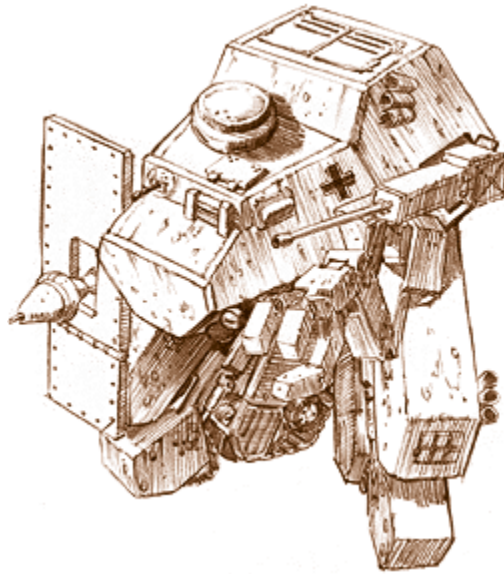


Battleground Weird War II

by Brian Cottrell



Walkers:

Walker Types: Walkers are any vehicle that moves via legs similar to a man or other animal. This could mean two or more legs depending on the type. There are four known walker types within Battleground Weird War II, the W2, W4, W6 and the W8. These four types are then broken into four different classes Light, Medium, Heavy and Super-Heavy depending on their configuration.

W2(walker, 2-legged): This walker type moves in the manner of a man. These vehicles offer good visibility due to their height and move well over uneven ground but suffer from a large profile and are prone to being knocked over by enemy fire.

W4(walker, 4-legged): These walkers move in the manner of any number of four-legged animals and are usually not as tall as a W2. These walkers are more stable and can carry much more weight than their two-legged cousins.

W6(walker, 6-legged): Similar to an insect's movement, the W6 is a very stable but slow walker and is rare to be seen on the frontlines. Most walkers of this type are dedicated mobile artillery platforms.

W8(walker, 8-legged): These eight-legged monsters are massive in both size and weight and only fit within the Super-Heavy class. These walkers usually carry huge artillery pieces or other huge armaments. These monsters are very, very slow and have limited movement due to their sheer size but are very stable. In fact, there are only two nations who deploy this kind of walker in their armies, the USSR and Germany.

Walker Crews and Morale: Walker crews are no different than their comrades in other fighting vehicles so all rules are the same as any other crewmen within the Battleground WWII rules unless otherwise noted within the appropriate section.

Typical Walker Crew: Per normal rules

Crew Quality: Per normal rules

Walker Morale: Per normal rules

Morale Checks: Per normal rules in addition to,

Knocked-Over: Whenever a walker of any type is knocked over for any reason the crew must make a Morale Check. If the cause was from enemy fire then a +2 modifier is added to the roll.

Bail-Out: Per normal rules

Walker Leaders: Per normal rules

Walker Platoon Integrity Check: Per normal rules

Actions: Walker crews are no different then their comrades in other fighting vehicles so all rules are the same as any other crewmen within the Battleground WWII rules unless otherwise noted within the appropriate section.

Exit/Enter Walker & Bail-Out: For walkers triple the size of a normal man, the crew must spend 2 Actions to safely enter or exit if it is standing. This extra Action is due to the crew having to carefully use the vehicle's rungs to move down its side without falling off. The crew may choose to attempt a fast exit with a successful ½ Skill Check. This allows the crew to exit in a single Action but if failed they have fallen off and suffered an F column hit as they hit the ground. If knocked over or exiting to another platform of the same height it will only take a single Action to exit or enter the walker whilst standing.

Simultaneous Action: Per normal rules

Movement: Walkers are no different then their fighting vehicle cousins so all rules are the same as any other vehicle within the Battleground WWII rules unless otherwise noted within the appropriate section.

Turning: W2s may pivot then turn up to 45-degrees for free all other walker types may pivot and turn up to 90-degree for free.

90-degree turn: W2s may spend an Action to pivot then turn up to 90-degrees were all other types may do so at ½ their movement rate.

180-degree turn: W2s may use an Action to pivot up to 180 degrees at ½ their movement were all other walkers may pivot then turn up to 180 degrees using a single Action of movement to do so.

Damaged Leg: Damaged legs are legs that are still intact but are either faulty or immobile due to enemy fire or for some other reason. W2s may drag a leg at ¼ normal movement but this can only be done if the W2 has an auxiliary manipulator arm in which it will use to help drag the leg. W4s may drag a single damaged leg at ½ their normal movement rate. W6s can drag a single damaged leg at ½ movement and a second one on an opposite side up to ¼. W8s may drag a single damaged leg up to ¾ of its normal rate, two at ½ is rate and a third on an opposite side as the others up to ¼ its movement. Walkers may drag damaged legs as described above but may not drag them over obstacles or very rough terrain. The only exception is if your walker is equipped with two or more auxiliary manipulator arms which would allow it to grab surrounding terrain and psychically drag the leg over the obstacle. This takes a successful ¼ Skill Check by the crew and D6 Actions to do so. The terrain must also allow for such an action and must be agreed to by both players before attempting. Walkers who have sustained numerous Damaged Legs and cannot move them will be considered immobile and all rules will apply.

Reverse: W2s may move in reverse at ¼ normal movement were as W4s, W6s and W8s can move up to ½.

Water Crossing: Walkers of all types may walk through water if the depth doesn't submerge its hull but only the legs. This will vary on each model but before you attempt a crossing agree to the depth of the water obstacle or have the GM decide if it's passable. Crews must roll a Skill Check each Action while moving within water. This also causes the walker to be extremely vulnerable and an enemy fire will receive a -2 to hit as well as a -1column shift to spot walkers making a water crossing.

Bogging: Due to the various configurations, design and weight of each walker class, the listed terrain modifiers are those that would affect the W2 and W4 models as they are the most common on the battlefield. Other walkers will have their modifiers listed on their own Vehicle Charts in future updates

<i>Mud</i>	<i>3/4 movement</i>	
<i>Deep Mud</i>	<i>1/2 movement</i>	<i>Bog on 19 for W2s / 20 for W4s</i>
<i>Medium Snow</i>	<i>3/4 movement</i>	
<i>Deep Snow</i>	<i>1/2 movement</i>	<i>Bog on 19 for W2s / 20 for W4s</i>
<i>Very Deep Snow</i>	<i>1/4 movement</i>	<i>Bog on 18 for W2s / 19 for W4s</i>
<i>Steep Hill</i>	<i>1/2 movement</i>	<i>W2s Knocked Over on 19 / 20 for W4s</i>
<i>Light Woods</i>	<i>3/4 movement</i>	<i>Bog on 20 / 19 for W4s</i>
<i>Heavy Woods</i>	<i>1/4 movement</i>	<i>Bog on 17 for W2s / 15 for W4s</i>
<i>Orchards</i>	<i>3/4 movement</i>	<i>Bog on 20 +1 to push through or step over</i>
<i>Hedge</i>	<i>Skill Check to step over or push through hedge</i>	
<i>Bocage</i>	<i>Skill Check + 1 Action to step over or push through bocage</i>	
<i>Gully</i>	<i>Skill Check + 1 Action to step over it if possible</i>	
<i>Wall</i>	<i>Skill Check + 1 Action to step over if wall is smaller than walker's knee</i>	
<i>Shell Holes</i>	<i>Skill Check</i>	
<i>Fox Hole</i>	<i>Skill Check</i>	
<i>Basic Trench</i>	<i>Skill Check</i>	
<i>Improved Trench</i>	<i>Skill Check</i>	
<i>Sandbags</i>	<i>Skill Check</i>	
<i>Wire</i>	<i>Bog on 20 If bogged, walker crew must spend D20 Actions to clear the wire If crew fails to due so and continues they will suffer a +1 to all Skill Checks because of the wire tangled at their feet. If failed, the walker will trip and be knocked over</i>	
<i>Roadblock</i>	<i>Bog on 18 for W2s / 19 for W4s +1 Action to step over if width is 1/2 of walker's normal movement. If greater, cannot step over</i>	
<i>Graveyard</i>	<i>3/4 movement</i>	
<i>Slow Stream/River</i>	<i>3/4 movement Will tip over on a 19 for W2s / 20 for W4s</i>	
<i>Fast Stream/River</i>	<i>1/2 movement Will tip over on a 18 for W2s / 19 for W4s</i>	
<i>Swollen Stream/River</i>	<i>If swollen, deduct an additional 1/4 movement and -1 to Bog Number</i>	
<i>Marsh</i>	<i>1/4 movement Bog on 18 for W2s / 19 for W4s</i>	
<i>Medium Rubble</i>	<i>Bog on 19 for W2s / 20 for W4s If bogged, roll additional D20 and a roll of 20 will cause the walker to fall over</i>	
<i>Heavy Rubble</i>	<i>1/4 movement Bog on 18 for W2s / 19 for W4s If bogged, roll additional D20 and a roll of 18 will cause the walker to fall over</i>	
<i>Sand</i>	<i>1/2 movement</i>	

Buttoned-Up: Walker crews are no different then their comrades in other fighting vehicles so all rules are the same as any other crewmen within the Battleground WWII rules unless otherwise noted within the appropriate section.

Unbuttoned: Per normal rules

Commander Exposed: Per normal rules

Crew Exposed: Per normal rules

Crew Covered: Per normal rules

Gun Rules: Walkers are no different then any other fighting vehicles so all rules are the same as any other vehicle within the Battleground WWII rules unless otherwise noted within the appropriate section.

Gun Types: Per normal rules

Gun Mounts: Per normal rules in addition to,

Shoulder Mounted: Per Turret Mounted rules

Arm Mounted: Weapons mounted within the arm have a 90-degree field of fire. These are considered to move at a normal rate as mentioned in the Turret Mounted rules. Normally, when expecting enemy contact, walker crews will have *Readied* their arm mounted weapons. This means that the arm is either bent at the elbow or pointing

outward ready to engage enemy targets. If the walker's arm is not *Readied* then it will take a full Action to do so before it can use its weapons.

Ammunition Types: Per normal rules

Gun Actions: Per normal rules in addition to,

Load Time for Arm & Shoulder Mounted Weapons: Most arm and shoulder mounted weapons cannot be reloaded by the walker's crew as they tend to be equipped with ammo hoppers similar to those found in aircraft. The ammo hopper is depleted if the weapon rolls double 20s or rolls a total of 5 20s in a single battle. This represents the ammo has been spent or the feeder equipment has failed. Whatever the case may be, the weapon can no longer be used.

W2 Bracing: When W2s fire any weapons of 75mm or larger, they must first completely stop and brace itself for the weapon's recoil. Failure to do so could knock over the walker due to the possible uneven ground or large recoil from the weapon being fired. It takes a full Action to brace the walker representing the crew locking up the walker's legs and setting the gyros for maximum stabilization as the weapon fires. If the crew fire before the walker is braced then they must roll a 15 or less on a D20, or the walker has been knocked over and immobilized. If the walker is on any kind of uneven ground that causes a modifier for movement, then the roll is a 10 or less on a D20. It is free to un-brace a walkers legs once the weapon has been fired. Walkers of other leg configurations will ignore this rule as they are much more balanced.

Shooting Sequence: Per normal rules

To Hit Modifiers: Per normal rules

Jamming: Per normal rules

Hit Location: Per normal rules

Penetration: Per normal rules in addition to,

W2 Penetration: Whenever a W2 is hit by a round of 75mm or greater; they may be knocked over by the impact. Roll a Skill Check with any modifiers added and if passed the walker is still on its feet but if failed the walker has been knocked over and immobilized. In addition to being immobilized the crew must then make an additional ½ Skill Check or they will take a D column hit as the walker crashes to the ground. Any model in its path may make a Skill Check to dive out of the way but if failed they will suffer an automatic Gory Death result. If the walker hits an object with an armor value then follow the vehicle Ramming rules. The walker will topple over the opposite direction of the enemy who fired the round.

Modifiers:

Moving whilst hit	+3
Uneven ground	+2
Hit from a lower or higher angle	+2
Light Class W2	+2
Heavy Class W2	-2
Super-Heavy Class W2	-4

Special Fire Modes: Walker crews are no different then their comrades in other fighting vehicles so all rules are the same as any other vehicle within the Battleground WWII rules unless otherwise noted within the appropriate section.

Opportunity Fire: Per normal rules

Op-Fire Spotting: Per normal rules

Ambush: Per normal rules

Vehicle Combat: Walker crews find themselves in a very unique situation in which they can actually fight with their vehicles as if it were ment to do so.