

PanzerLandZug

German Land Trains in *Land Ironclads*

by Tony Francis

The gigantic PanzerLandZug (Armoured Land Trains) of the Imperial German Army form the cutting edge of their land forces. The huge carriages are formed into trains according to the current tactical requirements and can be reformed to respond to changing conditions or replace damaged sections. There are a number of different types of carriage and many, many possible permutations.

These rules allow the German General to represent this flexibility in LI by putting forward a simple method for combining carriages and creating custom LandZugs.

Composition of a LandZug

A land train may consist of between two and five carriages. It must have a command car (either small or large) and some form of motive power (either an engine carriage or a small command car). Engine cars may not be added to trains led by kleine BefehlWagon, the two engine types are not compatible.

Each type of carriage has its own stats which are totalled up to produce the stat line for the train as a whole. Once this stat line has been produced, the CP and PV for the train can be calculated. On the table the train acts as a normal LI. The class of the LI is equal to 6 minus the number of cars (so a 4-carriage LandZug is equivalent to a class-2 LI).

The only carriage that may act independently is the small command car (kleine BefehlWagon) – in effect this becomes a small Land Ironclad in its own right. Gun and infantry carriages may be positioned as static forts although this would only be as a last-resort measure – the carriages are too valuable to be used in this way unless there is no alternative.

The Carriages

Name	Type	Hull	Shoot	Melee	AA	Speed	Cmd
Kleine BefehlWagon	Small Command Car	+4	+1	+4/+2 ¹	+1	+4	+3
Grosse BefehlWagon	Large Command Car	+4	+3	+4/+2 ¹	+2	-1	+4
MaschinenWagon	Engine Car	+4	-	+4/+2 ¹	-	+6/+2 ²	-
Leichte KanonenWagon	Light Gun Car (2 x single turrets)	+5	+4	+4/+2 ¹	-	-1	-
Schwere KanonenWagon	Heavy Gun Car (2 x twin turrets)	+5	+6	+4/+2 ¹	-	-1	-
TruppenTransportWagon	Infantry Car	+4	+2	+4/+2 ¹	+2	-1	-
ArtillerieWagon	Artillery Car	+4	6 ³	+4/+2 ¹	-	-1	-
LSAK Wagon	Anti-Aircraft Car	+4	-	+4/+2 ¹	+6	-1	-

¹ - the first carriage in any LandZug is worth 4 melee points. Each subsequent carriage (any type) adds a further two points.

² - the first engine car in any train adds six points of speed; each subsequent engine car is worth a further two points.

³ - the gun dice on an ArtillerieWagon count as a Heavy Gun rather than normal shooting dice

TruppenTransportWagon carry two infantry units each.

Basing

A normal LI base is 40x40mm – however, only a single LI carriage will fit on a base of this size. Base depths need to be increased as follows to accommodate extra carriages

Carriages	Base Depth
1	40mm
2	60mm
3	80mm
4	100mm
5	130mm

Examples

Let's consider a general purpose Land Train consisting of four carriages – a command car (grosse BefehlWagon), engine car (MaschinenWagon), gun carriage (schwere KanonenWagon) and infantry car (TruppenTransportWagon). The stat line for this train would be as follows :

Hull	Shoot	Melee	AA	Speed	Cmd
17	11	10	4	3	4

The melee value is derived from four points for the first carriage plus two for each of the other three. The CP and PV are then calculated from this line as normal; in this case it would result in a CP of 76 and a PV of 72.

A small gun train, consisting of a small command car (kleine BefehlWagon) towing a gun carriage (leichte KanonenWagon) would have the following line :

Hull	Shoot	Melee	AA	Speed	Cmd	CP	PV
9	5	6	1	3	3	42	31

An four-car infantry train (grosse BefehlWagon, MaschinenWagon, two TruppenTransportWagons) would be as follows :

Hull	Shoot	Melee	AA	Speed	Cmd	CP	PV
16	7	10	6	3	4	75	63