

The 'Marienberg' Class Land Battle Ship (The Wonder of the Age)

	M	WS	BS	S	T	W	I	A	LD
Land Ship	*	-	-	6	6	12	-	-	-
Crew	-	3	3	4	-	-	3	D6	7

300 points

*See special rules

Type: Unique unit

Unit Size: One Land Ship

Equipment:

- Culverin
- Fusillade
- Oak and Iron
(3+ Armour save,
6+ Ward save)

Special Rules:

- Unbreakable
- Fear
- Impact Hits (D6)
- The Wonder of the Age

SPECIAL RULES

Culverin

A Culverin is a type of light cannon. It was installed in the prow of the Land Ship after the inclusion of larger ordnance proved disastrous. The Culverin is treated exactly as a standard cannon (see page 112 of the Warhammer rulebook) that fires directly ahead, except that it is Strength 7 when firing and its grapeshot attack is only Strength 3. Otherwise all the normal rules for cannon apply.

The Land Ship may still move and fire the cannon, and may even fire it if engaged in combat contrary to the usual rules (but can only nominate a target point in the unit in base contact with the ship's front). If the weapon is destroyed by a Misfire result, the Land Ship also immediately suffers D3 Wounds with no Armour save or Ward save possible.

Fusillade

The deck crew, along with the complex operation of piloting the ship and avoiding imminent catastrophes such as the ship toppling over or the boiler exploding, do their best in battle to let fly with a wide number of sweepers, deck pistols and handguns laid on and loaded for the purpose. In addition to firing the Culverin, each Shooting phase the Land Ship can fire a fusillade at a single target in any direction (note this does not need to be the same target at which the Land Ship's Culverin is firing). This generates D6 shots that use the following profile:

Name	Range	Strength	Special Rules
Fusillade	18"	4	Armour Piercing

Note that unlike the Culverin, the Fusillade cannot be used if the Land Ship is engaged in combat — the deck crew are too busy repelling boarders!

The Wonder of the Age

Something of a poor imitation of a true Empire Steam Tank in terms of sophistication, the Land Ship does at least have size and ambition in its favour, from its bulky armoured hull to its oversized, life-threatening boiler and a steering mechanism that can only be described as the fruits of an unhinged mind. In battle the Land Ship is an insane sight, almost a mobile fortress in effect towering over the battlefield, discharging its thunderous gun and crushing the enemy underfoot while its crew remain (almost) safe high on the deck above. That is when it works and the wheels don't fall off, or the boiler explodes or the magazine catches fire...

The Land Ship uses the same general rules in combat as a Chariot, except where noted in the following section.

Moving the Land Ship: The Land Ship, lacking anything like the control of a Steam Tank has two modes of movement: slow and full power. The player must declare which they are using before the Land Ship is moved each turn.

Measure all move distances for the Land Ship from the front edge of its wheels.

Slow The Land Ship may move up to 6" directly forward without penalty or risk, but may not charge.

Full Power The player may pivot the Land Ship in any direction in its front arc and roll 2D6 for the distance it travels. The first unit it contacts it counts as having charged (friendly units suffer impact hits but no combat is actually fought). However, if a double 1 or double 6 is rolled, something has gone disastrously wrong. Roll immediately on the *Land Ship Calamity Chart* and apply the result.

A Marienberg Land Ship is a Rare choice for an Empire army.

THE LAND SHIP CALAMITY CHART

D6	Result
1	Abandon Ship! With an appalling cracking sound, the main axles snap, spars shatter and the wheels are crushed, dumping the ship unceremoniously to the ground in an almighty crash. The Land Ship is destroyed but left on the table as an area of dangerous terrain. Any unit in base contact when this happens suffers D6 Strength 8 hits.
2-3	Arrrrgh! The boiler backfires, sending the Land Ship hurtling forward. The ship moves the rolled distance and an additional D6", as well as suffering D3 wounds with no Armour save or Ward save allowed.
4-5	All hands to the Wheel! The Land Ship slews perilously out of control. Roll a Scatter dice and move the ship the rolled distance in the direction shown on the dice. If a 'hit' is rolled, the crew manage to drop the emergency anchor and the Land Ship remains stationary.
6	Boom! Between the over-pressurised boiler exploding and the powder magazine detonating, the Land Ship makes a spectacular fireball. Everything within D6" of the Land Ship's hull suffers a Strength 6 hit and the Land Ship is destroyed and removed from play.

The Land Ship in Combat: The Land Ship inflicts impact hits just like a Chariot when it charges. If locked in combat it may inflict a Thunderstomp attack against a single enemy unit on each of its own player turns as its engine grinds it forward. In addition, the crew generates D6 attacks of their own each round using the profile shown (generally jabbing down with spears and throwing things from the high deck).

Damaging the Land Ship: The Land Ship is a massive, bulky thing covered in decorative work, armour plating and other things not entirely germane to its continued function. Its high wounds score represents a mixture of the overall damage needed to wreck the structure or kill off the crew. This difficulty in scoring telling damage is also represented by the Land Ship's 3+ Armour save and a Ward save of 6. Additionally, when the Land Ship loses its last wound roll a D6. On a roll of a 1, it suffers the effects of the **Abandon Ship!** result on the Land Ship Calamity table and on a 6 the **Boom!** result. On any other roll, the Land Ship is removed as normal.