

Supply Vehicles

(All Armies and Races)

When a large army hits the battlefield everyone expects the tanks and troops, but the truth is that much of the battlefield is actually populated by non-fighting vehicles supplying necessary resources for the fighting vehicles. Due to the size of the siegeworld battlefield, it is appropriate to allow supply vehicles to play a part.

Generally supply vehicles are free to field in points, A self-propelled supply vehicle takes up a single troops slot, a trailer takes up no slot. You may not, however, field more supply vehicles than there are units they can supply available from the same army. Their battlefield effect, while helpful, is not dramatic and these vehicles are very vulnerable to destruction. Therefore if you have gone through the effort to build and paint a supply vehicle you can use it.

Generally there are six classes of supply vehicles. This does not mean there are only six different vehicles, just that the vehicles come in a huge variety of styles but can be determined to be of six general classes for game play purposes. Players are expected to use common sense in representing supply vehicles. If the vehicle is a tanker it is designed to transport supplies. In the same way players should recognize that vehicles do not have infinite strength and only so large of items can be logically used. The below effects are also intended to be exemplary, if situations arise where a Transport would logically be used differently, it may be appropriate to allow it to do so. Further, some transport vehicles may logically provide the benefit of more than one category.

Supply vehicles are not heavily armed (if they are armed at all). For this reason, a self-propelled supply vehicle may carry no more than a single ranged weapon which must be defensive (strength 5 or less). A self-propelled supply vehicle may take non weapon upgrades available to the appropriate army and may take a single pintle mounted gun if such an upgrade is available and the vehicle does not have a defensive weapon already. A supply vehicle trailer must be unarmed. Note that in some armies, a Supply vehicle may actually be a creature. For simplicity, the creature is still treated as a vehicle with the same profile unless Games Workshop has provided it with its own profile (baggage great knarlocs for instance).

Supply vehicles come in two general patterns. There are self-propelled supply vehicles, and there are trailers. A self propelled supply vehicle can travel under its own power, a trailer must be towed by another vehicle, in particular a tow tractor.

Supply Vehicle					
	Points	BS	Armor		
			front	side	rear
Supply Vehicle	Free	2	10	10	10

Availability: Any army that does not deploy entirely using deep strike can take supply vehicles. Armies which deploy entirely using deepstrike can only take trailers, which gain the deepstrike ability and are effectively supply drop devices.

Type: Tracked, Normal

Crew: Varies

Transport: See Below

Fire Points: None

Access Points: As modeled

Options: None

Weapons:

See Below

Modeling: Supply Vehicles can be modeled in just about any manner desired, however they should be appropriate to their army. Some supply vehicles (namely those made by Forgeworld) have profiles which superceed the above general profile, however, those vehicles may still use these special rules with their own profile.

SPECIAL RULES

Types of Supply Vehicles: Each type of supply vehicle has special rules associated with it.

Transport with Supplies: A transport may carry supplies for the fighting forces (ammunition, fuel, parts, rations). These transports help fighting units to run more smoothly. A transport carrying supplies allows a weapon which fires every other turn to fire every turn. If placed in conjunction with a weapon which has one-shot weapons, the one-shot weapon is considered reloaded and may fire again a single time if the vehicle does not fire for a turn. A transport may however not reload any weapon of which the vehicle to be reloaded only carries a single shell because in that case the weapon chassis is really the only effective platform for transport. This is best shown by example. A

Transport may rearm one manticore missile (if the launcher doesn't fire) as a manticore launcher carries four such missiles (each of which is a one shot weapon), the transport may not rearm a deathstrike launcher, however, because the deathstrike launcher only carries a single deathstrike missile making it its own most effective platform

A transport with supplies may be self-propelled or may be a trailer. Generally these items will be trucks or trailers with beds or cargo holds. Most models will generally be considered Transports with Supplies as they are by far the most common.

Empty Transports: A transport which is not carrying anything else can be used to ferry units. In this case the transport is treated exactly like a vehicle with transport capacity. As a supply transport is generally larger than most armored transports but is not designed to carry troops, a supply transport may carry up to 20 wounds of infantry, but may not carry bikes or steeds unless CLEARLY designed to do so. A player with a transport having supplies may at any time declare that the supplies have been used up (or quickly thrown out as the case may be) which turns a transport from having supplies to being empty. If the vehicle is CLEARLY designed to carry other vehicles it may carry whatever is appropriate to its design and which it is can actually support.

An empty transport may be self-propelled or may be a trailer. Any Transport model without clear cargo is an empty transport.

A particularly large transport may carry war machines (if they can be fully supported by the transport) or may be sufficiently large to be considered of war machine size. In either of these cases it counts as a war machine with 3 structure points.

Loaders or movers: These are vehicles designed to move heavy items such as large shells from transport skids or similar objects to their intended usage point. They are generally used to rearm large weapons systems but can also be used in a minor repair roll. A loader or mover is used in conjunction with a transport carrying supplies. The combination will reload two shells instead of one each turn of non-firing. If this is being used on a vehicle firing every other turn, on a 4+, the vehicle may fire an extra shell this turn (ROF +1).

A loader or mover must be self-propelled. A loader or mover is generally a crane or small loading vehicle. – A Sentinel Powerlifter is a loader.

Generators: Some transports carry an electrical (plasma etc.) generator. Generators provide for additional power to neighboring units allowing them to have access to various powerful benefits. Generators generally power giant searchlights which means any rules for night fighting are ignored for units within 12" of the generator, however the generator may be freely targeted by enemy units. Further, the generator will be hooked to shield pylons Any unit within 6" of the generator (including the generator itself) gains a 5+ invulnerable save.

Generators will always be trailers. They will generally have large power generation systems on them.

Tow Tractors: Tow Tractors are designed to ferry trailers around the battlefield. A tow tractor is simply a versatile pulling apparatus designed to pull trailers. These trailers may be other supply vehicles or may be weapon platforms configured in a towing configuration.

Tow Tractors must be self propelled and will generally be smaller tracked vehicles. A Brunhilde is a Tow Tractor. A Trojan is a Tow Tractor, but is also a transport carrying supplies. In 21st century warfare, a semi rig is a tow tractor while its trailer is a transport carrying supplies.

Recovery Vehicles: Recovery vehicles are designed to recover tanks that have broken down. Recovery vehicles will repair an immobilized result on any vehicle they remain in contact with for a turn.

Recovery vehicles must be self propelled and will include wrecker hooks or the like. An Atlas is a recovery vehicle.

To recover a war machine, there must be at least as many structure points of recovery vehicles in contact with the war machine as the war machine had STARTING structure points. A particularly large recovery vehicle may be considered a war machine with 3 structure points.