Lan Dreads (*working title)*

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Overview

Lan Dreads is a 1/2400 scale ship combat that takes place on land. A standard board size is 8x4 feet. Terrain scale is 1/5000.

Fluff

It is 1918 and the world is in the first days of the Second Global War.

In 1862, Great Britain supported the Confederate States of America, both economically and military. In 1864, after two years of blockade and stalemate, the United States of America withdrew from the war and the Confederacy gained its independence.

Following the Austo-Prussian War, Great Britain, the Ottoman Empire, Russia, and France signed the Allied Mutual Defense Pact, which obligated the nations into a mutual defense against any potential aggressor. In 1875, the Greater German Confederation attacked France. This invasion cascaded into the First Global War (at the time it was called the Greater War). France's inclusion in the Mutual Defense Pact triggered the inclusion of its allies add Great Britain, in an alliance with Prussia, backed the German Confederation. In 1879, the war ended with a Greater German victory. This victory allowed Prussia to consolidate its control over Central Europe and for the German Empire (including contemporary Germany, old Prussia, Alsace-Lorraine, and Austria).

One of the outcomes of the war was the significant advances in engine development during the war. Karl Von Rittendem designed an engine that utilized kerosene to generate electricity and then power large motors. This invention was quickly developed to create a power source that, though weighing several tons, had a power to weight ratio that was incredibly far above the traditional coal. Using this, the German Empireused this power source to develop large land-based ships that dominated the battlefield. With this new technology deployed, the Continental Powers quickly dominated their adversaries.

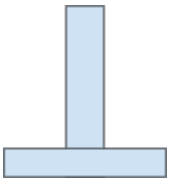
In 1918, the Confederate States of America, backed by the German Empire, the Confederate States of America, also called the Sick Man of America, surprise attacked into the United States of America. The attack quickly thrust into the eastern seaboard and the USA was knocked back to the Ohio Line (a defensive line based on the Ohio River and Mississippi River). This conflict brought the world into a second Global War. The USA, Great Britain on one side and the German Empire and the Confederacy on the other. Russia is in a non-aggression pact with Germany, and loosely shares resources. Russian is at war with Japan, who is allied with Britain and the USA.

France, split by the result of the First Global War. The Eastern half is directly controlled by Germany and the Western half is loosely allied with Great Britain.

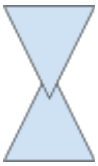
With the adoption of kerosene, the demand for oil in 1918 is the single most important natural resource. Spain, Italy, the Ottoman Empire, Ethiopia, and the Barbary Alliance have formed a third faction, the Allied Medeterranion Union (called the Union). The Ottoman Empire is the senior nation in this pact, both in terms of age as well as economic might. The demand for oil has driven the value of the Ottoman holdings skyward.

Aesthetic

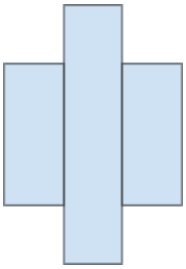
USA



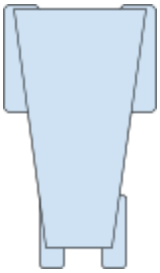
CSA



Imperial Germany



British Empire



Rules

Dice and Measurements

Measurements

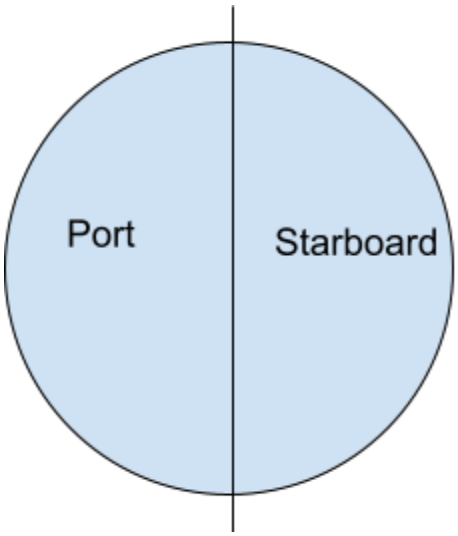
Distances are measured in inches. The distance between two models is the closest distance between the two models. The distance between two Squadrons is the closest distance between the two closest models in a group or a single model.

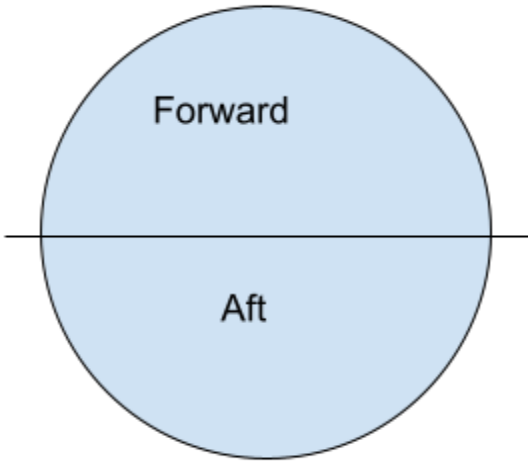
Players can measure anything at any time.

Arcs

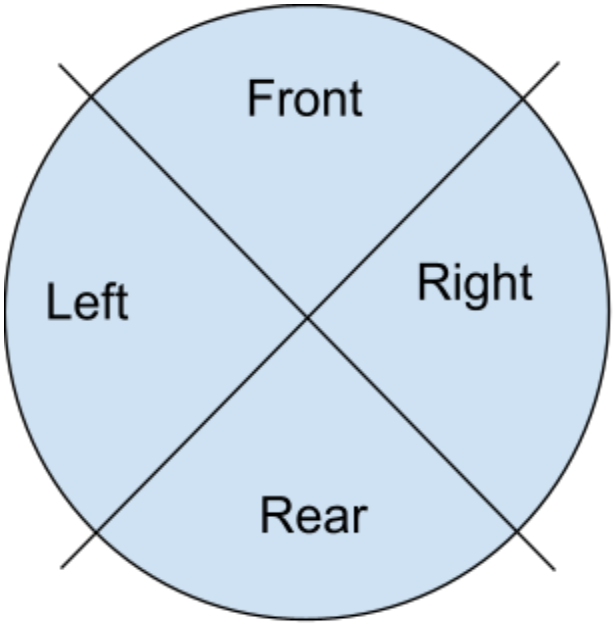
These are the standard arcs. Some weapons, abilities, and effects can also be a combination of arcs.

- 360° (ALL)
- Port (P)
- Starboard (S)
- Forward (FD)
- Aft (A)





- Left (L)
- Right (R)
- Front (F)
- Rear (RR)



Ranges

These are the standard ranges.

Close Quarters

Up to four inches

Short

More than four and up to eight

Medium

More than eight and up to twenty

Long

More than twenty up to thirty-six

Extreme

More than 36 inches

Dice

The game utilizes an advantage and disadvantage system. This system applies to all Standard Rolls.

- A Regular Roll is a D10
- An Advantage Roll is a D12
- A Disadvantage Roll is a D6

A Standard Roll consists of a player rolling a number of dice and comparing the results to a Target Number. Each die result that equals or exceeds the Target Number is a success.

Advantage and Disadvantage can merge together to make a regular. Advantage and Disadvantage never add together. If a roll has a number of Advantages and Disadvantages, whichever has more applies. If the two are the same, then the roll is Regular.

If a Target Number is ever out of range of the die used, the Target Number is the maximum result for that die, rolled twice. For example, if the Target Number is 7 for a Disadvantage Roll, a roll of 6 followed by a roll of 6 is required for success.

Units

Units

The term Unit is synonymous with a single model, a Squadron of models, and a Wave of models.

Squadrons

Smaller Units are purchased in Squadrons. These are generally Destroyers, Frigates, and Corvettes. These ships will sustain only one damage point before being destroyed (after Crew is saturated).

Models in a Squadron are required to remain within four inches of another model in the same Squadron, provided the Squadron has not been reduced to a single model.

Waves

Waves are multiple Fighters, Bombers, and Torpedos that are grouped into a single base or model and then marked with a marker to designate the number of units in the Wave. In general:

- Fighters
    - Fighters are better at destroying other Waves.
    - Fighters are not always aircraft.
- Bombers
    - Bombers are good at damaging Squadrons and alright at hitting Units.
    - Bombers are not always aircraft.
- Torpedos
    - Torpedoes are great at damaging larger Battleships and Cruisers and weaker at hitting Squadrons.
    - Torpedos do not turn after launch.
    - Torpedoes are not always ground (a V-1 would count as a flying torpedo).

Groups

Groups are collections of single Units, Squadrons, and Waves. When creating a Fleet List, units are purchased in Groups. Units within a Group are activated simultaneously.

Models in a Group are required to be within twelve inches of another model within the same group, provided the Group is not limited to a single model.

Air and Ground Units

Units that are not defined as Air units are Ground Units. Interaction with terrain will vary between Air and Ground Units.

Rail

Railroads play an important part of supplying the war, for all sides. As such, they are an essential component of most scenarios. Rail lines can be the target for raids, introduction, economic and transport infrastructure disruption, and deployment or raw resources, finished goods, supplies, men, and material. Some Rail Units can be armed and armored. This can be with standard batteries and anti-air and anti-Waves.

Boats

Boat movement is restricted to rivers and lakes. Some may be able to transport and ferry a number of other units (the types will be listed, but will generally be Dreads, though ferrying rail traffic is far from unheard of).

Boats are units that may have weapons and armor. *Boats should have an easier time turning, perhaps by reducing the minimum between turns.*

Structures

Structures are immobile manned Units. Some may be hidden.

- Concealed anti-aircraft and anti-ship batteries.
- Barn splits open and a naval cannon rises up through the opened roof.
- Q-Buildings, Q-Barns.
- Towns will uncover roof top anti-aircraft guns and barrage balloons.

Dirigibles

Future addition

Crew

- Some Units have a Crew value. Crew have the capability to quickly repair minor damage, reroute damaged systems, and greatly enhance a ship's survivability.
- Ships with a Crew value ignore damage up to the Crew rating each turn. When a Dread takes damage, mark the Unit for each point of damage taken until the crew rating is reached. After the crew rating has been reached, all additional damage taken is applied to the Dread. When a Dread is activated, remove any Crew markers from the model.
- Some weapons and Criticals can reduce a Dread's Crew rating.

Turn Order and Activation

Turn Order and Initiative

The first thing in a turn is for players to roll for initiative. This is a Standard Roll (a player might or might not have Advantage or Disadvantage). Each player rolls the number of Dice equal to the Fleet's Initiative (defined in the Fleet and might be modified by the scenario). The Target Number is the number of Groups currently controlled by the player. The player with the most successes wins the Initiative and will select which player will activate first. Reroll ties.

Activation

The active player selects a Group to Activate.

- The player may then fire all Heavy Weapons on ships in that Group. Each Unit or Squadron fires and resolves combat before moving onto the next Unit or Squadron.
- Next, ships in the Group are moved by Unit and Squadron.

- Finally, all Light Weapons in the Group may be fired and resolved by Unit and Squadron.

Movement

Movement

Each Unit has a Speed value that is X/Y on its Unit Entry. When activated for movement, each Unit is required to move at least X in inches and not more than Y inches.

Turns

A Turn is a rotation of the Unit by up to 45 degrees.

A Unit must move at least two inches between turns.

Each ship has a Turn value that is X/Y. X is the number of turns that a Unit may take before moving four inches. Y is the number of maximum turns that a Unit may make during an activation.

A unit may have a Turn value of -/-. If this is the case, the unit may make one turn after competition of movement.

Line of Sight (LOS)

Line of sight exists between two Units if a line from one Unit to another Unit does not pass through line of sight blocking terrain or Units that are the same height or taller, plus underlying terrain, of either Unit. Units in a Squadron do not count as blocking line of sight to and from the unit, line of sight is always made between the closest or the closest that is in line of sight.

Units and terrain have height values.

Ground

A Unit's height is always the height of the Unit plus the height of any underlying terrain.

Air

Air Units may be at two altitudes. The Standard Altitude of an Air Unit is five plus the height of the underlying terrain. A Low Altitude unit is two plus the terrain beneath it.

Weapons

Batteries

- Guns
    - Longer ranged.
    - Generally heavy.
    - Generally turreted.

- Rockets
    - Medium ranged.
    - Saves are generally at a disadvantage when attacked by Rockets.
- Close Action
    - Light Weapons.
    - Close Quarters range.
    - Ignore Crew.
    - Requires Line of Sight.
- Electrive Discharge
    - Short or CQ Range.
    - More likely to cause Criticals.
    - Criticals Rolls from this weapon damage always apply Criticals on a roll of 4+.
    - Requires Line of Sight
- Weapon Special Rules
    - Anti-Wave
        - This weapon can make an attack targeting a Wave.
    - Goddards
        - Each attack success will generate an additional roll, up to three rolls.
        - *DN: Will only and always be applied to Rocket Batteries on USA Dreads.*
    - *X Weapon*
        - Attack dice that are saved are rolled at a Disadvantage Roll against the target's Armor rather than ignored.

Waves

Waves can be launched from parent Units or purchased separately in a list and included in a Group. Some Units come with a fixed number and type of Waves, some will allow players to purchase Waves and then be assigned to the parent Unit. If Waves are launched from a parent unit, the launching counts as a Heavy Weapon for the parent Unit. Waves launched from a parent Unit are in that Unit's Group. Waves are defined in a Faction's List.

Combat

Declare

The attacker declares the attacking Unit and the Weapon(s) and the targeted Defending Unit. The target unit must be within range and arc of the selected Weapon(s). The target must be in LOS of the attacker or Spotted.

Roll Attack

The attacking player rolls Standard Roll with a number of dice equal to the attacker's weapon Attack value. The Target Number is the defending Unit's Target value. Note; Unit's also have a Wave-Target value. This value is used for the Target Number when the Unit is attacked by a Wave.

Armor Save

The defender makes a Standard Roll with a number of dice equal to the successes from the previous Attack Roll step. The Target Number is the target Unit's Armor Value.

Damage

Each failure from the Armor Roll applies damage to the target equal to the attacking Weapon's Damage value. Each Damage reduces the target's Soundness by one.

Crew

Units with Crew value will reduce Damage taken by one for each Crew up to the Crew value. Each Crew value utilized this way is marked on the ship and will remain until the target ship is next activated.

Squadrons and Waves

Units in a Squadron apply damage to one Unit until that Unit is destroyed and then apply damage to the next unit within the Squadron.

Each damage will reduce a Wave's counter by one. If a Wave has a Crew value, it is marked when used. Crew value is applied to each Unit in a Wave, greatly enhancing the Unit's survivability. If Waves are in a Squadron, damage is applied to a Wave until it is destroyed, then additional damage is applied to the next Wave in the Squadron.

Critical Rolls

If the target Unit's Unit Entry contains a Critical Table, the attacker rolls for Critical damage. Roll a Standard Roll with a number of dice equal to damage applied to the target Unit (damage after being reduced by Crew). The Target Number for the Critical Roll is the target Unit's Critical value. Each success will generate a roll on the target's Critical Table.

Each Dread has a State. A State is a Range of Soundness. After a Dread takes damage, the Critical Roll will be at Advantage, Regular, or Disadvantage based on the Dread's Soundness after applying damage.

Waves

Wave-Target

Units have a Wave-Target value. This value is used for the Target Number when attacked by a Wave.

Anti-Wave Weapons

When compared to Dreads, Waves are made up of small, nimble, and fast vehicles and craft. As such, they require purpose-built weapons and defenses.

- Waves can only be targeted by weapons with the Anti-Wave tag.

Wave vs Wave Combat

When Waves engage in combat, the process is slightly different than standard combat.

- When the target of a Wave is a Wave, both Waves attack each other simultaneously. Both players roll an Attack roll, with a die for the Attack value of the weapon times the number of models in the Wave. The Target Number is the other Wave's Target value.
- Bothe players then roll an Armor save for each of their opponent's Attack successes. The Target Number is the Wave's Armor rating.
- Each failed Armor Save applies the weapon's damage to the Wave.

Fighters

- Fighters have Advantage to Armor Saves from all attacks that are not from opposing Fighter Waves.

Bombers

- Bomber Waves attacking Squadrons have an Advantage roll.

Torpedos

- Torpedos attack Squadrons at a disadvantage.
- Torpedos attacking Single-Unit Dreads have an Advantage on the Attack Roll.
- After a Torpedo Wave makes an Attack, it is removed from the table.

Criticals

Cruiser and larger Units have a Critical Table on their Unit Entry. When a ship suffers a number of criticals a Standard Roll is made on the table with a number of dice equal to the attack's Critical Rolls successes. The results are then compared to the values in the table and applied.

Each critical will have one or more circles. When a Dread takes a Critical hit, mark the circle to signify that that Critical is in effect. If all of the circles are filled in, then go to the next higher available Critical number with an empty circle. Fill in that circle and add an additional damage. If all of the circles are filled in and another Critical hit is taken, then the Dread is destroyed.

Larger ships will have more entries on the critical table, each entry on the table will be assigned a range of numbers, too include one through ten.

Equipment and Special Rules

Equipment

- Analytical Engine

    - An Analytical Engine allows a ship to fire on a target Unit and use the Line of Sight from a friendly ship with Wireless Equipment. This equipment is found exclusively on the larger Dreads of the British Empire's Royal Navy.
- Capacitor Battery (X)
    - This equipment can be used X times during a game. A usage of this equipment can provide one of the following bonuses.
        - Add four inches to a model's movement during one activation.
- Difference Engine
    - A Difference Engine allows a ship to fire on a target Unit and use the Line of Sight from a friendly ship with Wireless Equipment.
    - This attack is at a Disadvantage.
- Floats
- Wireless
    - Allows a Unit to send information to the rest of the fleet, allowing for Units to combat Units that they themselves do not have LOS to.

Special Rules

- Air
- Boat
- Rail
- Scout / Recon
- Spotter

Terrain

Height

Terrain has a height. The standard height for a board is zero.

Types of Terrain

- Major Rivers
    - These rivers are ten plus inches wide. These features are unnavigable.
        - Units with Floats/X may navigate this terrain by paying X inches for each inch moved in this terrain.
        - Air units may cross this feature.
    - Negative height, may be variable in bands with lower towards the middle.
- Minor Rivers
    - These rivers are two to nine inches wide. These features will reduce movement to two inches. Units crossing these features may bog down.
        - Units with Floats/X may navigate this terrain by paying X inches for each inch moved in this terrain.
        - Air units may cross this feature.
    - Negative height, may be variable in bands with lower towards the middle.

- Major Lakes
    - These lakes are twelve plus inches in diameter (some of this distance may extend off of the board. These features are unnavigable.
        - Units with Floats/X may navigate this terrain by paying X inches for each inch moved in this terrain.
        - Air units may cross this feature.
    - Negative height, may be variable in bands with lower towards the middle.
- Minor Lakes
    - These lakes are two to eleven plus inches in diameter (some of this distance may extend off of the board. These features will reduce movement to two inches. Units crossing these features may bog down.
        - Units with Floats/X may navigate this terrain by paying X inches for each inch moved in this terrain.
        - Air units may cross this feature.
    - Negative height, may be variable in bands with lower towards the middle.
- Hills
    - Have a height
- Large Hills
    - Have a height.
    - May have multiple heights, with higher towards the middle.
- Towns
    - Height one or two.
    - Higher towards the center.
    - Units in towns do not add the town's height to their height, but rather the height of the terrain that the town is on.
- Cities
    - Height one to three.
    - Units in this terrain do not add the terrain's height to their height, but rather the height of the terrain that the terrain is on.
- Large Cities
    - Height one to four.
    - Units in this terrain do not add the terrain's height to their height, but rather the height of the terrain that the terrain is on.
- Woods
    - Height one to two.
    - Units in this terrain do not add the terrain's height to their height, but rather the height of the terrain that the terrain is on.
- Rails
    - Rail units follow rails and ignore the terrain that rails are on for movement purposes.
- Roads
    - There are some roads created to facilitate the transportation of Dreads. Units that are ground Dreads on roads ignore the surrounding terrain type, for movement purposes, and gain increased movement while on a road.

- Man-Made Obstructions
    - Walls
        - Height one to five.
        - Block LOS.
        - May block movement.
        - Units can not stop movement on a wall.
            - This is kind of true, some walls may be reinforced, elevated roads, that facilitate the movement of dreads.=, but might be limited in the size or class of the Dreads that can use the walls as an elevated road.h
        - Destructible. A wall can be destroyed in portions.
    - Obstacles
        - Block movement, but not LOS.
    - Fortresses
        - Height one to five.
        - Armored.
        - Reinforced and units on this add height to theirs.
        - May be surrounded by walls.
    - Bunkers
        - Hardened buildings and building complexes.
    - Smoke
        - Has a height of one to three.
        - Blocks LOS.
        - Does not affect movement.
        - Made from a collection of models, which will move and dissipate over time.
    - Swamps
        - Some are natural and some are man-made, such as purpose built obstacles, but also flooded fields.
        - Chance of bogging down Units, even those with floats.
        - Might or might not be navigable by boats.
- Special Modifications
    - Crossings
        - Crossings for rivers and lakes that allow regular going for Dreads. These crossings are made by laying crushed rock and gravel along a lake or river, under the surface so as to allow boat traffic.
    - Q-Barns
        - Armed, but lightly armored concealed structures.

Weather

- Fog / Haze
    - Has a blanket maximum visibility that will block LOS after that.

    - Has a height factor. Units and terrain above the height have LOS to other Units and terrain above the height.
    - *Fades away as a morning progresses.*
    - *Thickens as a night progresses.*
- Rain / Snow
    - Has a banket maximum distance for LOS.
    - Scouts / Spotters / recon units with Wireless
- Night
    - Blanket maximum distance for LOS.
    - Actions taken by Units will add to the distance that they may be seen.

Design Notes

- Bog down chance / table.
- Need scenarios.
- Orders ideas
    - Move faster
    - Move slower
    - Turn more / faster
    - Attack better
    - Save better
    - Misc / Special / Scenario action
- Cover and concealment
    - partially see the model laterly
    - height terrain covers some of the model
- Terrain height
    - the height should be well defined by the specific models and scenario as well as intuitive enough to not need markers for the height
- List Creation
    - Points
    - Min/Maximum
    - Category (Single, Squadron, Wave)
    - Group Building and Group Types
- ~~Torpedos destruct on hit and any remaining torpedo in a Wave will continue movement.~~
- ~~Fighter combat against other waves (just another combat or something quicker and more abstract).~~
- ~~Fighters and Bombers have weapons.~~
- ~~Weapon ranges (regulat, advantage, disadvantage, out of range)~~
    - ~~Perhaps a standard long, medium, short, and close quarter ranges.~~
- ~~Weapon ares~~
- ~~Turreted batteries(360 degrees)~~
- ~~Anti-wave weapons (chance to destroy and reduce the wave's attacks; like BFG)~~

Dreads and Weapons

USN

Class: Cruiser Class Name: Denver Unit Type (min/max): Single Soundness: 8	Crew: 2 Speed: 10 Turns: 1/2 Height: 2 Target: 5 Wave Target: 4 Armor Save: 5 Critical: 8	List Category:_____ List Points:_____ State: 8-4-2

Equipment: Difference Engine

Name	Arc	RNG	Weight	Battery	Attack	Damage	Special Rules
6 in Triple	L-F-R	Long	Heavy	Guns	6	1	*(2 forward turrets)*
5 in Dual	L-RR-R	Medium	Heavy	Guns	4	1	*(2 rear turrets)*
3in Crackers	360	Medium	Light	Rockets	4	1	Goddard *(rear blisters)*
2in Autocannons	360	CA	Light	Close Action	3	1	Anti-Wave

Value			Value		
1	O	-3 inches of movement	7	O	6 in unable to attack
2	O	-3 inches of movement	8	O	5 in unable to attack
3-4	O	Turns are 0/1	9	O	3in Crackers unable to attack +1 Dam
5	O	-1 Crew	10	O	All attacks made are at a Disadvantage
6	O	-1 Crew			

Upgrades

CSN

Class: Cruiser Class Name: Blacktip Unit Type (min/max): Single Soundness: 8	Crew: 2 Speed: 12 Turns: 1/2 Height: 2 Target: 5 Wave Target: 4 Armor Save: 6 Critical: 7	List Category:_____ List Points:_____ State: 8-5-3

Equipment: Difference Engine

Name	Arc	RNG	Weight	Battery	Attack	Damage	Special Rules
6 in Triple	FD	Long	Heavy	Guns	8	1	*(3 forward turrets)*
6 in Triple	A	Long	Heavy	Guns	2	1	*(1 rear turrets)*
3in Randalls	360	Medium	Light	Rockets	4	1	
2in Autocannons	360	CA	Light	Close Action	3	1	Anti-Wave

Value			Value		
1	O	-3 inches of movement	7	O	6 in unable to attack
2	O	-3 inches of movement	8	O	5 in unable to attack
3-4	O	Turns are 0/1	9	O	3in Crackers unable to attack +1 Dam
5	O	-1 Crew	10	O	All attacks made are at a Disadvantage
6	O	-1 Crew			

Upgrades

Blank

Class:_____	Crew:_____ Speed:_____	List Category:_____
Class Name:_____	Turns:_____ Height:_____	List Points:_____
Unit Type (min/max)_____	Target:_____ Wave Target____	State
Soundness:_____	Armor Save____ Critical:_____	_____ _____ _____ Disadvantage Regular Advantage

Equipment

Arc	Max RNG	Weight	Type	Attack	Damage	Special Rules

Value		Value	

Upgrades