- 20 Exposed Cramped Passenger Seats

Flakwisent (10p): +3 Exposed Seats (Gunner, Loader, & Rangefinder), add Flak Cannon (Rear/Up). Cargo to Small + Tiny. Reduces Integrity by 3.

Launch Truck (10p): Cargo to Large. Adds Special Utility - Launcher (5p, +I Volume): Allows a single-seat, single-engine aircraft carried as cargo to be launched at Speed 12, Altitude 0, taking 2 G-Force in the process.

Tanker Truck (5p): Large Cargo space to dedicated fuel tanker.



Flying Circus

Schreibersohn Speedster

9b, Upkeep 2b

The remnants of a short-lived attempt by Dorand nobility to assemble a car-racing circuit, obviously overshadowed by the much more interesting air racing scene. Though not practically useful, there are collectors who will pay handsomely for examples.

Speed	10	Torque	-1	Handling	30
Armour	0/0/0	Integrity	12	Safety	0
Reliability	-4	Fuel Uses	6	Stress	0
Medium Size			Tiny Cargo		
	Type	Vis.	Escape	Notes	
Driver	Exposed	-	-		

- 150hp Petrol (x3 Enlarged), Four-Wheeler, 1 Seat

Mechanisch

10b, Upkeep 0b

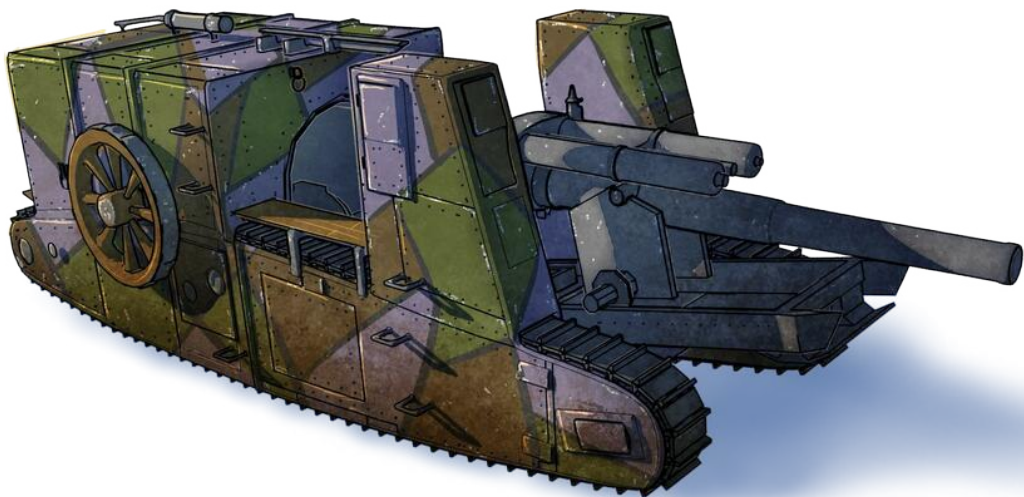
During the uprisings of '96, urban Gotha garrisons took to illegally commandeering utility trucks from local industry and bolting guns onto them to chase down syndicalist partisans. Expenses for the conversions were disguised as routine aircraft upkeep work, hence "Mechanical".

Speed	4	Torque	-1	Handling	35
Armour	0/0/0	Integrity	10	Safety	0
Reliability	+2	Fuel Uses	13	Stress	0
Medium Size			Tiny + Small Cargo		
	Type	Vis.	Escape	Notes	
Driver	Exposed	-	-		
Passenger	Exposed	-	-		
Gunner	Exposed	-	-	PMG (All Horizontal/Up)	

- 20hp Petrol, Four-Wheeler, 3 Seats, Small Cargo
- x1 PMG (All Horizontal + Up)

Anti-Tank (9b): Replace PMG with *RLC (All Horizontal)

Rocket Carrier (19b): Remove Cargo, replace PMG and gunner position with passenger-operated, 8-rail *Rocket Artillery Rail (Fore). -3 Integrity.



Geschützträger-ZA “Nashorn” 34b, Upkeep 1b
An armoured gun tractor which acted as a basis for future Fokker tanks, the Nashorn was a common sight in the mud just behind the front. It shared its name with an iconic bomber in the same military.

Speed	2	Torque	+4	Handling	-I
Armour	2/2/2	Integrity	25	Safety	2
Reliability	-2	Fuel Uses	I2	Stress	I
Huge Size			No Cargo		
The Howitzer can be dismounted from the carrier and used separately. Ammo Rack: External stowage can hold x2 Ammo (I6 Capacity/32 shells for the Howitzer), but any hits to the side of the vehicle count Integrity as 6 lower.					

	Type	Vis.	Escape	Notes
Commander	Closed	-2	-2	
Driver	Closed	-2	-2	
Engineer	Closed	-2	-2	
Gunner	Exposed	-	-	M. Howitzer (Fore), Gun Shield
x4 Gun Crew	Exposed	-	-	

- I20hp Diesel, Continuous Tracks, 8 Seats (3 Closed, 5 Exposed), Armour 2/2/2, Medium Howitzer (Fore), Gun Shield
- Special Utility (Dismountable Gun 1b, External Ammo Rack 0b)



TbKtnw Ausf. II “Bauernwagen” 13b, Upkeep 0b
Arriving just as Macchi fell, the ‘triebkettenwagen’ mostly served as a garrison vehicle for the Gotha occupation. Post-war, many vehicles salvaged from the Rhona Valley have been converted to cargo trucks. Goth warbands have been seen with brand-new, upengined models.

Speed	3	Torque	0	Handling	2I
Armour	2/2/0	Integrity	20	Safety	I
Reliability	0	Fuel Uses	11	Stress	I/O
Large Size			No Cargo		

	Type	Vis.	Escape	Notes
Driver	Closed	-2	-2	
Commander	Closed	-2	-2	
Gunner	Exposed	-	-	WMG (Fore)
Loader	Exposed	-	-	
x8 Passenger	Exposed	-	-	

- 60hp Petrol, Half-Track
- 12 Seats (2 Closed, 2 Exposed, 8 Exposed Cramped)
- x1 WMG, Armour 2/2/0

Goth “Höllenhund” Half-Track (14b): Switch to 80hp Petrol. Upkeep I, Speed 4, Reliability -I, Fuel 10. Switch WMG for Landflammenwerfer; the Loader position becomes a Passenger seat.

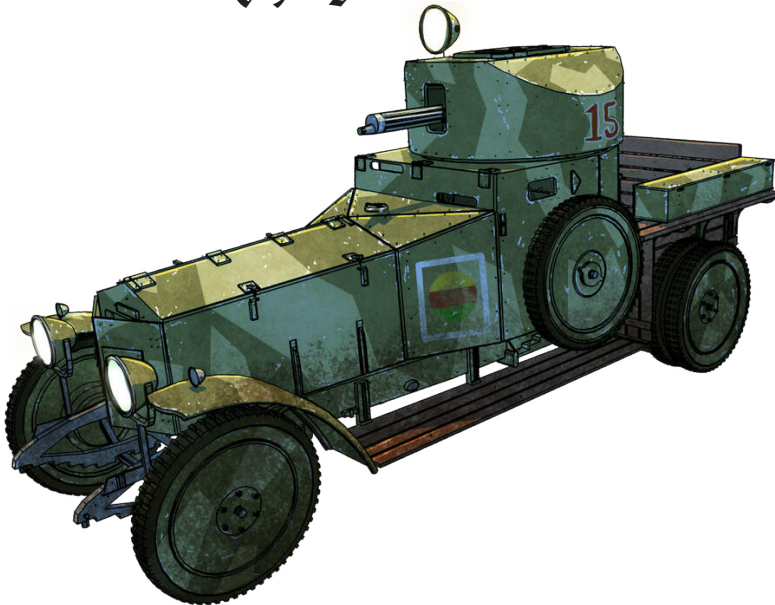


VMTT-92 Mountain Transport 20p, Upkeep 0p
Used by elite Macchi alpini operating in the high mountains, these troop transports could, with the aid of grappling hooks, scale sheer cliffs. They carried an onboard compressor for refilling air tanks and had an engine supercharger, allowing them to operate at peak performance.

Speed	2	Torque	+3/-I	Handling	I6
Armour	2/I/I	Integrity	20	Safety	I
Reliability	0	Fuel Uses	II	Stress	I/O
Large Size			Tiny Cargo		
Supercharger: Ignore high altitude penalties (<i>Horrors of the Heights</i>). Air Compressor: Refills up to 3 Oxygen Tanks per hour. Grapple & Spiked Feet: Can climb sheer cliffs with Cross Obstacle.					

	Type	Vis.	Escape	Notes
Driver	Closed	-2	-2	
Commander	Closed	-2	-2	
Gunner	Exposed	-	-	WMG (Fore)
x8 Passenger	Exposed	-	-	

- 60hp Petrol, Half-Walker
- II Seats (2 Closed, 1 Exposed, 8 Exposed Cramped)
- Special Utility (Air Compressor 1p, Grapple & Spiked Feet 2p, Supercharger 3p)
- xI WMG, Armour 2/I/I



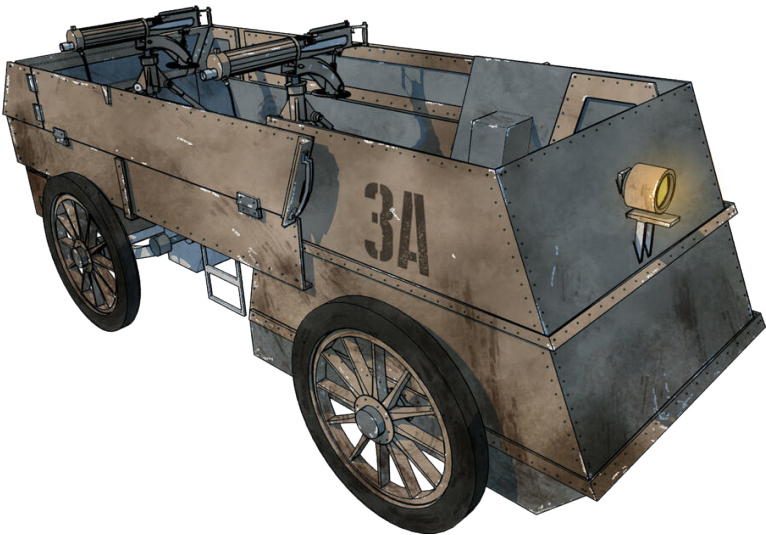
Dwyfor Street Cruiser (Armed) I6p, Upkeep 1p

Originally a prewar luxury car sported by the Royal Family and aristocratic elites in the urban centres of Sopwith, Dwyfor quickly produced militarized versions for internal defence and VIP escort. Markgraf took over manufacturing and later adapted the novel turret design.

Speed	5	Torque	-4	Handling	25
Armour	2/2/1	Integrity	19	Safety	1
Reliability	-1	Fuel Uses	10	Stress	1
Medium Size			Small Cargo		

	Type	Vis.	Escape	Notes
Driver	Closed	-2	-2	
Commander	Closed	-2	-2	
Gunner	Closed	-1	-1	WMG (All Horizontal), Hatch

- 80hp Petrol, Four-Wheeler
- 3 Closed Seats, 1 Cupola, Small Cargo
- x1 WMG (All Horizontal)
- Armour 2/2/1



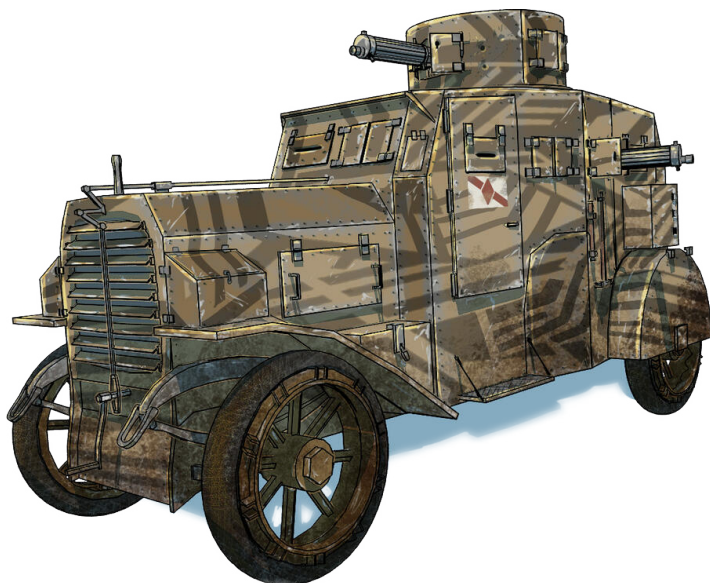
X-Class Land Airship 15p, Upkeep 0p

As Gotha forces began to encroach on the core provinces of the UWF, there was a great scramble for weapons which could contest landings. The X-Class was adapted from troop transports by attaching armoured sides and machine guns to create a mobile trench.

Speed	4	Torque	-3	Handling	3I
Armour	I/2/I	Integrity	I6	Safety	I
Reliability	0	Fuel Uses	I2	Stress	0
Medium Size			No Cargo		
Gun Tripods: WMGs can switch sides or be detached and dismounted with a few minutes work.					

	Type	Vis.	Escape	Notes
Driver	Exposed	-	-	
Commander	Exposed	-	-	
x2 Gunner	Exposed	-	-	WMG (x2 Right)
x2 Loader	Exposed	-	-	

- 40hp Petrol, Four-Wheeler
- 6 Seats, x2 WMGs, Armour I/2/I
- Utility Function: (Gun Tripods 1p)



Richter-9a Armoured Wagon

18hp, Upkeep 0hp

Prewar Macchi was a hotbed of labour and independence movements, and used these machines to put an end to the riots. They were soon purchased or licensed by the other Great Powers, and later versions would come to sport turrets in addition to other weapons.

Speed	4	Torque	-3	Handling	27
Armour	I/I/I	Integrity	I7	Safety	I
Reliability	0	Fuel Uses	I2	Stress	I
Medium Size			No Cargo		
Prisoner Transport: Prisoner seats are Sealed, cannot be opened from the inside, and cannot access any other part of the vehicle.					

	Type	Vis.	Escape	Notes
Driver	Closed	-I	-I	
x3 Gunners	Closed	-I	-I	WMG (xI Right, xI Left, xI All Horizontal)
x2 Prisoners	Sealed	-	-	

- 40hp Petrol, Four-Wheeler, 6 Closed Seats
- x3 WMG (xI Left, xI Right, xI All Horizontal), Armour I/I/I
- Special Utility (Prisoner Transport Ip)



Theler Waffen-Radkahn 25p, Upkeep 0p

Inspired by improvised gun trucks built by supply regiments, the Radkahn was designed as a high endurance “wheeled barge” for protecting supply convoys in the Wild from ambush by fae and Sopwith guerrillas. Many were painted with bright colours and heraldry to attract enemy attention and let transports escape.

Speed	3	Torque	-5	Handling	19
Armour	2/2/2	Integrity	22	Safety	2
Reliability	-1	Fuel Uses	22	Stress	1
Large Size			Tiny Cargo		
Reversible: The Radkahn has a driver at both ends, allowing it to reverse at full speed. Driving backward uses the other driver's stats.					

	Type	Vis.	Escape	Notes
x2 Driver	Closed	-2	-2	
Gunner	Closed	-2	-2	*RPC (All Horizontal)
x2 MG Crew	Closed	-2	-2	WMG (x1 Left, x1 Right)

- 60hp Petrol, Expanded Fuel Tanks, Four-Wheeler
- 5 Closed Seats
- x2 WMG (x1 Left, x1 Right), x1 RPC (All Horizontal)
- Armour 2/2/2, Special Utility (Reversible +1p)

Gamemaster



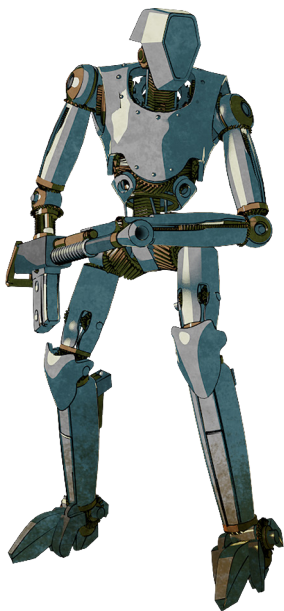
Running Ground Combat

Ground combat is largely handwaved in regular Flying Circus, with no real thought given to running it and minimal moves for engaging in it. It's a game about flying, after all; ground combat was the least important facet of the rules by far.

However, ground combat is still present enough that it might come up, and campaigns could well stray toward incorporating a fair amount of it, deliberately or through the circumstances of the conversation. In addition to being both highly lethal and highly frustrating for pilots, it was a particular problem for GMs, as it was the only section of play without much guidance on how to run.

This section is designed to solve that issue, giving GMs new tools to keep the story moving beyond simply throwing lethal attacks at the players.

The inclusion of tanks also demands their own special moves, considering how many things can go wrong with them. Driving a tank should be something of a power trip for players, but the GM still needs teeth.



Agenda

Your basics, agenda, and principles on the ground remain mostly unchanged, but you have one more item on your agenda for pilots.

This Is Not Your Domain

Pilots are not soldiers. They are not supposed to be down here in the mud with rifles, pistols, and knives. They are bold aviators, not tankers or infantry. They need to fly.

Combat on the ground should, at every turn, remind the players that this is not where they are meant to be. It should motivate them to get out of this awful circumstance and into the air as fast as they possibly can.

On the ground, the *Mix of Glory and Tragedy* leans heavily toward tragedy. The *Thrilling Danger* is the awful, sickening thrill of a horror movie rather than the pulse-pounding rush of an action movie. It's dirty, grimy, inhuman, and utterly awful in every regard.

Make it clear that pilots are small and fragile. They're often outnumbered by both the enemy and their own allies, just a small part in a larger fight rather than the centerpiece. They aren't here to win, just to survive.

What they contribute shouldn't be big setpiece moments; make it immediate and deeply, disturbingly personal. If your group agrees (remember your safety tools!), this is where lingering on the consequences of violence on both friend and foe can be most powerful, especially in the aftermath with the wounded and dead.

That doesn't mean it can't still be fun and exciting, but it should always be with a sense of frantic panic. In other words, ground combat is where PCs cease to be larger than life ace pilots and become normal, scared people in a situation much bigger than them.

However, this agenda is very much a suggestion. If your campaign focuses hard on ground combat, especially if it includes tanks a great deal, treating ground combat more like you would air combat in a regular game might make more sense. When in doubt, ask your players what they'd prefer.

Basic Ground Combat

As the GM, if you're going to be playing out combat on the ground, you'll need to describe it the same way you do combat in the air.

With Infantry

Flying Circus takes place after the in-universe equivalent of the First World War, which saw an enormous leap in the complexity of infantry tactics. While most people picture the war as just sitting in trenches and walking at machine-guns, the reality was far more sophisticated, especially toward the end of the war.

The people of Himmilgard still have that conflict in mind, even if they don't quite understand all the details, so their state of the art is a war of trench raiders, timed bombardments, and combined arms infiltration.

Equipment

The standard equipment for soldiers of this era is fairly simple. Uniforms are hard-wearing materials in subdued colours, with sturdy boots or puttees (tightly wrapped cloth) for ankle support. Most of these uniforms will be wartime surplus, usually recut, redyed, or with new patches.

To protect the head against fragmentation, troops would have steel helmets, but as they are heavy and uncomfortable, they only put them on if they were expecting to be shelled. At the belt are pouches filled with ammunition, grenades, and other gear. Suspenders help carry the weight.

The vast majority of soldiers would carry bolt action rifles tipped with bayonets: they're cheap, reliable, and don't waste ammunition, especially important in our post-apocalypse. Soldiers will also carry entrenching tools like shovels and picks, and experience in trenches may have taught them to bring along other close up weapons like maces or knives.

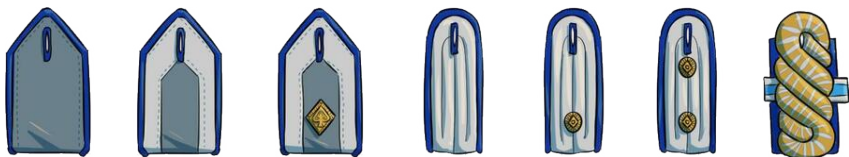


Squads & Ranks

Fighting is always a team effort. You might have covens of witches who carry guns only as backup, resistance cells where everything is done in civilian clothes with concealed weapons, or ragtag pirates, but everyone generally understands the importance of sticking together.

Squads are usually five to ten soldiers, with a leader and a second. Squads will carry special equipment in accordance with availability and the squad's role: they may be tasked with a machine gun and its supplies, for instance. Leaders may carry a distinct weapon so they stand out and aren't burdened with a full-size rifle, like pistols, swords, or carbines.

If a town can afford it, they may have a small number of professionals in the model of wartime storm troopers, who get all the best equipment like armour, submachine guns, and grenades. Everyone else will make do.



Rank boards of the former Gotha Empire, still widely used. From left: Private, Corporal, Sergeant, Sub-Lieutenant, Lieutenant, Captain, Major.

Most militias, paramilitaries, and mercs imitate the wartime rank system:

- Commissioned officers make plans and give orders. You salute them and call them sir (*Herr* or *Frau* followed by their rank).
 - Lieutenants (*Leutnant*) command platoons of 2-5 squads.
 - Captains (*Hauptmann*) command companies of 2-5 platoons.
 - Staff officers like Majors and Colonels (*Oberst*) command multiple companies, if a force is big enough.
- Non-Commissioned Officers, or NCOs, ensure orders are followed.
 - Corporals (*Unteroffizier*) manage small tasks or teams.
 - Sergeants manage squads of 5-15ish soldiers.
 - Sergeant Majors (*Feldwebel*) help manage larger units.
- Privates follow those orders. They will often hold different names based on training, experience, region of origin, or contract (*Muskeetier*, *Soldat*, *Füsilier*) but all have the same authority (none).

You may recognize this as similar to the executive/manager/worker hierarchy of capitalist business; weird huh? Probably not important.

Useful Tactics

As the GM, your job is to have the enemy provide a challenge to the players without simply overwhelming them, while also seeming like a plausible enemy force. The first and most important thing is to constrain the size of the force you use, and to use groups to prevent things from being too overwhelming. Coordinating thirty NPC soldiers is impossible, but coordinating three squads is very workable!

As with any other dangerous situation in a *Powered by the Apocalypse* game, be sure to signal what you are doing to the players. Give them warnings before the enemy do anything big: let them see them fixing bayonets, pulling out explosives, or regrouping.

Generally, a good opponent has as many elements as there are player characters, plus a few extra units as wildcards. Too few groups constrains your options, but too many is overwhelming and hard to track. The scale of these groups can change with the context: when the pirates first attack the town and the players are defending a small slice of it, you can just describe whole flanks, plus the enemies right in front of them. When the players are making a last stand in the rooms and corridors of the rathaus, each 'group' might be just one or two combatants.

Even if the players get drawn into truly enormous battles, this rule should hold fast. When a region splits in half and all the towns pledge forces, there might be a thousand soldiers on either side of the fight, but breaking them down to, say, three units (so you can describe what each flank and the centre is doing) makes it something you can deal with. When the enemy gets close, sure there might still be hundreds of other enemies, but *now* we just care about these individual squads and vehicles.

A good pattern when attacking a player's position is to have one group trying to pin them in place by threatening or suppressing them, one group moving closer to really hurt them, and the rest as wildcards who can threaten flanks, occupy allies, or cut off escape routes. That provides constant pressure without simply charging and overwhelming them.

Finally, remember to roll Keep your Cool for NPCs! Himmilgard has few professional soldiers, and even most of those are not very well disciplined. They will be careful, scared, and jumpy. One or two casualties, or even just a nearby mortar burst, may well convince them to run away or give up!



Describing Combat

An advantage you have as the GM is that once engaged in fighting, people tend to get tunnel vision, so you can narrow the focus down to just what matters. You don't have to keep track of everything, just what they've seen.

It takes a lot to convince people to close right on top of the enemy, and without motivation people usually won't get closer than a hundred metres to somebody else in a gunfight. Put a thumb up with an outstretched arm: a person at a hundred metres is the size of your thumbnail!

Unless they have to, people will stay down and out of sight. Modern battlefields are empty. Unless moving, everyone is in cover or prone. Instead of describing where enemies are, describe distant gunsmoke and muzzleflashes, and maybe short glimpses as they reposition. Without clear targets, it can take hundreds of shots in a gunfight to score a hit.

When fighting does get close, people are desperate and scared. They yell at each other, fire blindly over cover, and use whatever they have at hand. Most will withdraw rather than stay to fight a melee, and if one happens anyway it will end quickly, because the losing side will run, try to surrender, or simply give up from shock and panic.

Finally, a note on describing hits. People who get shot don't throw their hands in the air and spin around, but neither are they likely to simply die on the spot. Usually, they'll just slump over in shock, falling like a sack of potatoes, and if they have the strength they'll try to crawl to safety. After a fight, maybe only a third of the people who got hit will be dead.



With Vehicles

The tanks of Himmilgard are not sophisticated and are rarely used in sophisticated ways. Outside of a few elite forces, they are battering rams and mobile artillery pieces which beat the enemy down in an attack, until they get stuck and become forward pillboxes. Likewise, most people don't have much of an idea in the way of anti-tank tactics on foot either.

Combined Arms

Outside of specific circumstances where it might make sense, or if they are totally inexperienced, the enemy should never just throw a tank out alone at the end. There's always infantry around them, defending them against other infantry and guiding them forward. Tanks need infantry to be their eyes and ears, and to hold the ground they take.

The tank should never be the first thing the players see, because infantry will be scouting ahead for it to protect it. Especially in this era, tanks need safe routes to travel by, so infantry will be finding those. If a tank has outrun its infantry, a member of the crew may well get out of the vehicle and walk ahead to find a path!

Often, infantry will crowd behind an advancing tank to use it for cover as it moves forward. It's very authentic, makes a lot of sense, and it provides the players something obvious to do because if they can flank the vehicle they have a shot at the troops in the open!

Describing Vehicles

Tanks are heavy, loud, dirty things, and when players are on foot the best way to describe it is as a huge, rampaging monster. It destroys everything in its path and is seemingly invincible, and it should be made clear to the players that the worst thing they can do is draw its ire.

That's the trick, though; tanks do not have very good awareness. A fight against a tank is made interesting by emphasising its ignorance. Make it clear what it can see and what it can't, and give chances to move around and reposition without being seen. Have it only notice the players when they draw attention to themselves, or when guided by infantry.

A good battle against a tank should resemble the t-rex scene from the first *Jurassic Park*. Down to its vision being based on movement!

Player Point of View

The player's view outside their own tank is going to be very limited, and a lot of what they know will have to be gathered through extrapolation rather than direct observation. Give only hints of what is happening, and remind them to either Peek Out or Peer Out for more information.

While locked in the tank, the crew compartment is more 'real' than the outside. It never hurts to describe the things outside by the effects they have inside rather than directly. They don't see the machine gun or cannon firing, they hear the bullets pinging off or a deafening *clang*. They don't know they're getting bogged down, they feel a familiar lurch.

Firing Drill

Because making sure every shot counts is vital to the survival of a tank, every step in the process of shooting is spoken aloud.

Commander: "Tank! I o'clock, 400 metres! (*Panzer, I heur, 400 meters!*)"

Gunner, aiming: "I o'clock, 400m, on target!" (*I heur, 400m, im Ziel!*)

Commander: "Load armour-piercing!" (*Panzerbrechend laden!*)

Loader, after loading: "Up!" (*Geladen!*)

Gunner, firing: "On the way!" (*Feuern!*)

The commander will then, if they are able, tell the gunner if they hit, what effect it had, if they missed and how (landing short, long, etc), where the next target is, or to cease fire.

Ground Combat Moves

The core game didn't regard ground combat as terribly important, and didn't need much in the way of ground combat moves for the GM. If players are going to be running around with tanks and rifles, though, you'll need to be prepared!

Their Foes

- Push at their flanks.
- Threaten them with assault or explosives.
- Put their allies in danger.
- Bring in reinforcements.
- Call for their surrender or a ceasefire.
- Retreat to more favourable ground.
- Burden them with prisoners.
- Just shoot them.



Combat is intense and complex, and often you'll find multiple moves blend together. A foe pushing at the flanks might also be readying an assault. A bigger threat might be what puts their allies in danger. That's okay!

Your priority is always to try to keep a clear narrative of what is happening when. If you need to, draw maps and diagrams or use tokens on the table so the players have a good sense of distance, movement, and position.

When you push at their flanks, you have the enemy move in order to deny them cover, seize the high ground, or otherwise negate any natural advantages that the players might have. Usually this will be a section of the enemy force, while another part provides covering fire: this is called leapfrogging.

“When you peek back over the top of the trench, you see their machine gun is still in place and covering you, but some of the militia have climbed out and are advancing. What do you do?”

“As you’re reloading, you hear shouting and gunshots behind you. You aren’t sure how, but the mercenaries have managed to work their way around and cut off your escape route! What do you do?”

When you threaten them with assault or explosives, you make the next stage of the enemy plan obvious and overwhelmingly dangerous: they see the enemy pulling out grenades, fixing bayonets, or otherwise readying to get close with their most lethal tools. This is a warning of imminent dangerous attack, and should always give some chance to respond.

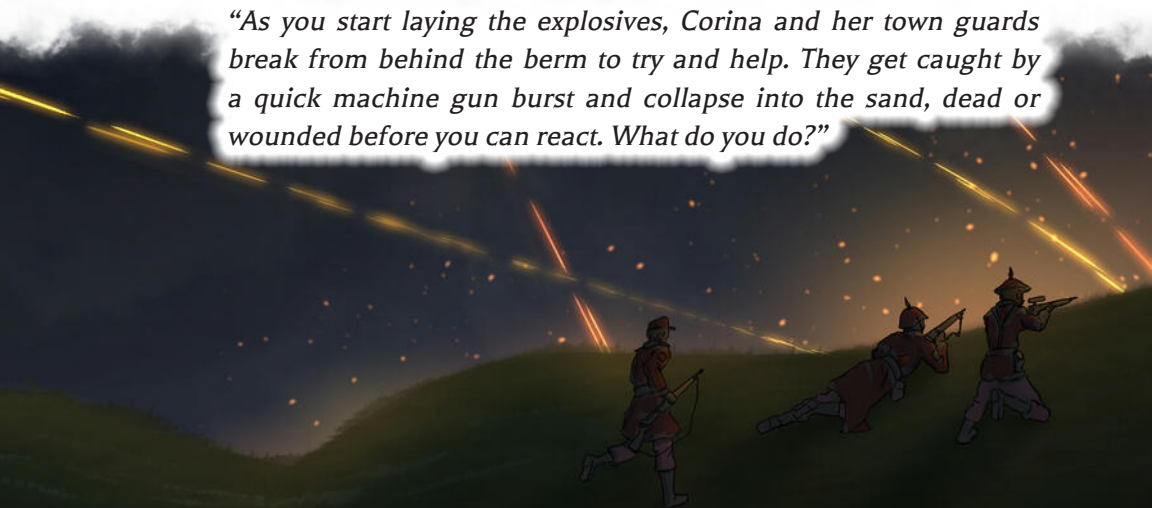
“As you wait in the alley, you can hear voices outside in the street. From the sounds of things, the constables have got their clubs and are planning on rushing you. What do you do?”

“When you pull away from the bunker’s vision slit, you hear footsteps overhead, people moving on the roof. Suddenly, light pours in through the ventilation pipe, and a smoking grenade drops through onto the floor! What do you do?”

When you put their allies in danger, you have the enemy’s action threaten to overwhelm or outright destroy a number of allies appropriate to the scale of the scene. As a soft move, this creates a difficult tactical consideration, while as a hard move you simply wipe out a number of their allies in a blast or machine gun burst and force them to reassess with the forces they have left.

“From your vantage point atop the tank, you can see the whole battlefield clearly. Lars and the other Sopwith squaddies are putting up a good fight, but the clockwerk men are almost right on top of them now. They’ll be overrun soon. What do you do?”

“As you start laying the explosives, Corina and her town guards break from behind the berm to try and help. They get caught by a quick machine gun burst and collapse into the sand, dead or wounded before you can react. What do you do?”



When you bring in reinforcements, you bolster the enemy numbers in some way. This can be as simple as the players realizing they are facing a larger force than they expected, or extra soldiers coming in by helicopter, or as devastating as the players' allies turning on them. You'll really want to signpost that one before you do it, though.

"As you fire the cannon, the near wall of the building to your left collapses. Behind it are a squad of enemy soldiers who are just as surprised as you! What do you do?"

"You chase the two Goth stormtroopers down the hall, screaming at the top of your lungs, and they're running as fast as they can. When you come around the corner, though, there's a crowd of like twenty of them! What do you do?"

When you call for a surrender or ceasefire, you have the enemy try to bring a halt to hostilities, either on the enemy's terms or simply a momentary pause to collect the wounded and dead. If you've got the players in a bind and they've been doing poorly, this might give them an 'out' if they don't think to retreat. It can also shift the moment from a lethal fight to a tense or sobering social scene if you find momentum flagging.

"As you reload and prepare yourself for your last stand, you slowly start to realize the enemy fire has dropped off. As you peer over the wall, you see a junior Goth officer approaching with a white flag. He yells out, "My general says there is no point in continuing this fighting! He is willing to discuss a surrender!" What do you do?"



The next two moves cover what happens when the enemy is losing. Almost nobody actually fights to the last man, usually only soldiers backed in a corner who both have nowhere to go and who believe their surrender won't be honoured. Once the players are winning, or it's become clear to the foe that the cost of victory will be too steep, the enemy will generally try to end the fighting one way or another.

When you retreat to more favourable ground, you have the enemy pull back and attempt to disengage. The favourable ground may be up a hill or in a defensive position, or it may be back into their airship to get the hell out of there, but the point is they are trying to leave. They'll likely have a rearguard to cover their retreat, even if it's just one or two guys who will surrender the moment their friends are out of sight.

"Yeah, with their officer dead it looks like the enemy's assault has run out of steam. They're turning and running back toward the town, though the one by the log nearest you doesn't seem to have gotten the message and is still shooting. What do you do?"

When you burden them with prisoners, the enemy give up and surrender to you, and now the players are suddenly responsible for them. They'll probably have wounded soldiers who need tending, and you'll need to figure out what to do with them, which can be a complication as difficult to navigate as the fight itself.

The ethically fraught version of this move comes when some members of the enemy surrender and some don't. Remember: companies have a reputation, both in the narrative, and in the Fame and Infamy system. The GM should keep their treatment of prisoners in mind for the future.

"Okay, the last of them are out of sight now, in the forest. Except you're starting to notice that not everyone who is down is dead, and a few more mercs emerge from the foxholes along the ridge with their hands up. What do you do?"

"You have them dead to rights and they know it. As you come around the corner, they start throwing down their guns, yelling that they're friendly. 'Kamerad! Kamerad!', you know? Except, there's one guy at the back who's still got his pistol out! What do you do?"

Finally... *when you just shoot them*, you point a gun at somebody as a soft move, and pull the trigger as a hard move. That option is always available to you, but it's also the least interesting thing you can do.

Try to use your other moves to create a narrative landscape of the fight which is punctuated by attacks, rather than simply throwing dice at the players until they cry uncle.

Prisoner Moves

You have to be careful with prisoners as a GM. If you rely too much on escapes and rebellion, players will quickly lose patience and you'll have a war crime on your hands. Instead of treating them as Threats, remember that they are now the players' responsibility: If they want the reward for bringing in prisoners, it means they have to care for them.

Because this has such potential to go badly, as a GM you should strive to reward responsible and compassionate behaviour. When playing prisoners, most of them will not be particularly defiant: they're likely to just be relieved or even grateful they made it through the battle.

Their Prisoners

- Attempt an escape.
- Require aid or rest.
- Reveal other threats to their captors.

When their prisoners *attempt an escape*, it's better to centre it around a simple dash to freedom than a potential new firefight breaking out. A prisoner escaping or dying both represent the same mechanical outcome for players (losing potential income), so if they aren't an active threat, they're more likely to prioritize recapturing them.

You can use the chase to potentially draw them into other Threats, such as drawing the ire of the Fae.

When their prisoners *require aid or rest*, you occupy the players with a distraction which can be used to set up other threats or moves. If a prisoner needs medical attention and they stop the convoy for it, then you have a setup for other issues.

Clever solutions, like using vehicles as ambulances or to carry exhausted prisoners, are thus rewarded as well. If you do spring a trap at that point, put their ambushers at a corresponding disadvantage.

When you reveal other threats to their captors, you use prisoners as a setup for other incoming threats. This can be overt, with a prisoner either answering questions or volunteering information, or more subtle. If all the prisoners are looking anxiously toward one road and seem braced for something to happen, then that's a good prompt to players to discover what it is and figure out what to do with it.



Vehicle Moves

For the most part, you should try to think about tanks the same way you think about player aircraft: they are rickety, unreliable, dangerous things, and should be as much a threat to the player as their foes!

Their Vehicle

- Forecast problems with sounds and sensations.
- Have something break down.
- Make them open their hatches.
- Have them cause collateral damage.
- Put something in their way.
- Bog them down in the terrain.

As with aircraft, you shouldn't spring problems with a vehicle onto your players without *forecasting it with sounds and sensations*. These situations become actual problems only when the players ignore them because of other priorities, or try to address them and roll poorly.

When you have something break down, you centre the unreliability of their vehicle. While the engine suddenly stopping works, you have options: a hatch or weapon port jammed, a turret stuck in place, a vision slit blocked by debris. This might be a temporary inconvenience soon cleared, or a problem that'll take hours to fix and change how they approach the fight.

"You try to push the gun over to engage the infantry down the street, but it won't shift. You think it might be getting stuck against the edge of the building! What do you do?"

"As you crest over the top of the hill, you hear a horrible sound of metal on metal, then the tank starts to skew to the right. You hit the brakes and the tank slides to a halt. From the sounds of things, you just threw your right side track. What do you do?"

When you make them open their hatches, you gate the players' desires behind compromising the protection of their vehicle. Most commonly, a target or threat will slip into the dead zone where they aren't visible from any of the vision slits. Other reasons to open hatches include the build up of toxic fumes from the engine or a gas grenade, a friend in danger trying to get into the tank, or a foe forcing the issue.

"You realize with slow horror that the worsening headache and the confusion of your crew are signs of carbon monoxide poisoning: the exhaust is leaking into the cabin. If you don't open the hatches, it's going to get worse. What do you do?"

"You lose track of the Goth trooper as he gets close to the vehicle, then you hear something clatter across the hull. There's a snap from above you, and the hatch pops open. There he is, with a crowbar in one hand and a grenade in the other! What do you do?"

Tank Traps

As soon as the tank was invented, people came up with defences. These include anti-tank trenches (ditches too wide and deep to cross), Czech hedgehogs (a giant caltrop of steel beams, they're called "Loring Jacks" in Himmilgard) and Dragon's Teeth (thick, squat concrete pillars).



When you have them cause collateral damage, you remind them how much of a blunt instrument the tank is, how everything about it is too big and brutal for the world around it. As a soft move, this collateral is complications: a bridge collapsing behind them, a building which could have given allies cover crashing down, a shell turning a firm road into a muddy pit. A hard move takes things from the players.

“Okay, the shell skips off the side of the enemy tank and right into the building alongside. It wobbles and then slowly collapses between you, turning the entire avenue into a tall pile of rubble. You can’t see them anymore. What do you do?”

“As you back up to get out of the line of the fire, you hear a faint crunch from outside the vehicle. It’s then that you remember that Ulrich’s boys were using you as cover. What do you do?”

*When you put something in their way, you throw an obstacle in the path of a speeding vehicle. Cresting a hill reveals a burnt-out car, an ally steps into the road, etc. This can push Dodge Obstacle, cause a Crash, or result in them *causing collateral damage*, but the point is to get the players to slow down and watch their surroundings more.*

When you bog them down in the terrain, you introduce difficult terrain in their path, making them choose between the Cross Obstacle move and finding another, potentially more dangerous, way around.

As a hard move, they don’t get a choice; what they thought for sure was solid ground, wasn’t. Hard-packed earth proves to be deep mud or soft sand, the trench was wider than it looked, or that fragile building you were ploughing through turns out to have a basement.

“Well, from the air this looked like just a clearing, but now that you’re here, it’s obviously more like a marsh. You’re pretty sure you can ford it, but you don’t know for sure how deep it is. You’re still on the clock, what do you do?”

“As you cross over the trench and turn, everyone bounces around a bit in the tank as the earth shifts below the tracks. Looks like you ran over an old dugout and it collapsed, and now you’re in a pit of some kind. What do you do?”



Enemy Threats vs Vehicles

- Lead them into a trap.
- Pull out their good anti-tank gear.
- Get up close with explosives and determination.
- Concentrate all fire on the tank.

While for the most part player tankers are at an overwhelming advantage against enemies on foot (tanks are a power fantasy), overconfident tankers should still end up in trouble!

When you lead them into a trap, you have the enemy bait the players into a bad spot by retreating or offering a too-good-to-be-true weakness. If the players choose to push against it, they'll find themselves overwhelmed by enemies attacking from all sides or confronted with a dangerous weapon.

This is also a good hard move on a missed Tank Battle! roll.

"The enemy aren't even trying to hold their barricades when they see you... oh you chase them down? Okay, you chase them around the corner, and suddenly find yourself face to face with an anti-tank cannon nestled in the window across the street! What do you do?"

"With its shattered barrel still spewing smoke, the Rammbock backs away and reverses around a corner. As you follow it to get the gun lined up for the next shot, you're shocked to find it's joined by a second tank, pointing its cannon at you! What do you do?"

When you pull out their good anti-tank gear, you have the enemy brandish anti-tank rifles, tank breakers, disposable rockets, bundle grenades, etc. Either many enemies all go retrieve these weapons so that the players have time to react, or one or two dedicated tank hunters emerge among the enemy ranks as a sort of tiny boss battle.

“As the tank rolls into view, you see a group of enemy soldiers crack open a crate and start passing out what look like disposable rockets. Uh oh. What do you do?”

“Well, the first sign you get that something is wrong is that bullet punching through the tank. Somewhere out there, somebody’s got an anti-tank rifle trained on you. What do you do?”

When you get up close with explosives and determination, you take advantage of the limited view to have infantry slip close to, and perhaps even onto, the tank. From there, they can block vision slits, force hatches open, or simply pull out their good anti-tank gear, forcing drastic action.

This works best with foes that are either fanatically brave or highly professional, because in both cases the players know they’ll be a danger rather than a nuisance.

“Okay, the survivors are pressing forward, and after a moment you lose them in the blind spot under your vision slits. You think you can hear them crawling around atop the tank. What do you do?”

When you concentrate all fire on the tank, you remind the players that they aren’t invincible even to small arms. A storm of rifle and machine gun fire can still rattle and disrupt a crew, and works to show the enemy as brave, determined, and skilled. It’s a way to signal to the players that despite their advantage, this isn’t going to be easy.

When a whole platoon of troops fire on a tank, you have a choice. Suppressive Fire will resolve it quickly, but rolling the attacks might do more damage. Even rifles are scary when fragments start working their way into the seams and the crew have to Keep their Cool.

“As you approach their line, the occasional ‘ping’ of rounds off your armour becomes a deluge of noise and splinters as every gun in their line opens up at once. It’s like hailstones on a tin roof, and you take... ooh. I4 Suppression. What do you do?”



Enemy Vehicles

- Charge straight at them.
- Bring their gun to bear.
- Spray them with secondary fire.
- Sit back and bombard their position.
- Reposition to better ground.
- Blow things up indiscriminately.
- Carry dangerous foes into battle.
- Absorb fire.
- Bail once things get bad.

Enemy tanks are fully capable of using all the regular enemy moves, and will often be integrated into them alongside enemy infantry and aircraft. However, enemy vehicles also have some moves all of their own to make the players' lives interesting.

When you charge straight at them, you use the vehicle as a battering ram and dominate the players' attention with it. A tank is an enormous, scary machine, and this is when you maximize that fear and put it front and centre, looming over the scene. This is both a very effective way of suddenly raising the stakes and a good distraction from other events.

This charge can be a way to *push at their flanks* if the vehicle is using it to threaten a flank or bypass defences, but it could equally be *threatening them with assault* by having the tank attempt to run over the players on foot or even ram their vehicle!

"While you were doing that, the enemy heavy tank revs up its engine and, in a huge cloud of black exhaust, starts lumbering toward your lines. It's not slowing or stopping, it looks like it's going to crash straight through! What do you do?"



When you bring their gun to bear, you show the tank has awareness of them and threaten them by turning the main gun their way. Turrets and casemates move slowly enough that players will often have time to respond, and you can use this fact to create pressing threats and dramatic tension. This also conveys to players what tanks can (and can't) see.

The hard version of this is, of course, to *just shoot them*.

“As you creep forward, tank breaker in hand, you see the hatch of the enemy tank suddenly close. A moment later, the turret starts slowly rotating in your direction! You have just seconds before it’s on target, what do you do?”

When you spray them with secondary fire, you use the lighter weapons on a tank to keep infantry threats suppressed and threaten tank crews. Remember that NPCs can use Suppressive Fire too, which can be hugely beneficial to tanks as they make other actions.

This move is especially good against armoured vehicles, because while it’s unlikely to actually cause meaningful harm to a tank, the threat of it will keep commanders from being too bold in sitting out of their hatches. The occasional Crew Stunned result helps disrupt player plans and may cause them to fumble a shot during Tank Battle.

“Okay, good hit on the Wandelburg. The main gun’s out, but it starts to slowly pivot in place, and before you can get clear there’s the drumroll of the side MGs taking ranging shots at you. You feel very exposed out of your hatch, Commander, what do you do?”

When you sit back and bombard them, you take the opposite approach to the charge: you have the tank sit back, maybe go Hull Down, and start taking chunks out of things the players value. The threat is still pressing (you don't want you or your friends to get exploded!) but the stationary tank demands the players sally forth to confront it proactively.

"You spot the tank again when its cannon fires. Looks like after it retreated, it came back over the hill to your left flank and set up shop there. It's perfectly positioned in cover and it's hurling shells closer and closer to your machine gun nest. What do you do?"

When you reposition to better ground, you mix up the bombardment and throw off the players' plans by having the tank move. Ideally, a tank repositions by backing out of sight and moving somewhere else, thus forcing the players to find a new angle or charge in and engage in a Tank Battle! to deal with them.

"Okay, you're in position to take the shot, but the enemy tank is backing away and trying to get behind the building. You only have a moment before it's out of sight, what do you do?"

"Alright, so you finally arrive back at the firing step with your anti-tank rifle. Unfortunately, when you look over the edge of the trench, the enemy tank has moved on. It's gone. What do you do?"

When you blow things up indiscriminately, you apply cause collateral damage to the enemy's actions instead of the players'. If the players are trying to defend a town, have the enemy tanks stomp all over it, crashing through houses and blowing up clock towers.

Every shot that misses or bounces off armour should take something with it, and the more detail you established about the town beforehand, the more you can make the players feel it.

"Alright, so you hit the sturmtraktor pretty hard, but it's not out of action yet. It throws itself into a blind reverse to escape from your gun and smashes straight through Old Madia Rozenkwit's bakery. Yeah, I know! What do you do?"

When you carry dangerous foes into battle, you remind the players that vehicles have crews, and the crews can be just as dangerous. This can be in the form of hardened, but still totally normal crews popping out of their hatches with dangerous weapons like submachine guns or grenades, or an impossibly dangerous mercenary emerging from a burning tank in a full suit of armour and carrying a small cannon.

This can also be a way to *bring in reinforcements*.

“Okay, you make it to the side of the tank, and you’re pulling your tank breaker out of your satchel when you hear the sound of metal on metal beside you. When you look over, there’s a crew member in an armoured vest and helmet emerging, pistol at the ready, hunting for you. What do you do?”

When you absorb fire, you have a tank completely no-sell some method that was supposed to stop or slow them. Because not everything is rolled (you won’t roll NPCs firing on NPCs, for example) you’re free to have a tank plough through their allies or passive defences and make it the players’ problem in a very direct manner.

“Well, the mine goes off just fine, there’s a big cloud of dust and a loud boom you can feel from here. Unfortunately, the enemy Wandelburg rolls through like it was nothing! What do you do?”

When you bail once things get bad, you have the crew abandon the vehicle and become independent actors on the field. Historically, tanks were abandoned under fire more often than they were outright destroyed, due to getting stuck, losing tracks, breaking down, or simply being in a bad spot. The crew might try to sabotage their vehicle, but they might not have time or inclination.

This can be a way of *carrying a dangerous foe into battle*, but it could also just as easily *burden the players with prisoners*.

“The TurboPanzer seems pretty stuck in the mud, the tracks spinning helplessly. As you approach, the rear hatch pops open, and the guys inside scramble away from the vehicle before throwing their hands up. There’s a fizzling sound and smoke pouring from the cabin, they look at it nervously. What do you do?”



Strafing

The arrival of NPC planes onto the battlefield as a threat to players is a game-changer, as the majority of the weapons PCs carry cannot hope to damage an aircraft. You have to deal with it carefully.

Here more than most places you must remember that threats are to be foreshadowed, unleashed only when not responded to. It is difficult to identify targets from the air (page 80), so NPC pilots will not be able to simply swoop in, and planes will not waste an attack on stray infantry.

You should always foreshadow these attacks by having the enemy aircraft circle menacingly overhead. Remind players that Himmilgard is still a land ruled by aeroplanes; make it clear that if they are quiet and still, the planes will move on, but if they leave cover, fire weapons, or drive out in the open, they'll get pounced. This can make the arrival of enemy aircraft a pause in the tempo of the game, letting you build tension. It also allows one player to volunteer as bait.

Planes are like sharks. Mostly harmless... until there's blood in the water.

Planes don't like to overstay their welcome. After one strafing run, maybe two if they are very bold, they'll retreat to rearm and avoid interception. If they get fired on, they'll probably break off early, especially in the face of real AA guns.

Though if a fight goes on long enough, they can come back.



A Matter of Scale

Scale is very important in *Chariots of Steel*, on a number of levels. Keeping events appropriately in-scale in all aspects will help you keep your games running smoothly, so let's go over that.

Personal Combat

In a regular game of *Flying Circus*, most of this stuff about squads and tanks and companies won't apply. There, the most common fight is likely to be a downed aircrew against another, or against a patrol looking for them. There will rarely be more than a dozen actors total.

However, all the same rules and GM moves can still be used, kept appropriately in scale to the smaller fight. *Reinforcements* can be a single runner breaking off to alert three more members of the patrol, *allies in danger* can just be their co-pilot. The *threat of an assault* becomes a wounded pilot pulling a knife as they stagger out of their cockpit, *explosives* becomes a single grenade as its user attempts to unscrew the cap and pull the cord with frozen fingers. All of it still applies.

What complicates this small-scale combat is how incredibly personal it is, and you should respect that as you lay them out. At this scale, you should never simply say "two enemy soldiers." Describe both with distinct appearances. Give them simple personalities. Let the players know their names when they talk to one another or to the pilots.

Burden them with prisoners is a powerful move to push on a single pilot.



The Size of Forces

A four-PC team of Landsknecht is likely to have about thirty characters, but the odds are somewhat stacked in the players' favour through the action economy, Suppression, and vehicle damage systems. It can be tempting to put them up against much larger forces to try to give them a challenge, but it's important to temper that impulse.

Firstly, more people means more stuff you have to track, and longer and less interesting fights. Better a tense fight resolved quickly than a slog.

Secondly, remember that most enemy forces will show up for one fight, while we track the player one through a campaign. If every single fight is an even match, that campaign will last two missions. Unless you are running a one-shot, it's okay if the players are usually winning fairly handily, because they still feel every soldier lost and all damage taken.

Furthermore, Himmilgard is a post-apocalyptic world which resolves the vast majority of its disputes with small numbers of planes. The age of large armies is long over, and trying to reintroduce them will be as much a nightmare for the GM as for the inhabitants.

When two towns go to war, their forces might not even reach triple digits. A company of a hundred soldiers is an army, a battalion of a thousand a vast horde. Anything larger is an almost unimaginable existential threat.

Due to this demographic collapse, there's a surplus of surplus equipment! The justifies a deeply disproportionate amount of special equipment like machine guns, artillery pieces, and tanks per soldier.

So, try to limit yourself to forces about the same size as the players, no more than 50% bigger. Reach for quality instead of quantity: How can you make a fight more interesting without adding more people to it?

Stay on Target

Combatants should always have goals, and once that objective has slipped from their grasp they'll retreat to reassess. Don't let your fights go on too long. Once it looks like the players are winning, the enemy should start to pull back. That keeps things quick and lets foes come back later.

Likewise, if the players get put in a bad situation, remind them they can retreat, and *call for a surrender or ceasefire* if needed.

Chaos

When you *litter the world with hooks*, with an eye toward using the interesting ones, that doesn't only apply to worldbuilding. One of the ways to make things seem overwhelming without actually overwhelming the players is to throw out lots of soft moves, but only use the engaging ones.

This is to say, you don't have to make good on every threat you make. If players disregard one threat for another, it is likely they are concentrating on the one they find more immediate. It can be better to focus on that threat and let the other fade into the background.

Threat Management

You don't need to track everything that's happening among the enemy, because the players can't see them all. The same way pilots don't have object permanence, soldiers don't have situational awareness, and you can use it to the same effect to cut down on your book-keeping.

Don't write down everything. Say what squads exist, track when they take casualties or morale effects, and when they get close enough to attack or otherwise matter, figure out what makes sense for the story!

Civilians

It is a grim fact that almost anywhere worth fighting over has people living there already, and further, ten to a hundred times as many of them as there are soldiers. They will be unarmed. Most will be helpless. Many will be children. They will hide in the same places that soldiers take cover, and be caught in the crossfire even if both sides are displaying unusual care. It's okay to simply evacuate places before the players arrive.



Missions

Normally, players don't want to stray onto the ground if they can help it. However, if you have all these cool tank rules and ground battle information, you'll probably want to use it, so here's how!

Determining Payment

The guidelines for additional pay in the core book cannot apply to Landsknecht missions, as they are very specific to aircraft. Instead, use the following guidelines, modifying by town Wealth as normal.

Roll IdIO, and an additional IdIO for each of the following that applies:

- Combat is expected as part of the job.
- You are expected to cross the Wild.
- The job requires specialized gear, vehicles, or professional expertise (bulldozers, engineering, heavy artillery, etc).
- The enemy will know you are coming.
- The ‘Desperate Employer’ option was chosen from Find Work.

For Circuses

The simplest way to get pilots into ground combat is to shoot them down and make them walk home, but there's a lot of other ways you can spring a sudden ground combat on people.

- If a player gets shot down over particularly bad terrain, having the other pilots spot them immediately can create a hybrid mission, with them trying to walk home through hostile lands while their friends swirl overhead providing support and warnings.
- The zeppelin the pilots were hired to escort is already downed when they get there. There's something vital aboard it, and they won't get paid for the mission until they go down and get it.
- The town the players are staying at is being raided, and they have to fight their way to the aerodrome to get to the air and either help or escape. Bonus points if they led the enemy here!
- The pilots spot an opportunity to get something valuable, such as a prototype plane, out of a dead city. It'll mean landing and getting out of their planes.
- A coup or revolution occurs in the town and the shaky new authority won't let them take off and/or is confiscating their planes. If they can't talk their way out, they might have to shoot their way out.

For Landsknecht

Here's some ideas for jobs appropriate for tankers and infantry, particularly unusual missions you might want to try.

- The Fae hire you to prevent the SEF from moving through an area of the Wild that their treaty, technically, lets them go.
- Go out and recover downed pilots for a Flying Circus. Maybe the people who shot them down are still out there?
- An old, superpowered pre-war racecar is sitting in a dead city in pristine condition. Not only do you need to get it out, you have to pay for every dent you put into it, so be careful!
- The Sopwith crown corporation Markgraf hires you to test out their new tank in combat conditions. Build something ill-advised in the vehicle builder and go down a checklist of functions to see how it works out. This is fun regardless of if it's a superweapon or a lemon.
- In the middle of another campaign, you discover there's a bank vault or crashed zeppelin filled with gold. Go AWOL and collect.
- Take a force through terrain everyone else thought was impassible. You won't have to fight anyone, but that might have been easier.
- Escort workers out into the Wild to repair telegraph lines, navigation lights, or a Sky-Line connection. Maybe the Wild is just dangerous, or maybe somebody is out to stop them.
- Give a rich tourist a tour of an old battlefield or similarly dangerous area. They want front row seats, but you can't put them in too much danger or there goes your payday!
 - Maybe they're a historian studying the shades of an old battle to figure out how it went, or family looking for the shade of a loved one?
- Smuggle something valuable into another town. If you actually start a fight with their guards, the trade can't happen, so you need a cover story.
- A warlord has an old tank up in the town square as a monument. He doesn't know it still works. Go steal it.
- A local partisan group has hired you to act as double-agents; offer your services to a local warlord as "occupation troops", and let the partisans get away with resistance while making it look plausible. Plus, you get to collect two paychecks!
- There's a dangerous overland race, with nobody monitoring what happens in the middle. Go for the gold!

Job Complications

Here's some ideas for spicing up ground missions.

- Bridges with weight limits or rivers with fording depths can both be expressed with maximum and minimum sizes for vehicles to cross. What do you do when not everyone in the company can pass?
- There's always a risk in any battle of the sudden injection of a third party. This is especially interesting when the threat is a supernatural element intruding on a battle between two human foes.
- A magical effect lingering on the battlefield prevents anything from travelling quickly in the area. All battles have to be fought with hand to hand weapons, bottle bombs and bows at most. Vehicles have a strict speed limit.
- The circumstances of the mission place a limit on the amount of noise you can make. Every time there's gunfire or a revving engine, mark a clock, with more marks for bigger guns or larger vehicles. When the clock fills, the camp is alerted, the dragon awakens, or the mountain collapses into an avalanche!
- A battle in the deep wild means that not everything is what it seems. Failures to Peek Out can result in massive changes to the landscape, enemy, or even the basic laws of physics.
- On a defensive mission, you discover the enemy has unwisely taken their paychest with them onto the field. Do you leave your positions to chase down the payday?
- The old battlefield you're on goes through the exact same actions like clockwork every day. Take advantage of a perfectly scheduled rolling barrage, take cover behind rusting tanks as they roll forward, or change the course of history for a day.
- A third party (beasts, shades, or bored pirates) are circling overhead and indiscriminately targeting both sides. Lure your enemy into making themselves visible so the planes go for them!
- On the way to the mission, your lead vehicle hits a mine. The enemy arrives while you're still repairing.
- After an especially successful battle, the logistical and leadership challenge of escorting home a lot of prisoners can be a mission in itself. Especially if an aforementioned third party threatens you!
- Himmilgard is littered with old wartime forts, so there's always a risk of the enemy retreating to one.
- The enemy has a Witch.

Landsknecht Jobs - d20 Chart

I	Parade	The employer wants a show of force to impress their boss, the population, or an enemy.
2	War Games	The employer wants you to act as the enemy in a training mission for their forces.
3	Convoy	The employer wants you to transport goods, or escort their own transports.
4	Demolition	There's something dangerous or unsightly the employer wants removed.
5	Guard Duty	The employer is doing something in a dangerous area and wants their workers protected.
6	Arrest	The employer wants somebody taken alive.
7	Recon	Sweep an area and report on everything you see.
8	Checkpoint	Hold a road or border, inspecting travellers for contraband, weapons, or permission to travel.
9	Rescue	The employer's allies are in danger. Go to their aid.
10	Rearguard	Distract or bog down the enemy long enough for somebody else to escape. Go quick!
11	Defence	There's a fortification or chokepoint that cannot fall to the enemy, at any cost.
12	Hunt	Stop some awful critter or automaton from hurting anyone else.
13	Raid	Break through enemy defences and destroy their logistics (trucks, planes, ammo dumps, etc).
14	Seize	Assault and capture a position.
15	Siege	Hold the line until the surrounded enemy gives up.
16	Ambush	Attack an enemy force while it is in transit.
17	Blocking	The client wants you behind a larger battle to prevent their own forces from retreating or deserting.
18	Loot	Seize valuables from the enemy and return.
19	Assassinate	The client wants a well-protected somebody dead.
20	Scorched Earth	There's a location or piece of infrastructure the employer would prefer not to exist anymore.

Threats



Meet the Enemy

Different enemies will fight in different ways on the ground. Using these differences to vary the composition of their force and the moves the enemy use will make for more interesting encounters.

Of course, the specifics of any particular Threat are always going to be different, and it is best for GMs to be flexible. A loose idea of how many soldiers a warlord has on hand is useful, but trying to track the exact composition of their force can cut off interesting narrative options. Players will be frustrated if a long-time enemy reveals a never-before seen tank with no foreshadowing, but an extra squad of infantry to make an encounter interesting will not break anyone's immersion.

NPC Aces

Just like in the air, NPC forces might have particularly experienced characters lurking among their ranks who pose a greater threat to the players. Sparing use can make encounters much more dangerous.

Any hardened force will probably be led or supported by at least one Ace with one or two moves. A legendary group may have more, and perhaps an Ace of Aces with 3-4 moves. A truly dangerous threat might be a small squad where every member is a unique Ace.

All Aces and their squad/crew are either Veteran or Shock Troops.

Generic Ace

In addition to **Magic-User**, **Blackthumb**, and **Immortal**, the following Ace moves can be taken by any ground Ace (crews here count as squads):

- **Surprise!**: The first attacks made by the ace's squad in a battle are at +4.
- **Fearless**: This ace's squad are never Suppressed or Panicked.
- **Demolitionist**: After the ace attacks you, your cover is destroyed.
- **Marksman**: This ace allocates the damage they deal against vehicles.
- **Sniper**: The ace's squad ignores range penalties within listed range.
- **Weak Points**: The ace's attacks have +1 AP. Take twice for ∞ AP.

Squad Ace

Squad Aces can take many forms. Many will be officers and noncoms with particular leadership skills and abilities that affect the whole squad, but others will be champions, infiltrators, and snipers working on their own.

Squad Aces increase their Evade stat by 1, or by 2 for Ace of Aces.

- **Trench Raider**: This ace's squad crosses otherwise impassable terrain, such as barbed wire, without difficulty or warning.
- **Ghost**: Spotting this ace's squad always operates on night fighting rules, even during the day.
- **Double Tap**: The ace's squad rolls x2 Hits with small arms at Knife.
- **Dragonhide**: This ace and their squad count their armour as having infinite Thickness. Does not apply to Armoured Skin.
- **Bullet Time**: This ace can only be Injured in Melee.
- **Berserker**: When outnumbered, this ace can make an additional melee Personal Attack for each extra opponent they face (max x3).

Tank Ace

Tank aces will be commanders, but much like player tank commanders their abilities will often spread to their crew. These abilities will typically cease to take effect if the character is killed.

Tank Aces have +5 Handling, Ace of Aces have +10.

- **Defensive Driving**: Increase the Evade of any vehicle they're in by 2.
- **Sharp Angle**: Gets an additional +1 front Armour when Hull Down.
- **Nothing Personal**: If you lose sight of them, they can reposition freely.
- **Stabilized**: Count their Speed as 2 lower for their own attacks.
- **Ironclad**: This ace allocates the damage they take in their tank.
- **Unstoppable**: The ace's vehicle takes no damage when it rams.

Human Threats

Most of the time, players will be fighting other human beings using similar weapons and tactics to themselves. How you differentiate these groups in terms of equipment, tactics, numbers, and goals will have an enormous impact on the character of your game.

Because fighting human enemies can get emotionally somewhat heavy, it's okay to have a campaign where you just fight clockwerks and the like.

Political Symbols

The fighting that happens in the air in Himmilgard rarely falls cleanly along political lines, but on the ground it's one of the most common motivations. As the world recovers, what shape the future will take becomes an increasingly-pressing issue.

Socialists usually rally around the wrench-and-scythe. Traditionally this is mounted on a red cogwheel against a black field to symbolize a united front with anarchism, but the wrench-and-scythe alone on blood red is increasingly popular.



Traditional conservative order most commonly represents itself with a simple Gotha-style spade. This symbol is used even outside the territory of the Gotha Empire and by those who once opposed it, standing more for militarism than any one nation.



Anarchists use black flags, and black rectangles painted on captured equipment. A capital 'A' is also used. Clubs for the common people were once used in the north, but fell out of favour with the war.



Most Gothic fascist groups use variations on the symbols used by the Goth Armies. The *futuristi* of Macchi have no direct symbol, but use multicolour dazzle camo to self-identify.



Liberals often directly reappropriate the symbols and flags of Old World nations and armies, but recolour them a friendly blue.



Militia

As established in the core book, town militias are not the highest-quality troops, which is why mercenary companies exist in the first place. Most towns will have one full-time security officer per fifty people, with the ability to mobilize perhaps ten times that in truly desperate times. These extra volunteers will be especially pitiful.

If a town knows it is threatened, the likely response will be to try and prepare defences and hire outside help if they can. With the Great War still in recent memory, they'll dig trenches, put their best weapons on the high ground, and get everyone they can to the safest, most robust building in the village, likely a church, temple, storehouse, or town hall.

However, these militia aren't soldiers: they do not have the training or experience. They will freeze up at the first sign of danger and aren't coordinated enough to use complicated tactics. If they can't stop the enemy after shooting at them once, they'll probably run if nobody is there to stop them. If the militia are allies, *threaten them* constantly. If they are enemies, they will do a lot of *retreating* and *burdening with prisoners*.

Probably the most dangerous people in the town are its Veterans, soldiers of the Great War now probably in their forties or early fifties. You can expect these senior members of the militia to hold their ground with precise fire until the end if something is threatening their home.

By default a town militia is little more than squads of Irregulars armed with hunting shotguns, muskets, garden guns, breechloaders, and clubs. They will clump up in big squads for safety. Choose 3 + Wealth bonuses, and take +1 if the town has a military character or is controlled by a warlord.

- All the militia troops at least have a bolt-action rifle.
- The militia has a consistent, recognizable uniform for everyone.
- Extra prep time makes most of the militia Trained.
- The militia has a handful of machine-guns (1 per dozen militia)
- The militia has a supply of grenades, of a locally flavourful variety.
- The militia has an artillery piece on a limber.
- The militia has an Infantry Squad, as seen on the Warlord list.
- The town has a well-secured bomb shelter or stronghold.
- The militia has a single tank. For another Wealth, the engine works.
- The militia has an X-factor, like witches, struths, or fae allies.

Bandits

Bandits don't tend to be oriented toward fighting on the ground much: highwayman is a rather less profitable business model in a land with no highways. However, when bandits seize old military airbases and the like to operate from, it might fall to Landsknecht to force them out if nobody can dislodge them from the air.

Bandits will usually be armed, but generally do not want to fight. Their weapons are for intimidation and personal protection, and they brandish them as such. If their camp is invaded, their first priority will be to escape, and bar one or two holdouts, they'll surrender if they can't. The holdouts will be those who have reason to fear what will happen if they surrender.

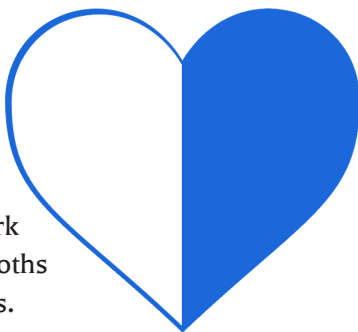
A fight against bandits is never about defeating the bandits; if you show up armed, you've already done that. It's about the logistics and dangers getting to and from the bandit camp and the politics around the action.

Medical Units

Every human ground force will have medical units, from a militia's town doctor and a few teenagers on stretcher duty, to mercenary field ambulances, to the stark white uniforms of the Goth Loyalty Bureau Orderlies. When soldiers are wounded, it's their job to stabilize and evacuate them so other forces can focus on fighting.

Medics have access to all the weird magical medicine of Himmilgard, possibly including the use of Painstopper and Regen Syringes, though their priority will usually be staunching bleeding and evacuation. This can make the presence of medics a bit fraught; there's a real chance they could return lightly wounded enemies to action in mere minutes!

Most medics and ambulances will go unarmed, wear white, and display the Healer's Heart. Shooting at medics is seen as a deeply dishonourable and Infamous act, especially considering captured medics can be put to work treating your own wounded. Even the Goths will sometimes hold their fire. Sometimes.



To call for a medic in German, you yell "*Sanitäter!*"

Pirates & Revolutionaries

Though very different in their goals, pirates and revolutionaries are often very similar in their material position. Cut off from regular society and drawing the ire of authority, they must focus on vulnerable points in their enemy's defences to get what they want. Both of them raid and loot as much as possible; for pirates it's for wealth and fun, while for rebels it's to fund their revolution. It's all rather academic to their victims.

Pirates and rebels tend to be fairly poor combatants on an individual basis, without much in the way of training or equipment. The biggest difference is that pirates are Irregular with a core of Trained troops, while rebels are a mix of Fanatic, Trained, and Shock troops. They likely won't have too many ground vehicles, preferring nimble, light designs. You can expect them to carry and recklessly use an abundance of explosives.

In short, pirates and revolutionaries tend to exist on a spectrum between motivated bandits/militia, and warlords who haven't staked a claim yet.

Because of the need to stay mobile, both these threats are likely to have very large amounts of air support. They may also have a base somewhere, likely protected more by secrecy or mobility than fortification.





Warlords

Warlords are like militia but better: better armed, better trained, better motivated, with grander objectives. Their numbers are bolstered either through conscription or recruits attracted by the pay, glory, or ideology.

A warlord's forces will be Trained and armed to the standards of a wealthy town. These armies are large, though only proportionately: A hundred soldiers is a terrifying force in the post-apocalypse. The exact specifics will vary with their origins, personalities, and resources.

Warlords love tanks and artillery as tangible symbols of power, and will have them in disproportionate numbers. One heavy tank and 3 artillery pieces, light tanks, or armoured cars per 50 infantry is a reasonable baseline, though wealthy or lucky warlords may have even more.

Even if their forces are not large, a warlord's army is often still welded together from several previously existing forces, each with their own political goals. A single warlord might have, for example, a regular army, a secret police, a citizens' militia, and one or more political paramilitaries, all squabbling with one another over resources and favour.

How a warlord's forces will react to their leader being taken out will largely be determined by how they were viewed: If the warlord was feared, they'll have no motivation to keep fighting and will likely surrender or retreat in short order. If they were beloved, however, their loyal troops might well redouble their efforts and throw caution to the wind for vengeance.

That the fallen warlord's empire won't last out the week is cold comfort if their personal guard overrun your position.

Warlord Formations

Warlords tend to imitate the structure of Old World armies, though obviously with much smaller numbers. This often includes relatively rigid command structures and an adherence to the equipment standards of those armies, for perceived professionalism rather than performance.

Still, remember that Warlord forces will vary with the available equipment, ideology, temperament of the warlord, and who their recruits are.

Infantry Squad

A standard infantry squad, as most warlords employ them.

#	Experience	Primary Weapon	Other Gear
8	Trained	Bolt-Action Rifle	Bayonet, Shovel
• One NCO with SMG and xI Smoke Grenade. • 2-4 Hand Grenades distributed around squad.			
Options	• xI Rifle Grenade Adaptor • xI LMG • Thickness I Helmets • Old Guard: Veterans		

Fire Support Team

A small group of gunners supporting an infantry platoon.

#	Experience	Primary Weapon	Other Gear
4	Trained	Bolt-Action Carbine	Shovel
• xI LMG, WMG, PMG, Hailstorm SG, Trench Mortar, or IS. Cannon.			

Platoon Command Squad

The rigid command structure used by warlord forces requires a loyal and trained officer near the front lines, well-placed to issue orders and ensure everyone is following the plan.

#	Experience	Primary Weapon	Other Gear
4	Trained	Bolt-Action Rifle	Bayonet
• One Junior Officer with Self-Loading Pistol & Flare Gun.			
Options	• Thickness I Helmets • A light car, possibly with wireless.		
Special	• If the Junior Officer is killed, wounded, retreats, or is captured, all their Trained troops become Irregular.		

Honour Guard (Elite)

The personal bodyguard of a warlord who leads from the front, consisting of the best and longest-serving troops in his army.

#	Experience	Primary Weapon	Other Gear
10	Veteran	Self-Loading Rifle	Bayonet, Hand Grenades, Thickness 1 Helmets
• x1 NCO with Self-Loading Pistol and Sword. • x1 Rifle Grenade Adaptor and x1 LMG or Automatic Rifle			
Options	• Swaps Rifles for SMGs or Trench Guns • Thickness 2 Helmets & Thickness 1 Vests		
Special	• As long as the Warlord is on the field, has Advantage to Keep your Cool.		

Honour Guard (Political)

The personal bodyguard of a corrupt warlord, chosen for loyalty and connections rather than skill. Still, they know who pays the bills.

#	Experience	Primary Weapon	Other Gear
10	Trained	Self-Loading Rifle	Swords
• x1 NCO with Self-Loading Pistol.			
Options	• Thickness 1 Helmets		
Special	• As long as the Warlord is on the field, has Advantage to Keep your Cool.		

Stormtroopers

Warlords with Great War experience, or Goth connections, will often employ one or two squads of stormtroopers; specialized assault troops.

#	Experience	Primary Weapon	Other Gear
6	Shock	SMG, Bolt Action Carbine, or Trench Gun	Assorted Melee & Pistols, Grenade Satchels, Thickness 2 Helmets
• x1 LMG, Converted Autorifle, Automatic Rifle, or Heavy SMG • A number of Tank Breakers or Shaped Charge Grenades			
Options	• Thickness 1 Vests • x1 Landflammenwerfer		

Tank Hunting Team

A small team of specialized troops for ambushing and destroying tanks. They are typically the bravest volunteers among the regular infantry, because trying to force people to do it is how you get desertion.

#	Experience	Primary Weapon	Other Gear
3	Shock	Bolt-Action Rifle	Bayonet, Shovel, K-Bullets
• Choose 1: Shaped Charged Grenades, Bundle Grenades, Thermite Grenades, or Tank Breakers.			
Options	• x1 Anti-Tank Rifle, Recoilless Cannon, or Infantry Support Cannon. • Thickness I Helmets • Additional Grenade Type		

Paratrooper Squad

Warlords with control of airships will often employ dedicated paratroopers as their elite troops, able to appear without warning anywhere within their territory. They have to drop light, but are trained for it.

#	Experience	Primary Weapon	Other Gear
10	Shock	Self-Loading Pistol	Parachute, Hand Grenade
• One NCO with Machine Pistol and x1 Smoke Grenade.			
Options	• Thickness I Helmets • Bolt-Action Carbines or SMGs • Machine Pistols for all		
Special	• Will drop with supply crates with rifles, light machine guns, explosives, or even IS. Cannons and RLCs.		

Pioneers

Light infantry teams for scouting ahead of the main force, pioneers are often specifically recruited from populations with a close connection to the Wild. They are often the troops assigned to hunt downed pilots.

#	Experience	Primary Weapon	Other Gear
6	Trained	Bolt-Action Rifle	Bayonet, Sword
• One NCO with Trench Gun and x1 Smoke Grenade.			
Options	• x1 Sniper Rifle ^(HotH) • Pneumatic Bolt-Action Rifles • Sniper Suits		

Flying Circus

Political Officer

More ideologically-driven warlords will employ commissars or similar figures, who motivate troops by giving political context to their missions.

#	Experience	Primary Weapon	Other Gear
1	Trained	Revolver	Flare Pistol, Loudspeaker
Options	• Revolutionary: SMG, Hand Grenades. • Reactionary: Sword, Hand Cannon.		
Special	• They and their Squad take Advantage to Keep your Cool.		

Field Gun Team

A crew operating a heavy gun to support the infantry, preferably from as far back as they can manage.

#	Experience	Primary Weapon	Other Gear
5	Trained	Artillery Pistol	Shovel
• x1 Artillery (F.Cannon, POM, RP. Cannon, indirect artillery, etc).			
Options	• Thickness I Helmets		

Tank Crew

The section of the warlord's army most able to stand being crammed into an overheating tin can for hours at a time.

#	Experience	Primary Weapon	Other Gear
?	Trained	-	Splatter Mask
• As many members as needed for the tank crew.			
Options	• A number of pistols or SMGs. • Thickness I Helmets		

Sniper Team

A pair of dedicated sharpshooters, either attached to a unit or operating independently. As a holdover from the Great War, there are always two, a master and an apprentice.

#	Experience	Primary Weapon	Other Gear
2	Trained	Bolt-Action Rifle	Bayonet, Shovel
• 1 Veteran with a Sniper Rifle ^(HotH) and appropriate optics.			
Options	• Sniper Suits • x1 SMG for the spotter		

Logistics Squad

A competent military leader will ensure that their troops are well-supplied with fuel, ammunition, water, rations, and spare parts. Nothing puts an end to a warlord's glorious conquest quite like running out of stuff.

#	Experience	Primary Weapon	Other Gear
8	Trained	Bolt-Action Carbine	Bayonet, Shovel
• Will be driving some kind of truck or logistics vehicle.			
Special	• Every Logistics unit destroyed gives the players 1 hold. Holds can be spent to negate the attack of a squad or vehicle in a force that was being supplied by them.		

Medical Section

A medic and accompanying stretcher bearers to get wounded troops stabilized and off the field as soon as possible. They will wear white aprons, helmets, or armbands with the Healer's Heart to stand out.

#	Experience	Primary Weapon	Other Gear
5	Trained	Revolvers	Medical Kits
• Medic and 4 Stretcher Bearers to carry wounded and gear. • Will only fight to defend themselves if attacked directly.			
Options	• Supply of Painstopper • Supply of Regen Syringes • Thickness I Helmets		

Military Police

Regulating soldiers and civilians alike, rowdy pilots will often invite a visit from the military police. If you really screw up, you might even draw the ire of secret police.

#	Experience	Primary Weapon	Other Gear
3	Trained	Revolver	Truncheon, Handcuffs
Options	• xI Basic Car • Civilian Clothing • xI Trench Gun		

Truncheon

Scrip

The sidearm of the law.

Hits	2	Damage	2	AP	0	Range	Melee
One-Handed, Holstered							

Both Armies

The Goths are given particular attention in this book for a very simple reason; you might reasonably want to spend a whole campaign grinding the fascist menace under your tracks. We support this noble goal, and want to make sure that doing it never gets old.

The Army

The Goth Army is organized into ‘Army Groups’; jumbled formations determined by politics rather than military hierarchy. When ordered into a new region, a commander must scrape together an ad-hoc warband from his Army Group with whatever clout he has with the local governor.



A typical warband will consist of 50-300 combat troops with an attached logistics ('logi') section. They will operate out of whatever facilities they can find, often knocking over a small village or reclaiming a wartime fort. From these bases, this "combat group" will launch operations with the intent of returning with enough loot, prisoners, and salvage to get more forces assigned for the "final glorious conquest" of the region.

Individual Goth soldiers are euphemistically known as either *career* or *conscript* soldiers; neither are given much choice. Career soldiers are forcibly inducted at a young age from the Goths' core territories, while conscripts are kidnapped during raids. Both are brainwashed into the Goth ideology, and given a spade tattoo on their left bicep; 'conscripts' have a simple line drawing, while 'career' soldiers have theirs filled in.

Goth soldiers are sorted at the whims of their officers into grades based on their performance, loyalty, fanaticism, and perception of their 'purity'. The highest-ranked become pilots or paratroopers, and descending from there are tank and airship crews, infantry, artillery crews, and finally logistics. Logis are universally despised as cowards and frequently abused and denigrated; they are by far the most common source of deserters.

Often, a combat group simply runs out of easy targets and, after a few bad months, disperses for lack of supplies or are reassigned by impatient governors. Were they better organized, the Goths could make systematic moves to conquer regions one at a time and use the resources to fuel the next campaign, but their awful logistics and lack of political unity currently make that impossible anywhere but very near their core territory.

Army Tactics

The Goth Army is an offensive instrument, built for raiding and conquest. Aggression underlies everything they do; their ideology claims the Old World died of a pathological cowardice they call “trench sickness” and they refuse to suffer the same fate. They believe the best defence is offence and the best response to an attack is a counter-attack.

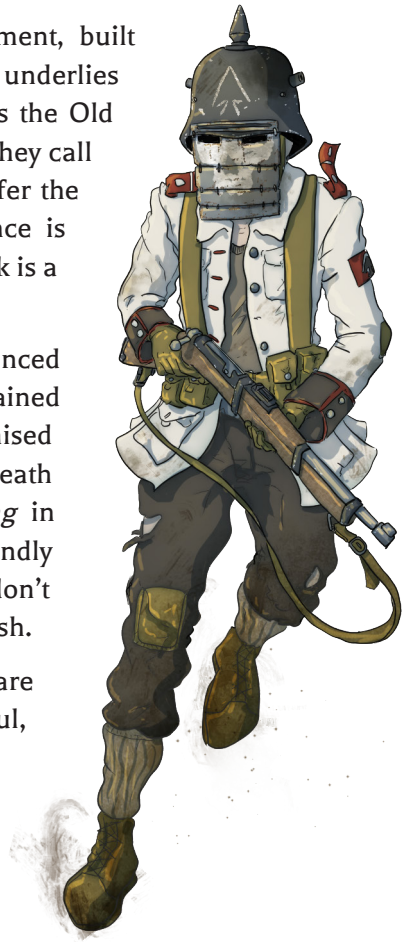
Goth aggression is especially pronounced when taken by surprise or cornered. Trained that will can overcome reality, promised grand rewards for bravery and painful death for surrender, and absolutely *swimming* in methamphetamines, they will charge in blindly if nobody tells them otherwise. Officers don’t so much lead them as keep them on a leash.

That said, while they are ruthless and care little for casualties, the Goths are hateful, not stupid. Their soldiers are hardened, bloodthirsty but not brainless, and their lower officers are personally trained by veterans of the Great War. They’ll die for their cause, but they’d much rather kill for it.

The preferred method of Goth assault is to land a dozen at a time in gliders or raiding planes, but they are not averse to parachuting, landing cargo planes on captured runways, or even infiltrating through the Wild. If they have tanks and trucks, the infantry will hitch rides en masse.

This phase is always chaotic, ill-planned and suffering from their lack of logistics and basic discipline. The best time to counter their attack is in the air, but failing that, they are most vulnerable right after landing.

Once they get into range, the Goths are swift, brutal, and tenacious. While not outright suicidal, they aren’t afraid to take extreme risks to win. *Push at their flanks* and *threaten them with assault* constantly, always moving close for grenades, rocket tubes, and melee weapons.



Favoured weapons are pistols, sub-machine guns, shotguns, and hand grenades, as well as melee weapons. Light armour is common, heavier armour rare. There may be one or two long-ranged elements like a sniper or mortar, but the Goths are best kept a mobile force.

A favourite tactic of Goth warbands is night infiltration. After a silent landing, shock elements will quietly make their way on their bellies as close to the enemy positions as they can under cover of darkness. They will attempt to move around any enemy positions they can and avoid combat, hopefully getting inside or even behind the enemy line.

Even if some of them are discovered, they will hold their fire until their officers launch flares, at which point the Goth troops will charge in. This allows them to make the most of their close range fighting style, and means that the first sign of a Goth infantry attack is often their sudden arrival from all directions. Even if the first wave of Goth infantry can't overwhelm the strongest defences, they can isolate them and move on.

Goth tanks are a motley lot, mostly a mixture of old and newly-built Gotha and Fokker heavy tanks and armoured cars, but they also have a fair number of cars, motorcycles, and other vehicles modified for combat use. These vehicles will be deployed to the outskirts of any battle area by cargo zeppelins once the anti-air artillery is eliminated, which will be the first priority of any ground troops making their landings.

Once deployed, tanks are used to destroy points of resistance bypassed by the infiltration wave, destroy vehicles, or chase down fleeing opponents. If you hold off the initial Goth attack, you can almost always expect the next one to be an armoured assault.



Raiding Squad

The basic Goth infantry unit used on the assault, looking for cues from their officer. They are trained that doubt is weakness, violence is strength, and to always press the attack without hesitation.

#	Experience	Primary Weapon	Other Gear
10	Fanatic	Bolt-Action Rifle	Bayonet, Shovel
• x3 SMGs distributed around the unit. • A mix of Hand Grenades, Bundle Grenades, and Bottle Bombs.			
Options	• x1 Automatic Rifle, Converted Autorifle, Machine Carbine • Thickness I Helmets • 1-3 Disposable Rockets		

Security Squad

Longer-serving and more disciplined Goth infantry will ascend to the security squads, responsible for overwatch and support fire. They have learned to let younger, more foolish soldiers do the dangerous work.

#	Experience	Primary Weapon	Other Gear
8	Trained	Bolt-Action Rifle	Bayonet, Shovel, Thickness I Helmets
• x3 Self-Loading Rifles or Machine Carbines • x1 LMG, WMG, Trench Mortar, Recoilless Cannon, or IS. Cannon • A mix of Hand Grenades, Bundle Grenades, and Bottle Bombs.			
Options	• Extra Heavy Weapon • 1-3 Disposable Rockets • Thickness I Vests and/or Machine Carbines for all • Upgrade to Veteran		

Assault Squad

Usually the handpicked project of a junior officer, Assault squads are the first through the door when clearing buildings, fortifications, and airships. They are usually the best-trained and experienced soldiers in a unit.

#	Experience	Primary Weapon	Other Gear
4	Shock	Submachine Gun	Bayonet, Revolver
• Thickness 2 Vests and Helmets • A mix of Hand Grenades, Stun Grenades, and Tank Breakers.			
Options	• SMGs replaced with Machine Carbines • Alternate melee weapons, such as swords and hammers.		

Tank Killers

Goth doctrine teaches that tanks are best overcome on foot, up close. Despite the danger, there are no shortage of volunteers for these close-range squads, as killing a tank on foot is the quickest path to promotion.

#	Experience	Primary Weapon	Other Gear
3	Fanatic	A Bundle Grenade	Revolver, Hammer
• Choose 1 per soldier: x1 Tank Breaker, x1 Disposable Rocket			

Jumper Team

Specialized Goth paratrooper-pilots, Jumpers ride on raiding planes, bombers, airships, or anywhere else they can hook a ride. Their job is to hijack aircraft; it's suicidally dangerous and highly prestigious.

#	Experience	Primary Weapon	Other Gear
?	Shock	Machine Pistol	Ice Axes ^(HotH) , Parachute
Options	• Alternate weapons include revolvers, self-loading pistols, hand cannons, sawn-off shotguns, and various melee. • Grappling Hook Pistols		

Logis

The lowest of the low, assignment to Logi is a punishment for ill-discipline, cowardice, failure, or sometimes just being marginally-Gothic Verloren and Fischervolk conscripts. They tend to be split between desperately wanting to prove themselves and desperately wanting out.

#	Experience	Primary Weapon	Other Gear
?	Rabble	Bolt Action Carbine	Shovel
Options	• May be driving some kind of truck or tractor.		
Special	• Every Logis unit destroyed gives the players 2 holds. Holds can be spent to negate the attack of a squad or vehicle in a force that was being supplied by them. • If Logis are absent from a force, the Goths will never have proper dug-in defences, or they'll rope the locals to dig them and the information will leak to the players.		

Junior Officer

Always leading any attack, officers are drawn from the cushy middle class of the core Goth territories, and they feel entitled to the world and everything in it. Though just as fanatical as the men they command, they have considerable tactical training and much better self-preservation.

#	Experience	Primary Weapon	Other Gear
I	Trained	Self-Loading Pistol	Sword
Options	• More experienced officers will carry longarms like bolt-action rifles or SMGs.		
Special	• As a soft move, the junior officer can signal to one of his squads to change tactics. This will switch a Fanatic squad to Trained or vice-versa, or Veteran troops to Shock or vis-versa. If killed, squads default back to their normal Experience level.		

Tank Crew

The best job a Goth trooper can get on the ground is as a tanker. Requiring both technical skills and grit, crews are hand-selected by their officer. While a particularly miserable experience in the poorly-maintained tanks, Goth tankers are supposed to bear it with pride.

#	Experience	Primary Weapon	Other Gear
?	Shock	Machine Pistol	Thermite Grenades
• Tank Crews always include a Junior Officer who commands the tank. • Goth tanks often carry extra infantry weapons in external storage.			

Artillery Crew

Though not quite as bad as being a Logi, being assigned to the artillery isn't exactly held in high esteem. As few crews get proper weapon training, the job is given over to the TK-Brigades whenever practical.

#	Experience	Primary Weapon	Other Gear
6	Irregular	Bolt Action Carbine	Shovel
• xI Artillery (F.Cannon, POM, RP. Cannon, indirect artillery, etc).			

The Loyalty Bureau

Simultaneously the secret police, intelligence service, diplomatic wing, healthcare system, and political arm of the Goth Armies, the *Office of Loyalty, Health, and Purity* was originally the medical corps. Their importance to the early organization as it salvaged from destroyed cities earned them increasingly outsized powers and influence.



Bureau officers wear all-white uniforms and literally consider themselves to be physicians, caring for the health of the “organism” by rooting out disease, cancers, and toxins. Their reports are filled with misused medical jargon, and they insist on being addressed as doctors. What medical training they have, if any, is haphazard and ideologically-driven.

Though feared by regular soldiers, Bureau officers are usually well-liked by regular officers, both because they are not in direct competition as well as their role as motivational propaganda officers. Bureau officers are experts at weaving together the contradictory and simplistic tenets of the Goths’ hateful ideology into pseudoscientific and pseudohistorical gibberish, finely tuned to play to the egos of junior officers. While holding no actual authority, a combat group’s Bureau liaison is usually the de facto second-in-command, if not the effective leader.

In addition to the internal role, Bureau agents act externally as a kind of ambassador corps. They manage the funding of reactionary groups across Himmilgard, and warlords sympathetic to the Goth cause often have advisors who are openly or secretly Bureau members.

Bureau officers have no tactical or strategic training to speak of, while tending to think of themselves as unquestionable geniuses. That the Goth organization hasn’t moved them far away from combat roles, and is in fact increasingly assigning them their own troops, is a testament to the Bureau’s influence and the Goths’ organizational dysfunction.

There are still a number of actual medical doctors and supporting orderlies at the Bureau, but they have long fallen to the margins. Being assigned stretcher duty in a Bureau warband is often considered even more shameful than being a logi. The Bureau’s small combat arm, drawn from those they decide are cleverest among the ranks, act as bodyguards and executors of the bolder plans.

Bureau Tactics

Loyalty Bureau teams are not battlefield threats and shouldn't be employed in open warfare. Instead, they are unconventional threats best employed against unprepared groups or pilots in hostile territory.

Bureau officers are political officers (page 260) with heat ray hand cannons. They also employ medical sections, who are Rabble due to their low status. Their presence often means they are holding Goth forces to a 'civilized' standard of not shooting medics, but don't count on it.

Immunity Team

The Bureau's military police are a common sight in bases or occupied towns. They handle internal security matters, guard Bureau officials, and act as muscle, as well as infiltrating local security forces.

#	Experience	Primary Weapon	Other Gear
5	Irregular	Machine Pistols	Truncheon, Stun Grenades
• xI NCO with an SMG or Trench Gun. • Where practical, a basic car for mobility.			
Options	• xI Automatic Rifle or Converted Autorifle • Thickness I Vests • Civilian clothing or local militia uniforms		

Sanitation Team

These demolition squads destroy documents, evidence, infrastructure, and survivors as part of the Bureau's information control duties.

#	Experience	Primary Weapon	Other Gear
5	Fanatic	Bolt-Action Rifle	Dynamite, Flare Guns
• x2 Landflammenwerfer			

Cauterization Team

These commandos are often paraded in ahead of other forces to sabotage defences, kill VIPs, plant bombs, and spread terror.

#	Experience	Primary Weapon	Other Gear
6	Shock	Heat Ray SMG	Knives, Sniper Suits
• Dynamite, Stun and Thermite Grenades • Thickness I Vests and Helmets, Gas Protection and Flash Goggles			
Options	• I-3 Disposable Rockets • Specialized explosives or gear as needed		

The TK-Brigades

Properly the *Truekinder*, though only to condescending older officers, at first glance the TK-Brigades appear to be an elite veteran formation. They wear dark red uniforms with imposing masks, have better gear, and are often seen escorting high-ranking officers.



The truth is in some ways worse. The TK-Brigades are a military reserve formed from outside volunteers, fascists who willingly seek out and sign up to fight for the Goth Armies. They travel to towns friendly to the Goths, receive training, and then go home, waiting for the call to action.

The fact they aren’t a standing force is invaluable, as the Goth Armies are always running at the ragged edge of what their industry and agriculture can sustain. They also form an informal intelligence service, reporting on their towns. Finally, they are simply better socialized than Goth regulars, making them better for garrisons, artillery crews, bodyguard duty, and anything else amphetamines won’t help with. Because this makes them highly visible to upper officers, they are prioritized for better equipment.

As they return to normal lives in between battles, anonymity is a common condition for many TK volunteers. They are assigned a number used to address them in communication in place of their name, and in some cases they even live double lives inside occupied communities. The most hardcore TK members will either end up becoming full time Goth officers, or be recruited by the Loyalty Bureau.

TK-Bodyguard Section

The smallest element of the TK-Brigade are four-man units, armed to cover all possibilities. A section can act as a bodyguard for an officer, while two sections plus an NCO makes a regular combat squad.

#	Experience	Primary Weapon	Other Gear
4	Trained	Machine Carbine	Bayonet, Shovel, Gas Mask
• xI Automatic Rifle, xI Rifle Grenade Adaptor • Hand Grenades, Shaped Charge Grenades, and Smoke Grenades. • Thickness 2 Helmets, Thickness I Vests			
Options	• Thickness 2 Vests • x2 Disposable Rockets • “Höllenhund” Half-Track (page 2I4)		

Threats



The Volunteer Guard

Unsurprisingly, the Volunteer Guard is improperly named, being the designation of any unit assembled in haste out of towns under Goth control. Volunteer Guard units are most commonly used as rearguard formations to protect the redeployment of other forces.



In ideal use, the Volunteer Guard delay the enemy long enough for a Goth counterattack to land. In reality, there's usually little coordination and even less logistics, so Volunteer Guard units are little more than speedbumps to determined attacks. Even if they just force the enemy to take care of sick, wounded, and hungry prisoners, they've paid for themselves.

Volunteer Guard formations can be represented simply as Militia with access to Goth weaponry like disposable rockets. Unless the community has deep ties and investment in the Goth cause, these are Rabble, not Irregulars, but it's dangerous not to regard them as a threat; there are always a few who are die-hard loyalists to the Goth cause.

Volunteer Guard units are usually led by an Army or Bureau officer who will have a small TK-Brigade bodyguard. The fastest way to get the Guard to stop fighting is usually to take that unit out, which is why they're almost always skulking around the back.

Sopwith Expeditionary Force

In Loring, Hanriot, Daimler, and southern Macchi you'll sometimes find the colonized towns of the Sopwith Expeditionary Force. Consisting of a core of veteran soldiers hardened by decades of fighting, leading handpicked auxiliaries, members of the SEF are clever foes.

The SEF represent a terrifying return of state violence to the continent. After the Sopwith Realignment, they refused recall orders and were formally disowned by their government. They are now supported by warlords and reactionaries, as they are seen as filling the power vacuum and enforcing 'order' on the old imperial peripheries they prey upon.

While not that far removed ideologically, the SEF are exactly the opposite of the Goth Armies in terms of doctrine. They fight from long range, are supremely careful with their resources, and won't hesitate to pull back if things are going poorly. They love dismounted field guns, snipers, anti-tank rifles, artillery, and tanks in ambush positions.

The SEF will only launch an attack once they believe the enemy has been decimated at range, and this attack will usually consist of a large number of auxiliary infantry (hired bandits, conscripts from occupied towns, etc.) led by a handful of SEF troops.

The SEF benefit from their nation's treaty with the Fae; so long as they do not harm the Wild, they can move freely through it. However, their vague status with the Crown makes them reluctant to test this immunity.

The SEF is both tactically and thematically entrenched; they are cautious to the point of cowardice and like to let others do the dangerous work. Others like the Goth Armies, for instance.



SEF Formations

While the Goths have experienced older officers, the SEF has experienced older NCOs, stuck following a pre-war playbook. This is reflected in their doctrine and tactics; they are slow, methodical, cautious, and when dangerous things must be done they prefer to let others do it.

The SEF will also operate Veteran Fire Support Squads, Field Gun Teams, and other warlord units. They will have Auxiliary logistics elements as well. Most SEF tanks are Markgraf Eliminierers, but they've since captured and used a fair number of other tanks. They are particularly fond of the Feldmaus and AA vehicles, usually well-camouflaged.

Auxiliary Squad

As the average age of the SEF regulars is closer to 40 than 30, they make extensive use of auxiliaries, often drawn from local Verloren cultures given privileged positions. Those from SEF-occupied towns will have uniforms, but just as often they'll be bandits with green armbands.

#	Experience	Primary Weapon	Other Gear
10	Trained	Varies	Melee Weapons
• One SEF NCO with a Bolt-Action Rifle. • Carries Bolt Action Rifles, Hunting Shotguns, or sidearms.			
Options	• Thickness I Helmets • Incendiary Grenades		
Special	• If their NCO is lost and no other SEF regulars are there to replace them, the squad become Irregulars.		

Rifle Section

Consisting of the original SEF troops, as well as their children and volunteers coming over from the homeland, these squads maintain the strict rifle drills of the pre-war Sopwith army mixed with an aged caution.

#	Experience	Primary Weapon	Other Gear
6	Veteran	Bolt-Action Rifle	Bayonet, Shovel
• 1 Ace NCO, usually with Trench Raider. • Thickness I Helmets, Thermite Grenades			
Options	• x1 Anti-Tank Rifle or Sniper Rifle with optics ^(HotH). • x1 LMG		
Special	• Can use Suppressive Fire with Manual weapons.		

Mercenary Companies

Just as Flying Circuses are the most dangerous human threats another Flying Circus can face, there's no greater foe for Landsknecht than other Landsknecht. These companies will be built exactly like player companies, and that means they'll have a disproportionate number of scary tanks and several squads of hardened infantry with excellent guns and armour.

Mercenary companies won't always fight alone either. They may work with a Flying Circus, and more unscrupulous outfits can be found fighting alongside other Threats, forming an elite core to their forces.

Generally, mercenary companies will be squads and crews of Trained troops lead by Veteran leaders. They'll fight clever, be cautious, and never be afraid to use dirty tricks like ambushes, camouflage, artillery, snipers, mines, and air support.

Remember, though, that these mercenary companies are under all the same incentives as players, including to take as many prisoners and as much loot as they can. They'll prioritize that over chasing down fleeing foes. Most will also know the value of cutting and running when a job isn't worth it: The ones that don't are a particularly frightening foe.



The Red Company flag. Variations have been used for hundreds of years.



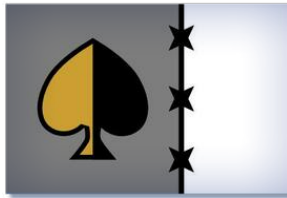
The modern Diamond League flag. The diamonds represent the Fiat Mountains.



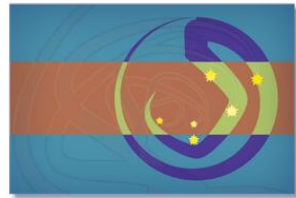
The flag of the Abhay Grenadiers, paratrooper mercenaries operating in the Caproni Islands.



A Futuristi flag of Macchi. Each flag is unique and handmade, completely defeating the purpose.



The flag of the Order of the Barbed Wire. Each tank flies two of these, dirtied by exhaust.



*The flag of the Driftwood Marines, descendants of Fokker deserters. An icon of *Ishneyas* is woven in ultraviolet thread.*

Famous Landsknecht

Herr Engelhardt's Landers

"Hijackers for Hire"

The Landers are a model example of airship boarding companies common in the Post-War period, specializing in landing on and seizing zeppelins in flight without damaging the cargo.

- 10 Veterans carrying SMGs, pistols, stun grenades, and Ice Axes.
- Members wear light helmets, body armour, and parachutes.
- Fly a special transport autogyro (use Mammut Transport profile) which uses clawed hooks to anchor onto zeppelins.

The Red Company

"To The Death!"

The oldest active mercenary company in Himmilgard, the Red Company has been in continuous operation since 1189. To retreat would tarnish the reputation of the ancient enterprise. Well... further tarnish.

- 4 platoons of 35 Trained & Veterans (3 squads of 10 + command).
- 3 field cannons & 2 POM anti-air guns, with towing cars.
- Armed with rifles, grenades, heavy steel helmets and light vests.
 - Each squad has 1 LMG and 1 AT Rifle. Officers carry swords.
- Transported by a cargo zeppelin (The *Bernadotte XII*)

The Order of the Barbed Wire

"In Shining Armour"

Originally a squadron of Gotha tankers, the Order started out defending villages in exchange for food and shelter. While the title was born of bitter, ironic sarcasm, modern recruits have taken their glider-knight aesthetic extremely seriously, down to their speech patterns.

- 3 Wandelburgs, 1 Rammbock, 2 Feldmaus, and a Sturmtraktor-AB.
- Commanders wear (absurd) heavy armour and helmets.

The Diamond League

"Army on Demand"

Taking the name from a historical series of Macchi nationalist partisans, the Diamond League shares none of their forebears' political leanings. They specialize in seizing fortresses and towns for their employers.

- 2 platoons of 30 Trained soldiers (3 squads of 8 + mortar squads)
- Squads carry rifles, bottle bombs, and a variety of other explosives.
- 20 Shock troopers with SMGs, heavy steel helmets and vests, and grenades, riding in a Mannschaftswagen with assault frag packs.
- x2 Überbiss Model B and x1 Überbiss Model E.

Non-Human Threats

While most of the interesting foes a Flying Circus will face are other people, there are still plenty of interesting non-human Threats to face. It is possible to play a whole campaign only fighting against them, but it will be very different.

Fae & The Wild

The Fae as threats are beyond the scope of this book (which deals primarily with technological enemies). *Fall of the Valkyries* will go more in-depth into the fae themselves, but their servants deserve special mention.

The creatures that serve the Fae directly are often more driven, aggressive, intelligent, and resilient than their mortal counterparts, and will circle convoys looking for weak or isolated targets to strike. Packs or swarms of beasts function as Squads. Beasts of any type always count as being in Cover while in any natural environment. They are immune to Suppression, but panic like Rabble unless directed by their fae masters.

Additionally, packs are often led by animal spirits, immortal lords among beasts. A Dire Beast uses the same profile as a mortal beast (core book, page 251), but has triple HP, takes -1 Damage from all attacks, and doesn't take Injury penalties. Their attacks have +3 AP and do x4 Damage to vehicles, but they cannot start Fires. Running into a Dire Beast is a Crash, even in a tank; they'll still take Injury, but subject to Damage Reduction.



New Beasts

- Rodent Swarm: The swarm has a collective HP equal to numbers. They make 1 Damage/OAP attacks, with 1 Hit per 2 HP.
 - A Dire Rodent leader gives the swarm 6 AP.
- Deer: 3HP, -2 penalty to incoming attacks when moving. Often used as mounts by the fae. Deer with antlers have a 1Hit/4Dam/AP2 charge attack.
- Elk: 6HP. Often ridden with armour by high fae. See page 153.

The Deep Wild & Titanic Beasts

The forests of Himmilgard are not strictly geography in a way that would be familiar in our own world. They are like oceans, where the deeper you venture and longer you stay, the vaster and stranger it becomes. Distances, time, and scale become distorted, reality and fantasy blends together, the woods become a surreal dreamscape trapped under the canopy.

As players build to very high Threat as they go Through the Wilderness, the Deep Wild may begin to creep up on them, confusing directions, stealing time, and raising the stakes of the foreshadowed dangers.

Lurking in the very farthest recesses of the Deep Wild, one may stumble upon the hiding place of something ancient and terrifying. Once, long ago, before humans came to Himmilgard, it was a continent of ancient creatures, Gods of the primordial. As humans spread through the continent, they drove these creatures deeper and deeper into the unreal until they faded into myth. Disturbing their rest can be catastrophic.

A Titanic Beast is a magical, organic Leviathan of sorts. It may be of titanic scale, or it could merely be the size of a heavy tank. Some take the form of enormous animals, chimeras, or stranger still. It does not have a statline, it has a myth; its defeat will be narrative, not numeric.

A Titanic Beast is likely immune to the attacks of the players unless they figure out its weakness. In place of regular attacks it will corner a target and destroy them unless driven off with sufficient harm. Vehicle armour may slow it and give more chances, but not stop it. Always giving a chance to distract and react will make it feel like wrangling a monster.

Titanic Beasts are intelligent but hostile, resentful of being deposed as the masters of nature. An awoken Titanic Beast is just as much a threat to the Fae as to humans, and is a good basis for an alliance or mission.



Clockwerks

The mysterious Clockwerks are no slouches in the air, but they are much more threatening on a personal scale. Fortunately, there don't seem to be as many of them left as there could be.

Despite having a frightening degree of coordination, feral Clockwerks do not exhibit much of a tendency toward working in close squads. When they operate on the ground, they can be found individually or in pairs.

Clockwerk Men and their Constructs are implacable foes, and count as Shock troops. They automatically Keep their Cool, though sufficient Suppression can keep them pinned down temporarily.

Every clockman is different; many are hard-angled, steel-clad military models of the Great War, others are fine servants of the old world, and modern versions are built by the clockwerks themselves to their own strange designs.

Clockwerks can be found feral and pursuing their own devices or as Servitors under human control. They might be soldiers slaved to the will of a warlord, servants to nobility or academia, labourers in a utopian automated town, or under the control of Shades on old battlefields.

Clockwerk Men

With the following exceptions, Clockwerk Men are like other NPC infantry; they form Squads, take Injury and Suppression, carry weapons, etc.

All Clockwerk ground entities have a resource called Tension, which represents the amount of power in their mainspring. A Clockwerk Man has 6 Tension, though may enter the field with less. Tension is spent on a variety of abilities, but the most important is regeneration.

A Clockwerk Man can spend Tension to suppress Injury, I:I, by rearranging its redundant components. This takes a few seconds, during which it may hesitate or stumble. A clockwerk with 3+ unsuppressed Injury is temporarily disabled, and regenerating will take a few minutes. A clockwerk with 6+ unsuppressed Injury is destroyed.

Clockwerk Servitors will not spend their Tension to regenerate unless a human turns their key to start the process. Remember that Suppressed Injury still needs to be repaired after the battle (see page 31).

When you pull the key out of a feral Clockwerk Man, its Tension is reduced to 0 and it is incapacitated after a few moments. The key can be pulled from an active Clockman using an unarmed attack at Disadvantage.

You can't take clockwerk prisoners, but if you can seize the key, it'll obey your orders from that point on. Salvaging a clockwerk battlefield adds +1d20 to the Loot roll, and Keys can be sold for 1p each, if you can find a buyer you trust...

Clockwerk Man Builder

Militarized Clockwerks select up to 4 options below. Civilian Clockwerk Attendants only get 2, and only ones marked with stars.

Integrated Weapons	• Pneumatic Trench Gun • Pneumatic Machine Pistol • Net Gun (Vine Bombs)* • Static Gun* • Heat Ray Self-Loading Rifle • Pneumatic LMG • Coilgun Rifle • Sword*
Special Features	• Extra Limbs (Can fire two weapons at once)* • Reinforced Legs (Always braced) • Infiltrator (Appears vaguely human at a glance)* • Military Plating (Thickness 1/4+ Armour, count as helmet) • Heavy Armour (Thickness 2/7+ Armour, count as helmet)

Clockwerk Constructs

While most Clockwerks are similar, the common ornithopters or bipedal humanoids with hand weapons, they are in no way limited to these forms. When the situation calls for it, feral clockwerks will build and embody larger and more frighteningly alien forms.

Clockwerk Constructs are treated as vehicles with unique rules. They take damage on a unique table, and their ‘crew’ are not individuals but components of them with their own keys. Unlike regular vehicles, they have perfect awareness of their surroundings and lots of moving parts to get caught in; getting close to them on foot is not safe.

Cost	Effect	(Max 2 of any choice except Minor Damage)
2	Minor Damage (Stacks)	Disadvantage Ongoing to Attack
2		-1 Speed (minimum 1)
2		Lose 5 Handling
3	Weapon Damage	Disables a Secondary weapon.
6	Spring Damage	2d10 Tension loss. Cannot be repaired.
9	Immobilized	Construct cannot move.
14	Primary Weapon Damage	Disables a Primary weapon.

Like the soldiers, Clockwerk Constructs can self-repair over time. Repairing a damage effect will cost as much Tension as the Damage needed to inflict it, and will usually take several minutes.

A Clockwerk Construct has Tension instead of Integrity, as the vehicle contains no fuel or munitions and cannot actually catch fire. If a Construct takes as much Damage as its original Tension at once, it explodes like a hand grenade into a shower of cogwheels and brass slivers!



Splitting Constructs

Every Clockwerk Construct can break apart into smaller Constructs or individual Clockwerk Men based on the number of Keys. For instance, a 6 Key Fighter can break apart into two Cycles and two Clockwerk Men. The inverse, assembling a larger machine, takes more time and preparation.

The Construct's remaining Tension is divided proportionally between the new vehicles/Clockmen.

Any Clockwerk construct can launch a Clockwerk Missile by spending 8 Tension.

Clockwerk Cycle

Ground Threat

A riderless motorcycle tearing across the landscape on buzzsaw wheels, chasing down escaped humans.

Speed	Handling	Armour	Tension	Keys
5	60	1/1/1	12	2
x2 Swords, Pneumatic SMG (Fore)				

Clockwerk Crawler

Ground Threat

A surprisingly delicate looking vehicle which tears across the landscape on brass chains, it seems equivalent to a light tank. Though it can't stop an incoming shell, the damage done rarely lasts.

Speed	Handling	Armour	Tension	Keys
4	35	2/2/1	24	4
x2 Pneumatic SMG (x1 Fore/Left, x1 Fore/Right) 4 Swords (All Directions) 1 of: *Coilgun Rifle (Fore/Left/Right), *Heat Ray RPC (Fore/Left/Right)				

Clockwerk Fighter

Ground Threat

The standard flying Clockwerk is nearly as dangerous on the ground, reconfigured to walk on its talons, where it will not simply crash if it is damaged beyond the ability to fly.

Speed	Handling	Armour	Tension	Keys
1	15	2/2/2	36	6
1 of: x4 Pneumatic LMGs, x1 Heat Ray PMG, x4 Clockwerk Missiles Brass Claws (Melee, 2 Hits, 6 Dam, AP 3) Retains all Damage between modes; cannot fly with 16 or less Tension.				

Clockwerk Legion

Ground Threat

Taking the form of a long, segmented, many-legged battering ram of whirring pieces, this Construct carries itself across a hostile battlefield to critical points, where it then disassembles into other forms.

Speed	Handling	Armour	Tension	Keys
3	25	3/3/1	48	8
x4 Pneumatic Firing Port Weapons (Fore), x2 Hammers				

Clockwerk Goliath

Ground Threat

While functionally a heavy tank, this vehicle doesn't look much like one, taking the form of a conical arrangement of whirling, clicking pieces crawling forth on dozens or perhaps hundreds of tiny legs.

Speed	Handling	Armour	Tension	Keys
3	15	3/3/3	60	10
*Heat Ray F.Cannon OR *Pneumatic Assault Howitzer (All Horizontal) x8 Brass Talons (Melee, 1 Hits, 2 Dam, AP 1)				

Clockwerk Colossus

Ground Threat

There is no known upper limit to the ability of clockwerk constructs to combine and expand themselves. What horrors would they build, if a great many of them were linked together?

Speed	Handling	Armour	Tension	Keys
3	0	4/4/4	192	16 + 16
*Heat Ray Heavy Field Cannon (Fore) x2 Pneumatic RMG (Fore), x3 Heat Ray RPC (Up) *Giant Stabby Legs (Melee, 1 Hits, 30 Dam, AP 4) Underside and Top Armour: 2. Internal Armour: 0 Has 16 spare keys to assemble Clockwerk Men & Constructs.				

Clockwerk missiles are not traditional clockwerks; they have no keys and take no orders. While thousands have been discovered straining against their chains in wartime crates, nobody knows how they are made or how they work.

A widespread theory is that the missiles are made by, and from, a clockwerk man, containing within it a reduced portion of its animating spirit. When the trigger is pulled and the quick-release bolts are removed, the missile finally follows its decades-old order; to search and destroy whatever its new master has pointed it toward.



The Foreman

While it is not known if clockwerks have any kind of hierarchy, sometimes particularly ornate and impressive machines emerge. Seeming to burst forth from the rank-and-file in a haze of green light, the foreman uses bodies as it needs to and abandons them when they are no longer useful. Mechanically, the Foreman is a floating pool of Tension (by default, 6) which can take over any Clockwerk Man or Construct which retains its key. This adds the Foreman's Tension to the Clockwerk's. The Foreman can even possess wound-down or outright destroyed Clockwerks, spending its floating pool of Tension to repair them and stand them back up.

When the Foreman abandons a Clockwerk, it drains all remaining Tension in it and carries it to the next one. The abandoned Clockwerk is disabled by the switch, even if it isn't damaged. Because possession is instant, it can drain multiple Clockwerks at once to empower one.

The Foreman can also spend Tension to perform special actions. Those actions which modify the host do not carry over to new Clockwerks.

- For 3 Tension, the Clockwerk gains an Ace ability.
- For 2 Tension before rolling, add +2 Damage to an attack.
- For 3 Tension, add +I to an Armour Facing, up to 5.
- For 4 Tension, launch a Clockwerk Missile.
- For 1 Tension, grant a Feature to a Clockwerk Man from the builder.
- For 6 Tension, when in a Clockwerk Man only, cast an Iron spell.



Autonomous Vehicles

In the lead-up to the final acts of the Great War, both remaining powers were almost completely depleted by decades of fighting. Even the looting of occupied territories and drafting of their populations were insufficient for the military plans to come.

Automated vehicles, based on crude simplifications of the technology motivating Leviathans, were demanded to fill out the ranks of armies rendered mere shells by attrition. The most basic of these were conventional machines with controls slaved to tabulators, but these were soon eclipsed by custom-made designs.

These were simple, mindless things, and once given an order they could not be stopped or redirected. Their forms grew increasingly strange and esoteric, unlike any technology used before. Few records survive of this time, but rumours swirl that these machines were not made by human hands in factories.

There are stories of great looms weaving vehicles from steel cloth, or insectoid machines decanted from enormous vats of acid. If you believe these tales, then autonomous vehicles are something more than just war machines. They are the mad dying dream of industry, creations of alchemy more than science, unliving curses of iron.

The majority of these were aircraft, vast fleets of long-range fighters and gas bombers, but few of these have survived the years since. They ran out of fuel, were forced down by weather, or crash-landed against broken airfields long ago. The only evidence that they once terrorized the continent are their mouldering steel shells, scattered through the forest.

Threats



Most of the tanks are likewise long gone: There are chasms in the Great Mountains filled with divisions of ‘victorious’ Fokker machines, and likewise thousands of their Gotha counterparts completed their drive to the sea and disappeared below the dark waves far to the south. But some still move, clanking and clattering through the undergrowth like great predators, sustained by the devastation left in their wake.

Automated tanks use the stats of regular tanks, but they contain no crew. This increases all Armour values by 1, doubles Integrity, prevents all damage that would hit crew, and makes them immune to Morale.

However, the negative effects emerge in that these machines are not meaningfully intelligent. They will never use sophisticated tactics, simply engaging the largest and most obvious threat (usually the closest tank with the largest gun, and failing that the densest enemy position) with little regard for anything else.

The best way to introduce these vehicles is to give players a chance to gather information about them before combat. What does this vehicle prioritize? What does it consider threats? What is its routine? What objective is it still trying to complete? Allow players to pursue this information and give them chances to use it to their advantage.

Autonomous machines have no allies; they are usually found alone or in very small groups, with no infantry support. To make up for this, they generally use the largest and most dangerous tank statlines. They are deadly threats to the unprepared, but are truly dangerous when hijacked or used by another, more intelligent Threat.

Threats

Sample Leviathan - Der Kahlschläger

- Possessed Deforesting Machine, 300m Long, Drives at Speed 2
- Weapons: Grinding Maw, Flamethrower Turrets, Shearing Claws
- Grinds through the forest leaving a trail of toxic planks.
- Weakness 1: A large bomb taken into the maw will expose its inner workings... but only from in front of it.
- Weakness 2: Blowing up the structural pillars in the ruined maw will cause the rear armour to detach.
- Weakness 3: The dragon's heart powering it is exposed, and will be unleashed upon its destruction.



Leviathans

While flying Leviathans will be quite literally out of range for tankers, the ground-based variations could pose an interesting threat. Large walkers, land battleships, giant automated tank factories, these vehicles can act as a climactic boss battle exactly as they can for aircraft.

These Leviathans are built like any other, but with the weak points adjusted to suit ground forces. Making the players run back and forth hitting different sides of the machine while dodging new kinds of threats is the essence of such a fight. Of course, one of the best parts about doing this with ground forces is that a mission to infiltrate the Leviathan to disable or destroy it from the inside is very much on the table.

The thing to remember is that Leviathans are puzzles more than they are enemies. They are most interesting when something else puts pressure on the players while they try to punch all the weak points.

Inspiration

Uniforms of the Gotha Empire

1550s-1600

Provincial Armies

At the beginning of the war, the Gotha Empire's army had no single uniform. Instead, each region had their own designs, most a half-century old; this one is of the southern province of Falkenschild. The leather helmet provided little protection against shrapnel.



Standardized

In 1585, Gotha established the Military Standards Bureau, which regulated all aspects of war production with the goal of lowest cost and highest quantity. Their sky blue M.1586 was used, with some cost-saving tweaks and adjustments to dye ratios, for the rest of the war.



Spearhead

By the time the war in Macchi came to a close, every infantry battalion operated at least one Stormtrooper company; assault troops with light weapons, grenades, and body armour. They were identified in unit charts by a straight-edged spade symbol.



Warriors of 'Order'

By 1598, the urban centres of the Empire were in a state of low-grade civil war. Legally prohibited from deploying regular units, the Army instead transferred volunteers to reactionary paramilitaries, most famously *Heer der Ordnung*, the infamously brutal 'White Shirts' active in the capital.



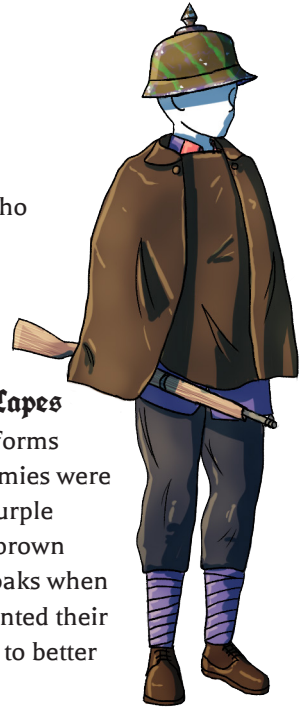
Uniforms of the Fokker Kingdoms 1576-1598



Miscommunication

Though equipment was well standardized, the Kingdoms began the war with three entirely separate armies, one for each crown. Many were regional ethnic regiments who might not even share a language with their Gothic officers.

These segregated units persisted well into the 1590s.



Trench Capes

Until 1598 (when Imperial uniforms were dyed black), the Royal Armies were bound by crown law to wear purple uniforms. Soldiers wore their brown (later camo-patterned) rain cloaks when at the front, and frequently painted their helmets, weapons, and spades to better hide themselves.



Juggernaut

While many armies experimented with body armour, the Fokker Kingdoms maintained a 'Shock Corps'; well-built soldiers issued full steel plate and amphetamines. Sentries, snipers, and machine-gunners in other units were often issued portions of the armour.

Auxiliary Forces

Though fischervolk served with all branches, the Fischer Marines were most famous. Propaganda on both sides portrayed them as inhuman fanatics, sacrificing prisoners in dark rituals. In Macchi, they wore light tropical uniforms and were issued special rifles with left-handed actions.



Uniforms of the UWF

1573-1589

Dress Whites

In 1573, the UWF standardized a single uniform across the state army, national guard, and princely militias. In early 1582, a general order was put out for soldiers to field-dye the jackets green or brown, and the trousers brown or black.

Last of the Best

The simplified 1584 'Lohner Model' uniform, with the first-ever modern steel combat helmet, was beloved by troops. After the UWF fell, some Macchi forces wore khaki copies as winter uniforms until the end of the war.



Uniforms of the Macchi Republics

1582-1598

Non-Uniform Uniform

The Republics were plagued by organizational issues caused by war profiteering and political infighting, such as each Republic maintaining its own uniform. As the war dragged on, these got mixed up in national depots, creating a so-called 'ragtag army'.

Partisans

While portrayed by their enemies as disorganized civilian terrorists, Macchi partisans were for the most part organized units of trained soldiers infiltrating south as part of a strategy of guerilla war. They were shipped arms and ammunition by sea and air from Sopwith and the regular army.

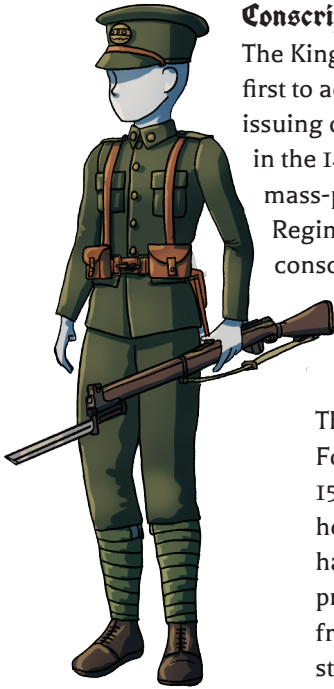


Uniforms of the Minor Powers

1582-1601

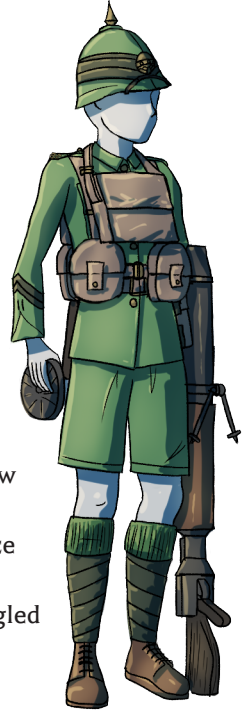
Conscript Dress

The Kingdom of Sopwith was the first to adopt low-visibility uniforms, issuing dark green to their riflemen in the 1490s. This 1594 uniform was mass-produced to replace bespoke Regimental Dress uniforms as conscription filled out the once all-volunteer professional army.



Ol' Fashion Imperialism

The Sopwith Expeditionary Force embarked wearing the new 1597 tropical uniform, pictured here. In the years since, the Force has favoured reproductions of pre-war regimental dress smuggled from their homeland, creating a strange mix of old and new.



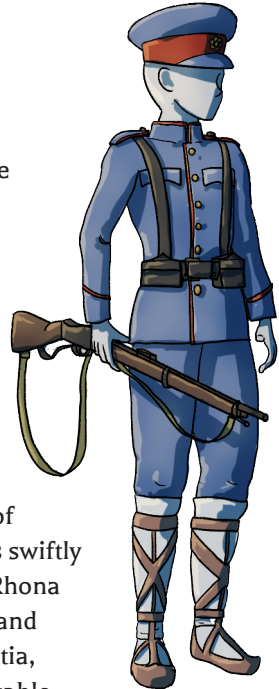
Ice Cold

The oil-rich and cold Seversky Republic, a protectorate of the Fokker Kingdoms, was completely unprepared for a tropical theatre like Macchi. Many of their troops went into battle wearing the fine white shirts of their mess dress for lack of better summer gear.



Without Hope

After decades of economic and demographic decline, the once-powerful Euler Republic stood little chance of enforcing its neutrality, and was swiftly invaded and partitioned by the Rhona Pact. Their uniforms were dyed and widely re-issued to regional militia, making them strangely recognizable.

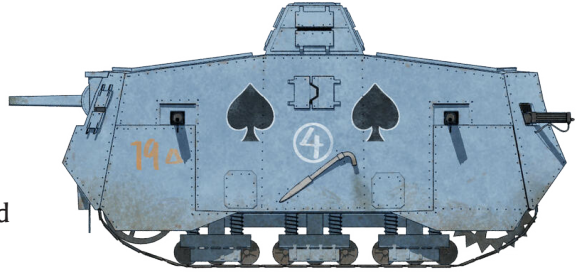


Tanks of the Gotha Empire

1593-1600

Brand New

Wandelburg #19, assigned to 4th Heavy Assault Regiment in 1593. Abandoned in the mud following transmission problems during the Battle of Pascale, allied forces reported it destroyed by shelling later the same day.



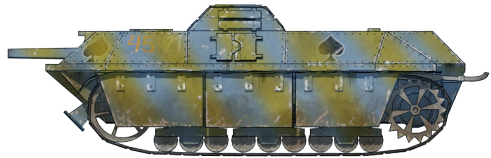
Street Sweeper

Wandelburg #58 was disabled by anti-tank rifle fire during the Siege of Vizzola. It was rebuilt in 1595 as a flamethrower vehicle by the 699th Infantry. Less than a month later it was destroyed by shelling from a CV-95b.



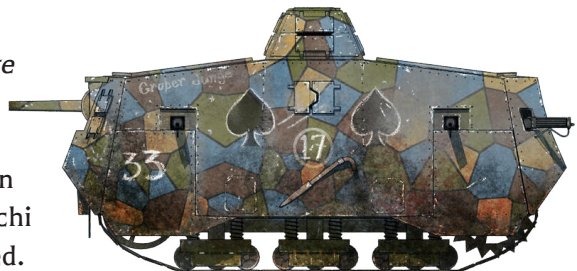
Ambush Predator

Feldmaus #II4 in service of the 7th Mobile Artillery as of 1596. Olive camouflage stripes were hastily applied in the field to protect vehicles against air attack. Vehicle was abandoned after a breakdown and recovered in 1605.



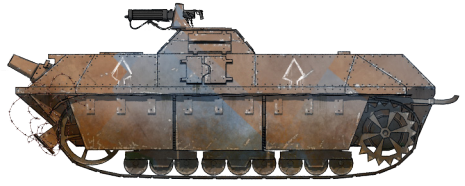
Seen Better Days

Wandelburg #33, or *Großer Junge* to its crew, as it was during Battle of Marchetti in 1597. It was last seen in close assault of an artillery battery defended by Macchi clockwerks, and was not recovered.



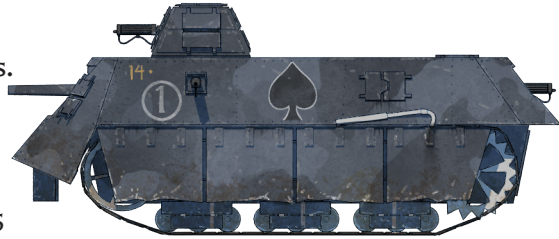
Block by Block

Stadtmaus #202 as of Elbamonat 1597, attached to the 3rd Storm Regiment battling insurgents in Seraeus. Due to captured vehicles in enemy hands, the white arrowheads were added over a field repaint to aid recognition. It was knocked out by magnetic mine.



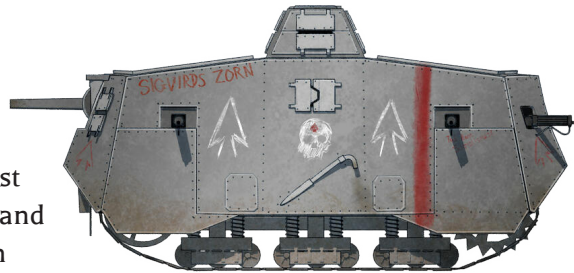
Gate Crasher

Rammbock #14, as it was painted during its debut in propaganda reels. This vehicle broke down on the morning of the 1599 Offensive, spent the last months of the war in a repair depot, and was recovered 15 years later in a salvaging operation.



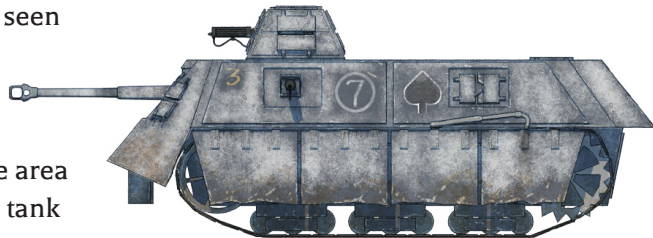
White Shirt

Wandelburg #425, seized off the factory line in 1599 by reactionary paramilitary forces. Employed in street fighting against socialist rebels, it was ambushed and destroyed by bottle bombs thrown from the roof of a nearby house.



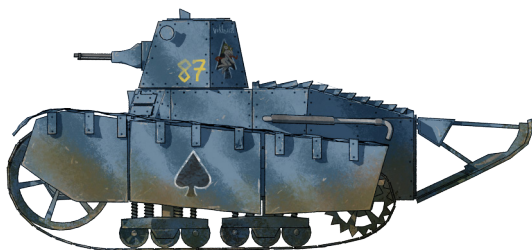
Winter Ace

Rammbock IIB Hammer #3, seen here in winter whitewash, single-handedly held the Falcon Pass of the Rhona Front for 35 hours before the area was gassed. Legends say the tank still guards the pass to this day.



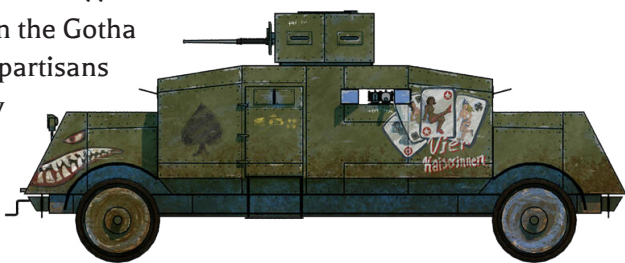
Pocket Medium

Leichter-Raubpanzer #87 was one of a handful to see action in the closing days of the war in Macchi. It was later assigned to occupation duties with the notoriously brutal Peace Brigade, and was accidentally driven into a canal while returning to depot.



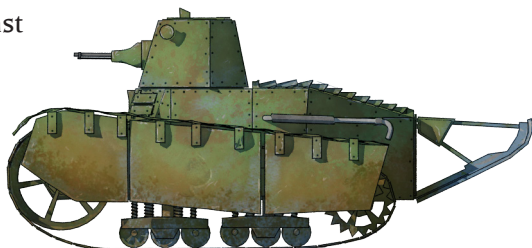
Highway Star

For several weeks in 1596, Radkahn #77 was the most famous vehicle in the Gotha Army, having held off Macchi partisans for nine hours while its convoy escaped. The wreckage was retrieved and toured around the cities; while intended to become a monument, it was scrapped for the much-needed steel.



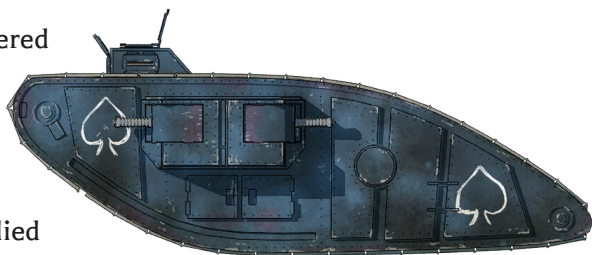
Misidentified

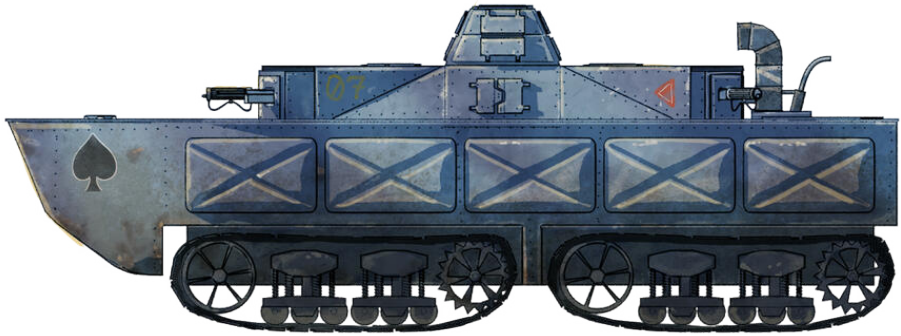
Leichter-Raubpanzer #2II served against resistance fighters in occupied Macchi. Hastily camouflaged by its crew, it was mistaken for a Macchi model when re-emerging from the treeline due to lack of insignia, and fired upon by the garrison's repurposed naval artillery.



Beutepanzer

This Sturmtraktor AB was discovered in 1614, stuck in a collapsed basement in the Rhona Valley. It had been hastily repainted in Gotha blue, with spraypainted black camouflage and hand-applied identification marks.





Heavy Lander

Lander #07 was the longest-serving Schwimmtraktor, beginning life as a dubiously buoyant Ausf. III and undergoing a series of refits and modernizations across its successful island deployments, including four landings under fire. It sank while returning from a supply landing in I599, when its tracks were fouled by a length of bamboo-reinforced canvas tarp, laid to give traction to the soft beach. Enough material was jammed between the forward track and the hull to shear rivets and flood the tank.



Provincialism

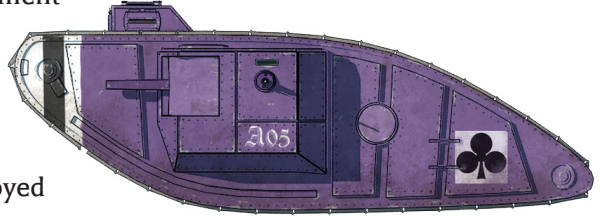
Viktoria #2 “Falkenschild” was assigned to the freshly-raised 1st Tank Division of the Provincial Militia from its namesake province. Intended to act as an inspirational figurehead for the hastily-formed unit, the veterans and underaged conscripts mutinied and refused orders to go to the front in late I599, abandoning the tank for lack of fuel on their march home.

Tanks of the Fokker Kingdoms

1595-1598

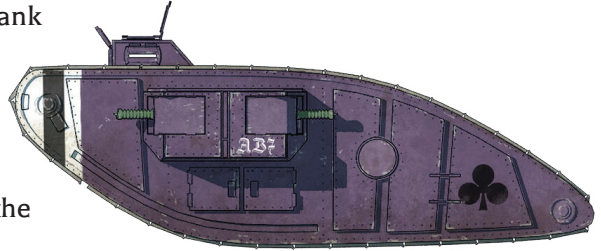
Parade Ready

A05 of the 1st Heavy Assault Regiment was the longest-surviving tank of the initial production run. It was crushed under the falling bulk of the walking Leviathan *Dreifachkrone* when it was destroyed by Coalition swoop bombers.



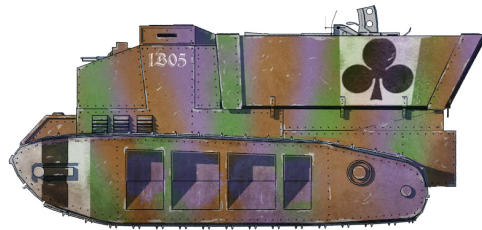
Get in Gear

AB7 was the first serving Fokker tank to omit the gearman position due to a new transmission design. It was abandoned due to breakdown and captured by Sopwith forces; it now resides in the Royal Museum in Carpedem.



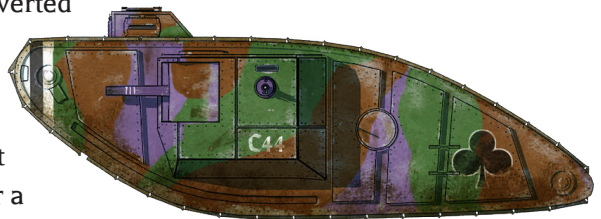
Jack-in-the-Box

1B05, nicknamed *Schachtelteufel*, served for six months before being recalled for conversion to a mortar carrier in anticipation of transfer to Marchetti. A bombing run by partisan aircraft destroyed it in depot while it was being refurbished.



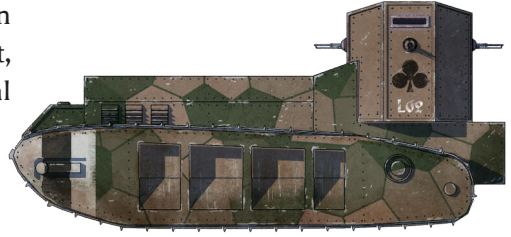
Battle-Tested

C44 of the 6th HAR was field-converted into an "AAB" after extensive damage; the AB sponson is on the opposite side. It is pictured in its condition when last photographed, broken down after a thirty-mile northern pursuit.



Guerrilla Fighter

L02 was assigned to field testing in a quiet sector of occupied Hanriot, where it was used against local resistance forces. It was destroyed by magnetic mine after becoming stuck sideways while attempting a three-point turn in a narrow city street.



Occupier

A51 was assigned to the Patriotic Volunteer Division, comprised of Macchi exiles and dissidents. Garrisoned in a mining colony in Vought, a violent fire season saw the vehicle traded to a local Voughtish community for water and guidance back to the coast.



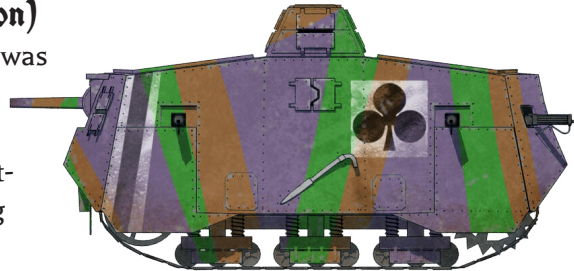
Bad Luck Charm

ZA02 of the 52nd Fischer Marines soon gained a reputation as a cursed tank, knocked out on each of its four deployments before being repaired and recreated. It was lost at sea in the assault on Chiribiri, failing to make it ashore under rough seas.



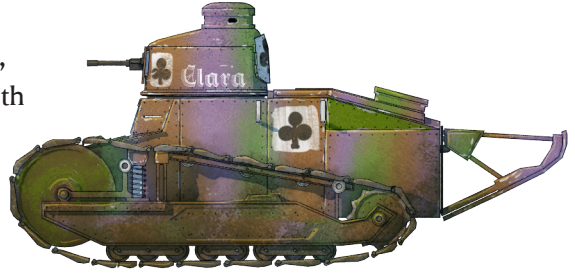
Borrowed (without Permission)

The abandoned Wandelburg #I9 was in fact towed away by Fokker artillery tractors. It was studied and eventually put back into front-line service as BT-OI before being seized by Macchi partisans after becoming stuck in an anti-tank ditch.



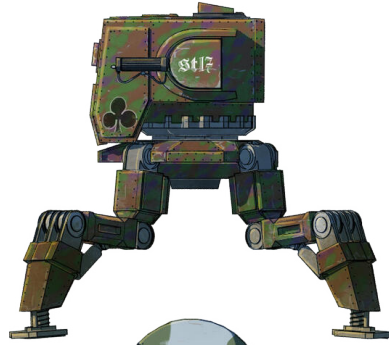
Not Nailed Down

This tank, “Clara”, was part of the 3rd Leichter Beutepanzer Regiment, one of the units outfitted entirely with vehicles salvaged or recovered from the enemy. As was often the case, it was cannibalised when it broke down to provide spare parts for newer captures.



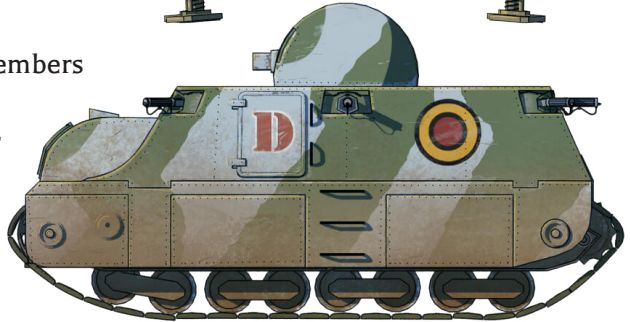
Baby Steps

Early Fokker flakstampfers suffered from terrible unreliability problems due to poor tolerances in the clockwork stability mechanism. This example, ST17, was refitted with a captured gearbox after several falls.



90% Underwater

One of the proud, doomed members of the 1st Republican Guard Armoured Regiment, “Panzer D” made it the furthest forward on its debut, owing to being swept away by a minor mud slide that carried it into enemy lines.

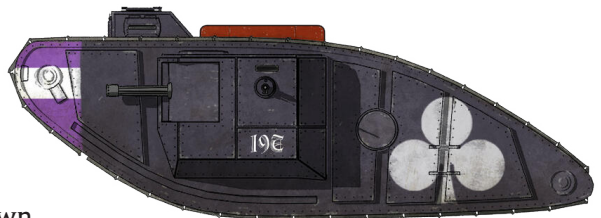


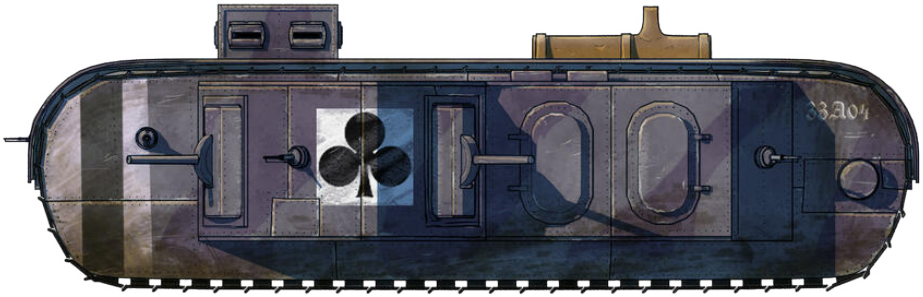
Tanks of the Fokker Empire

1598-1600

Imperial March

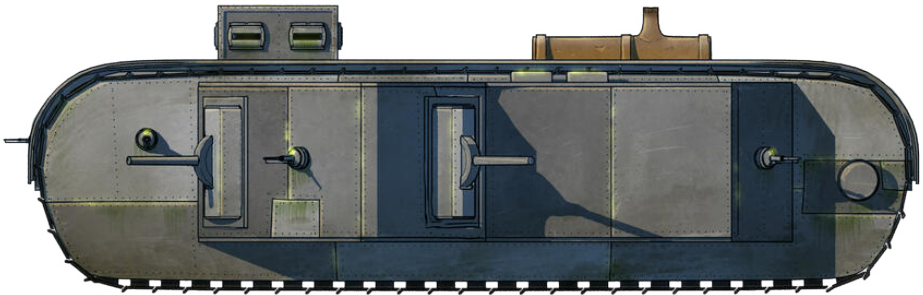
This was once FI3, hastily modified as an urban assault tank. After the Imperial reformation, it was formalized as ST-AD 19E of Imperial Storm Division “Hjörprimul”. Deployed into the Rhona Valley in 1600, fate unknown.





Long Way Home

After just three days of combat in the Rhona Valley, ZZA04 was abandoned by its crew during a night gas attack. It was subsequently retrieved several weeks later by deserters and used to pull several wagon-loads of wounded soldiers and civilians from the combat zone. It would eventually make a three-year long journey through former Fokker territory, carrying deserters and refugees back to their hometowns.



Autopanzter

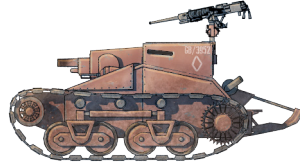
This vehicle, designation removed from production records, was used as a testbed for tank automation. While the mechanism is unknown, surviving records indicate it was not fully automated; a human commander would direct it. However, as none of the test subjects would voluntarily stay in the vehicle, plans were made to weld the hatch shut for deployment.

Tanks of the Macchi Republics

1594-1598

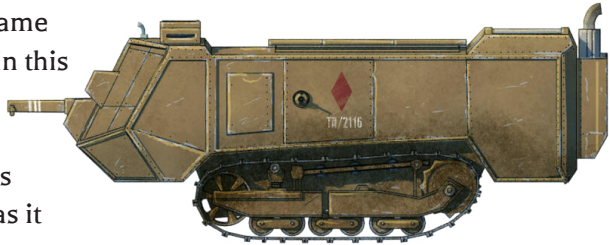
Tiny Terror

GB/3952 was employed as a glider-borne raiding vehicle, accompanying paratroopers on a record fifteen drops behind Rhona Pact lines. It went off course on its last drop in 1597, and was discovered among the wreckage of three Gotha heavy tanks.



Entrenched

Like many CV95s, TN/2116 became stuck while crossing a trench, in this case a friendly one while moving to a staging area during its first deployment. This proved a blessing in disguise, as it made an excellent pillbox.



Tinderbox

CA/4700 was one of twenty vehicles coated in *Antimagnetglibber*, an experimental mixture of PVA glue and wood dust intended to prevent the adherence of magnetic mines. While this paste proved very functional, it was also, tragically, very flammable.



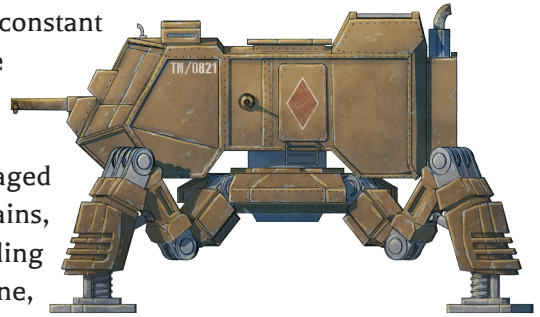
Behind Enemy Lines

MZ/1701 was smuggled by barge to stay-behind guerrillas during the retreat to the islands, where it was refitted as a tank destroyer. After several successful ambushes against occupation forces, it was accidentally destroyed due to mishandled munitions in 1599.



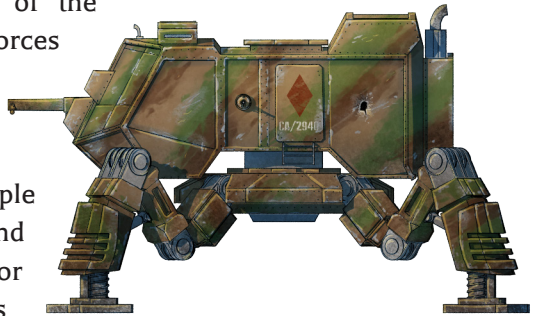
Mind the Gap

Transporting their heavy walkers to and from engagement areas was a constant issue for Macchi forces, as the limited range and mechanical issues of the vehicle made it unsuited for overland travel. Damaged during fighting in the Fiat Mountains, TN/082I was dropped from a loading crane while lifting it into a sky-line, victim of a broken lifting hook.



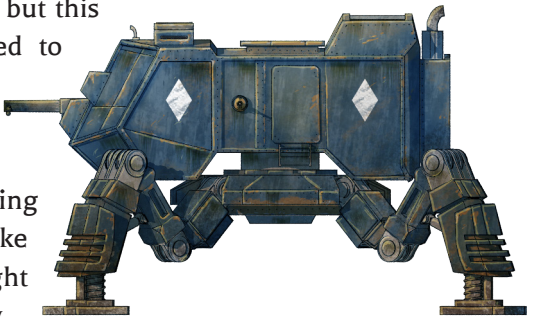
Lightly Used

The long-lasting static defence of the Marchetti Valley allowed Macchi forces to easily recover and repair both their own and enemy tanks when they were knocked out in action. Some vehicles were rebuilt multiple times; CA/2940 was recovered and rebuilt six times during the battle, for reasons ranging from breakdowns to ammo fires to lost legs.



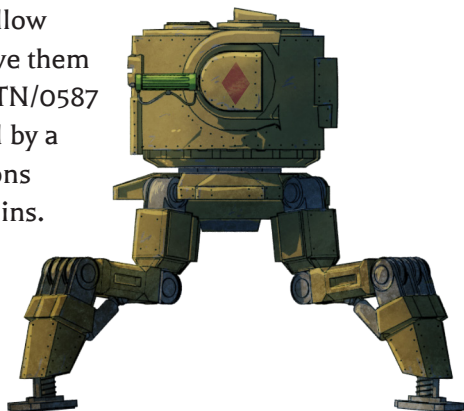
Down with the Ship

Few heavy Macchi walkers survived long enough to make it to the islands, but this example, CA/9979, was evacuated to Agusta Marine Fortress. It was tied to the deck of the damaged frigate *Impetuoso* as a gun turret; though this made for a striking propaganda image, the ship broke down and was scuttled the night before the Battle of Savoia Flow, and CA/9979 was likely tossed overboard to save weight.



Macchi Monster

The ability of light Macchi walkers to follow their infantry into almost any terrain gave them an outsized reputation for invincibility. TN/0587 was one of thirty machines which, aided by a single Alpini battalion, drove two divisions of Gotha infantry out of the Fiat Mountains. Though its armour was proof against the crude anti-tank rifles of the time, it was eventually crushed by a man-made rockslide.



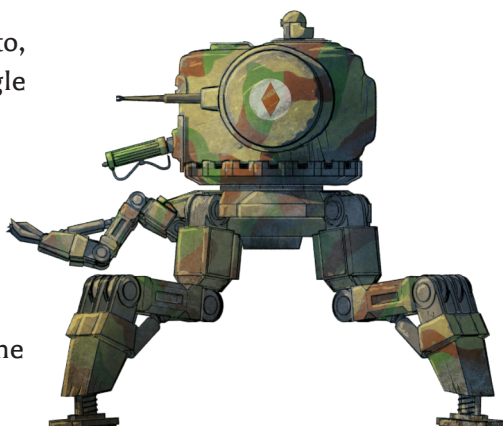
Faithful Ally

ND/8409 was part of the deadly 1st Anti-Air Artillery Battalion of the Nardi Republican Guard, which guarded the allied right flank during the Battle of Marchetti and successfully made the region a no-fly zone. Disobeying direct orders to hold position, the 1st AAA accompanied their Sopwith allies in the ill-fated I597 Offensive and were completely wiped out within thirty-six hours by pre-sighted artillery.



Last Holdouts

Garrisoned on the tiny island of Diatto, CA/3204 retreated into the deep jungle to avoid air raids, missing orders to surrender. The crew hid for 15 years, surviving by raiding local villages as 'enemy garrisons' for food and fuel. When captured by a mercenary company, they claimed other armed holdouts remained on the island, supposedly unaware the war was over.

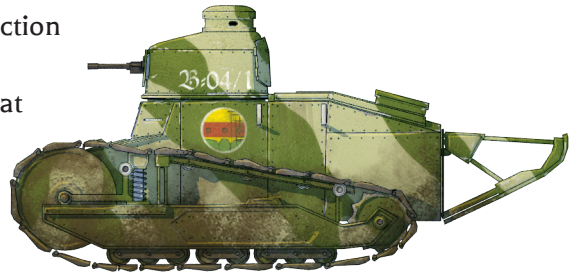


Tanks of the Kingdom of Sopwith

1595-1602

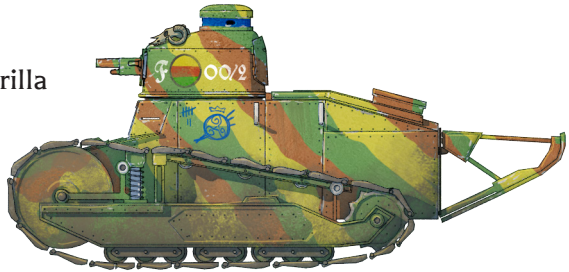
Logistics Raider

B-04/I was among the first production Eliminierers deployed in Macchi, breaking through Fokker pickets at Nazzaro and destroying several logistics bases. B-04/OI broke down and was towed home with a captured Wisent truck.



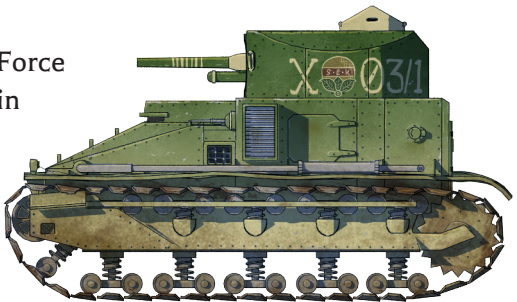
Sea Raider

F-00/2 was the lead tank of F-Squadron, who redeployed by landing barge to link up with guerilla fighters. Its commander, Captain Bronwyn Bethel, played up her Hawkisch heritage with a persona as a merciless and unhinged barbarian queen.



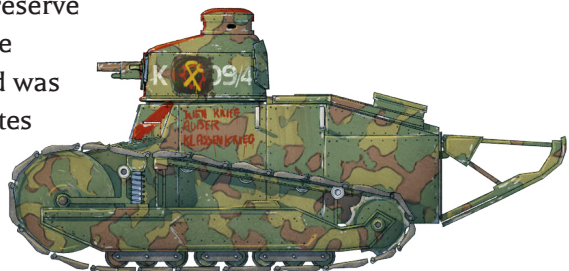
Continental Menace

Deployed with the Expeditionary Force in 1601, X-03/I was instrumental in early successes, with seven kills on deserter and bandit tanks within four months. It was last witnessed being refitted for gas gear before entering Lyksborg.



Realigned

K-09/4 was appropriated from a reserve warehouse by the Steel & Sky-Line Workers Union of Carpedem, and was famously photographed at the gates of the Royal Manor with labour leader Eldrich Becker atop it with a megaphone. It never had any ammunition.

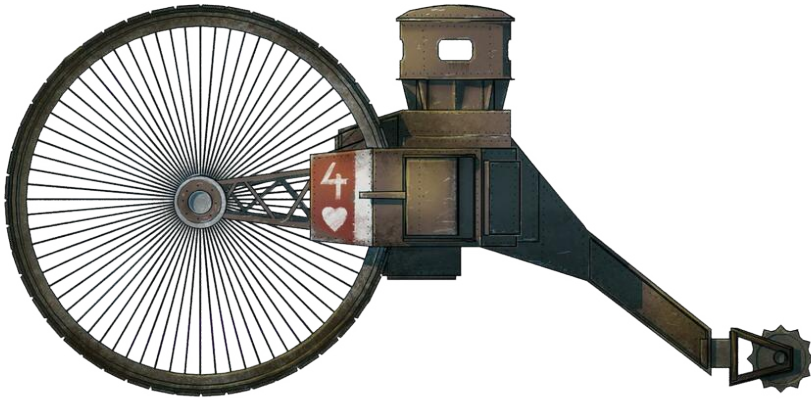


Tanks of Other Powers

1586-1599

Overpriced & Undeployed

This vehicle, of unknown designation, was assigned to the 1st Heavy Armour regiment of the Kingdom of South Loring. It was never deployed in battle, instead being paraded around various Fokker cities before being lost on a downed Sky-Line.



It's Technically a Riverboat

Riesenrädern were manned and commanded by the UWF's brown-water navy, the *Flusswacht*, and were classified as a kind of barge. Ironically, RR-4 was assigned to a tow-path post-war, pulling actual barges.

Tank Registration Codes

- Gotha tanks were simply numbered sequentially by type. This was complicated by multiple factories tracking their own production.
- Fokker tanks had a bizarre series of production codes followed by registry numbers; nobody now knows what the letters mean.
- Macchi tanks had two-letter regional designation by assigned unit, followed by a four-digit non-serial production code.
- Sopwith tanks are coded with squadron letter and position number.

The final number indicates it is the Xth tank of that designation.

Wartime Ground Attackers

1581-1599

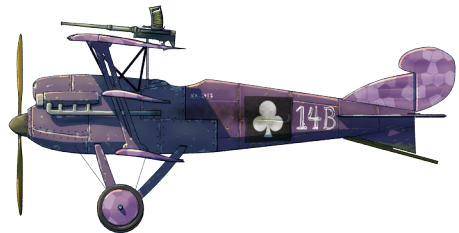
Quantity over Quality

The Kobra C-series' main draw was parts commonality; the heavy, sluggish planes were hated by those who had to fly or escort them. This plane, G.5171, carried a 20mm tailgun which could also be used for anti-tank strafing.



Used to Destruction

The Fokker Kingdoms' aggressive use of ground attackers saw staggering loss rates. When survivable frames like this von Morgan Walküre, KX.7412-14B, finally entered service, they had to be flown by complete rookies; there were no experienced attack pilots left.



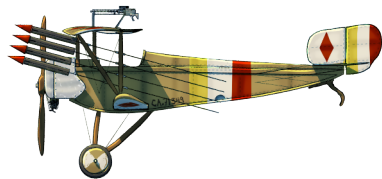
Fighting Chance

In the late war, obsolete attackers like JA-81 7-102 could only fly safely at night. To find targets, trip flare mines were scattered in the Wild; patrolling aircraft would home in on them to drop airburst and incendiary bombs.



Over-Investment

Lacking decent liquid-cooled engines, Macchi forces pressed balloon-busters like CA.71349 into ground attack roles. The 'One Republic' tricolour flag was officially banned, but widely used.



The Clearcutters

The Kingdom of Sopwith's fighters were without peer as ground attackers. During the two months B-08/4 was in service, the squadron claimed 5 tanks, 2 Sky-Line engines, 28 grounded aircraft, 4 in-air kills, and over fifty trucks.



Post-War Uniforms - Factions

Circa I619

Fashion Statement

The South Macchi Confederation is one of the larger Macchi nationalist proto-states. Despite their socialist politics, their modern uniform was designed by famed *Futuristi* artist Salomè Bucalo. It is issued alongside wartime surplus Macchi jackets and helmets for when troops are in the field.



Ditch the Green

The New Army Uniform of I608 is a modernized design for a rebuilt professional home defence force. Many believe the new dark blue was intended to distance the New Army from the SEF in the wake of the infamous Cisneros Massacre in Hanriot. It is issued with repainted surplus helmets.

Mountain Men

Fort 90 was a Fokker outpost in rural Dornier which initially refused to accept the collapse of their state. Taking in refugees as 'recruits', they eventually began a project to reclaim the abandoned local villages and re-establish security in an area now rife with piracy and shades.



For the Raven Queen!

The Kruczeta are an ethnic and religious Veloren group in the southern Euler Valley whose lands were conquered by Gothic nations in the I400s. A modern national liberation movement had been slowly building since the end of the war, complicated by the presence of settlers left by both Euler and Fokker.



Post-War Uniforms - Militias

1600-1620s



Battle Maid

The civil services of Aldershof Manor, including their militia garrison, wear the same uniforms they did when they were the pre-war servants of the Aldershof family; it is a point of professional and civic pride for the inhabitants of the trading hub, distinguishing them from the 'guests'.

Blood in the Water

This outfit belonged to a Fischervolk militiaman who took part in a multi-village punitive raid against the inlander town of Grünwasser in Voisin, in reprisals for sponsoring air banditry. The raiders swam through six miles of swamp to burn down the town's hangars and grain storage.



Magical Militia

The village of Stillerhain in Lohner is one of the most isolated in Himmilgard, so small it does not have an aerodrome. Its militia, such as it is, are acolytes of the local Witches' Council; with no reliable access to firearms or ammunition, they make do with older arts.

Go Team!

When Königlicherberg University drew the attention of rampaging Clockwerks, a militia was formed from the college football league. Armed with weapons from the wartime garrison and prototypes hastily produced by the engineering school, they held out for six weeks until help arrived.



Post-War Uniforms - Goth Armies

1604-1626

War Boys

The Goth Armies had a standard uniform, the M.1604 “Phönix”, but the cheap fabric and boots tended to degrade rapidly in the field. Combat Group officers would often drop the uniform code in favour of intimidation tactics and looting harder-wearing clothing, helmets, and body armour.

Nice Uniform, Idiot

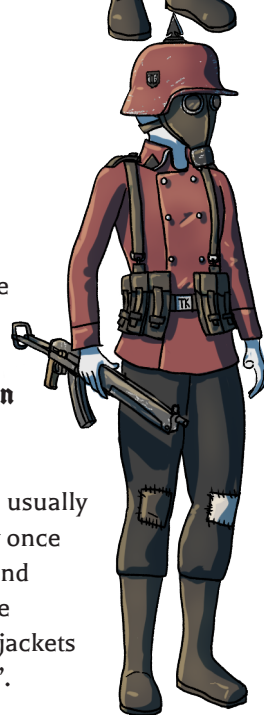
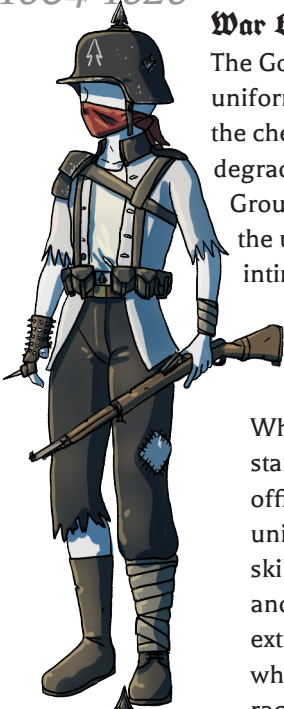
While the enlisted had a standard uniform, Goth officers did not. Instead, they had uniforms custom-tailored, either by skilled prisoners or by their wives and mothers. They tended to be both extravagant and impractical, owing to what can only be called a fashion arms race between officers.

All-Considered Knives

Even when not deployed, Goth tankers were exempt from uniform standards; it's impossible to keep white jackets clean inside a tank. Once hatches were closed, gas masks were often worn to provide protection both from spalling and carbon monoxide.

Bring your Own

In theory, the TK-Brigades just wore a red version of the M.1604. However, volunteers usually brought their own, especially once they deployed in an M.1604 and discovered they got one of the shoddy ones with fragile felt jackets and laminated paper ‘leather’.



Post-War Uniforms - Warlords

Circa 1619

For the President!

The army of the Serene Republic of Eastern Schuckert was known for their fanaticism and many atrocities, a result of brutal indoctrination.

Conscripts were made to both suffer and inflict arbitrary collective corporal punishment until they accepted that life, including their own, had no value.

Rewriting History

Field Marshal Gabriella Brack sought to re-establish the 'liberal democracy' of the UWF. Wherever her forces went, freedom of speech was protected through strict censorship, and voters proudly went to the polls to vote for which of Brack's lieutenants would administer the occupation.



Whose Macchi is It Anyway?

Colonel Alex von Abelhard was once a lieutenant in the Fokker occupation of Macchi who married a local, learned the language, and is still trying to reunite the country with local pluck, Fokker strategy, and a reactivated fleet of CV-95s. What's worse, the locals seem to love him.



Not As Planned

The Fokker Empire's attempts to recruit the Ist Kruczeta Regiment in 1599 failed so badly, the majority of the troops ended up being Gothic transfers fighting under the flag of a minority they knew nothing about. In dyed uniforms, the Ist became the armed wing of Fokker settlers in southern Euler, protecting their expansion.



Post-War Uniforms - Mercenaries

Early I600s



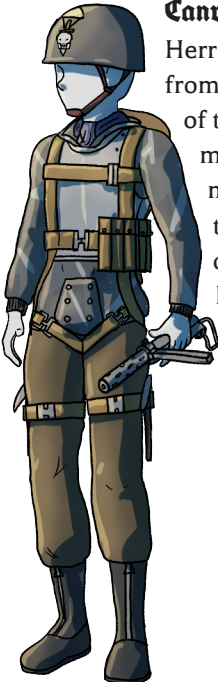
Wingsuit Warriors

Despite their ostentatious appearance, the Abhay Grenadiers were famed for their silent raiding tactics, their foes often unaware they were being attacked until the hail of grenades dropped from above begins to detonate.



It's Not Political

In contrast to their historical purpose, the Diamond League mostly opposed various Macchi national projects in the post-war period, as they were primarily hired by trading companies from south of the mountains seeking to keep the prices of sugar, castor oil, cotton, and tobacco low.



Canvas Battlefields

Herr Engelhardt's Landers operated from I609 to I62I, pulling some of the most lucrative jobs on the market. Their hyper-specialized modern equipment was testament to their single-minded dedication to the art of airship hijacking.

80% of the Loot

Schmetterling's Shieldmaidens began as a labour dispute over the gendered pay gap in the Loring Irregulars. Not long afterward, the new company effectively conquered the infamous casino town of Lauzona, and are now a curious blend of criminal syndicate, mercenary army, and militia.



Tanks of the Post-War Period

I60I-I623

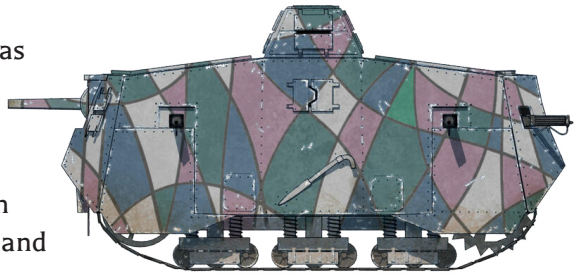
Good as New

The Eschenbach Process, which treats steel and aluminium to nullify almost all corrosion, allows most any tank to be recovered from even dire conditions. This Fischtraktor, extracted from the Codecasa Canal after fifteen years, ran after only two days' restoration.



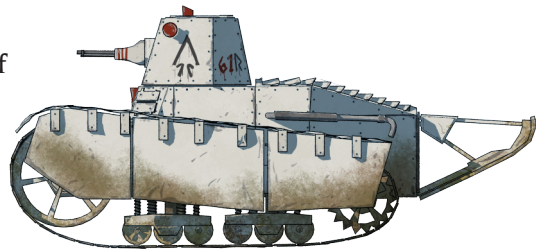
Militia Parade

This late-model Wandelburg was recovered by the militia of Flusseite in Albatros. It was used as security in forest-clearing operations, as the town desperately needed more farmland to feed the many refugees.



Post-War Production

This Gotha-style Eliminierer was produced in I6I5 in the factories of Sommerhügel, a Goth stronghold in Euler. This type was prone to frequent breakdowns due to sabotage by forced labourers atop haphazard maintenance.



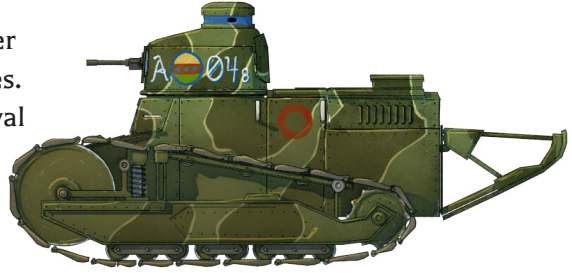
Hunk of Junk

This Feldmaus was discovered in I6I9 outside the ruins of Hradec Králové in upper Lohner, having been abandoned by Gotha occupation troops and turned into a war memorial. To the surprise of its discoverers, it still worked.



Royalist

A-04/8 is a rare tank manufactured post-war, one of five I610 Eliminierer Ds built in I612 by Markgraf factories. It is assigned to Squadron A, the Royal Guard, in a mix of ceremonial use and pre-emptive street deployments in times of unrest.



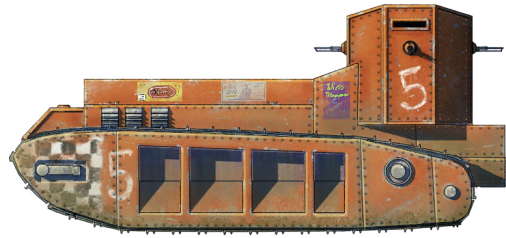
Ritterlichkeit

This Rammbock was operational with one of the mercenary companies slash socialist partisans in the Fokker Mountains in opposition to Operation Dead End, a campaign by the Goth Armies to disrupt the region's defences which ran from I618-I620.



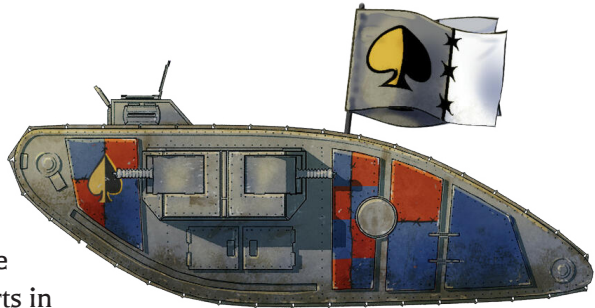
Now this is Car Racing!

Turbopanzer A5I re-entered the history books in I618 as an unexpected contestant in the Great Vought Rally, the annual stunt race by the Fassbender Trading Company to drum up funding and volunteers for their post-war colonies.



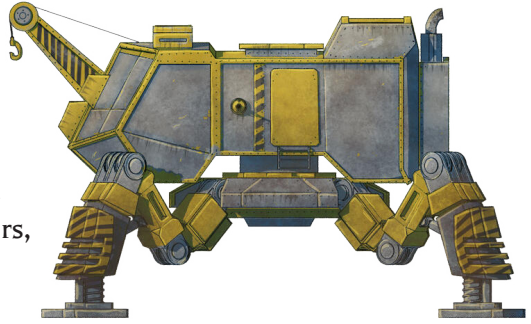
In Shining Armour

Once ABI90, this vehicle was absorbed into the Order of the Barbed Wire when it merged with the Albatros Irregulars in I611. After three years' service, the increasingly severe breakdowns saw it sold for parts in Aldershof.



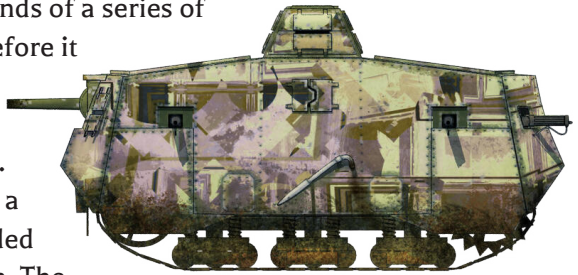
Cargo Manager

MZ/4430 was seized as war loot by the Fokker Kingdoms and toured for several years before being left in a scrapyard, its gun removed for infantry use. After being recovered by salvagers, it was sold to the zeppelin docks of Friedrichshafen as a loading crane and recovery vehicle.



Art Project

BT-OI passed through the hands of a series of Macchi nationalist groups before it was stolen from the South Macchi Confederation by a *Futuristi* pirate group in I617. It was subsequently found in a high mountain pass, embedded in the wreckage of a zeppelin. The pattern supposedly illustrates the glory and power of internal combustion.



Flag Landship

Where exactly the Serene Republic of Eastern Schuckert procured this vehicle is unknown; it is thought to possibly be the long-lost Viktoria #3, which was prevented from deploying due to mechanical issues. After its reappearance in I619, the despotic President rode this so-called '*Chariot of Steel*' through conquered towns as a symbol of might and wealth.

Media & Real Life

The ground combat in *Flying Circus* is inspired by all the war media that make me too sad to watch them again: *The Pacific*, *Saving Private Ryan*, *Passchendaele*, and so forth. *Flying Circus* strives to treat infantry war as a pointless, awful, muddy miserable mess in the same way.

In immense contrast, the core concept for how tank combat should look in order to match the intensity of the aerial dogfights is drawn not only from movies like *Fury* and *Kelly's Heroes*, but also from the extremely silly anime *Girls und Panzer*. Its willingness to play fast and loose with the capabilities of antique tanks for the sake of spectacle and drama makes it great fun if you can ignore some of the less savoury aspects.

Naming your Tanks

We usually don't associate tanks with flashy colour schemes of the sorts warplanes have often sported, as camouflage is much more important for them. However, in many times and places, tanks are instead named.

Before radios, tank names were informal and chosen by their crews rather arbitrarily. Most of these names were not recorded: while most British tanks of World War I were simply numbered, some names have survived, including the famous *Musical Box*. The Germans gave their A7V tanks mythological names: *Mephisto*, *Cyclops*, *Siegfried*, and so forth.

Onboard radios in WW2 made tank nicknames more common, with formal and informal schemes spreading across multiple armies. Tanks were named for sweethearts, family, patriotic slogans, hometowns, puns, members of the crew, accomplishments, or just random words.

In the modern day, US Army tanks usually have names stencilled on the barrel. These range from the tryhard (*Apocalypse*, *Democracy Deliverer*) to the sarcastic (*Diplomacy Failed*, *Dropped as a Baby*) to simply internet memes and movie quotes. Most start with A, B, C, or D, as many units rule that the names must start with the same letter as the company. As the name is on the barrel and barrels wear out quickly, the same tank will bear many names over the years.

Try to give your tank a name the crew agrees on, or at the very least a name all of you hate equally.