

"This just came in over the wire..."

MOTORCYCLES

MILITARY MOTORCYCLE
REGULAR CAVALRY

M	RC	CC	A	S	DR	W	H
12	-	5	4	4	4	2	5

FACTION: US Army, Wehrmacht, Red Army
ROLE: Light Scout
CREW: 1 Driver
ARMAMENT: None

SPECIAL ABILITIES:

- Open Topped

OPTIONS:

- A sidecar can be added to any military motorcycle. Taking this option changes the vehicle in the following ways:
Role: Light Transport
Crew: 1 Driver; M: 9; RC: 4+
Special Abilities: Passenger Space (1)
- If a sidecar is added it can be fitted with a light machine gun rather than carrying a passenger. Taking this option changes the vehicle in the following ways:
Role: Light Scout
Crew: 1 Driver, 1 Gunner
Special Abilities: Belt-fed, Open Topped

CREW ATTRIBUTES:
Regular Infantry

M	RC	CC	A	S	DR	W
3	4+	2	3	2	4	1

EQUIPMENT: M1 Carbine (American), PPSH-41 (Russian), StG44 (German).

Used for police work, escort work, as couriers and scouting, military motorcycles are widely used throughout the war. Nearly every force across the world relies on motorcycles for their ability to traverse great distances quickly. With the addition of a sidecar, passengers can be transported quickly and provide the driver with some fire support.

KETTENKRAD
REGULAR CAVALRY

M	RC	CC	A	S	DR	W	H
8	-	3	4	4	4	2	3

FACTION: Wehrmacht
ROLE: Light Transport, Light Scout
CREW: 1 Driver
ARMAMENT: None

SPECIAL ABILITIES:

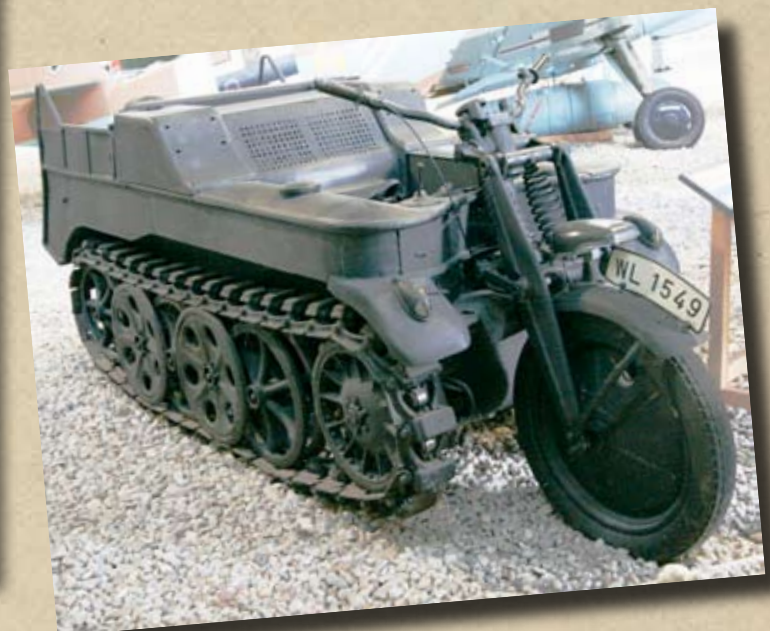
- Open Topped
- Passenger Space (2)
- Tracked

CREW ATTRIBUTES:
Regular Infantry

M	RC	CC	A	S	DR	W
3	4+	2	3	2	4	1

EQUIPMENT: StG44

Also known as the SdKfz 2, the kettenkrad's primary function is to transport troops and equipment across difficult terrain quickly. Heavier and slower than traditional military motorcycles, this tracked vehicle can traverse sand, snow and steep inclines with little difficulty. With an added trailer its cargo capacity is greatly increased though its speed drops even further.



NEW RULE: BREAKING SUPPRESSION

Suppression Fire is a significantly effective tool in AE-WWII. Units with high rate of fire weapons such as Robot Troopers and Psi Commandos can effectively pin down multiple enemy units, preventing them from doing much but cowering behind cover. With the ability of officers and other such units to prevent their troops from routing, it made sense that they would be able to get their men up and out of cover to return fire on the enemy, negating suppression fire.

Any model with the *command* special ability also receives the ability to remove suppression from friendly units. All models with the *command* ability also receive the *Get up and Shoot!* ability.

Get up and Shoot!: Ordering their troops to fight their fear, commanders can ensure that enemy covering fire won't keep the soldiers under their command pinned down. For 2 AP a model with this ability can select a single unit within 12" and line of sight that is currently suppressed and remove the effects of suppression fire. The targeted unit immediately becomes unsuppressed and can act normally during their next activation. This ability does not make a unit immune to suppression and the unit can be suppressed again at any time. A model with this ability cannot use it on themselves or any unit to which they are attached.

NEW RULE: BELT-FED WEAPONS

Vehicular-mounted weapons such as machine guns were usually fed by long belts or cases of ammunition that mitigated the need to constantly reload them. While these weapons still needed the occasional reload, they usually carried enough ammunition to last them for most of a battle.

A number of models in the Core Rulebook do not need to reload weapons that normally possess this requirement. Vehicles with these weapons carry the same belt-fed ammunition and, as such, do not need to be reloaded in between shots. Rather than using unit-specific abilities, the *belt-fed* special ability will be used.

The following units will now possess the belt-fed special ability: Buffalo Armor, Rohlingsoldat, Jeep (w/ vehicle-mounted machine gun), M20 Armored Car (w/ o Tesla electrical gun), M2 Half Track Car, SdKfz 250 Light Armored Car, SdKfz 221 Light Armored Car, and

BA-64 Armored Car.

Belt-fed: A model with this trait uses a weapon that is fed by a belt of ammunition or other mechanism ensuring that it remains loaded during combat. The weapons of models with this trait ignore the need to be loaded.

NEW RULE: FALLING

There may be an instance where a model is forced to move off an elevated position, making them fall and possibly injure themselves. If a model is pushed from an elevated position they fall and suffer a single hit with a Strength of X plus 1d6. The value of X is equal to the number inches the model falls, rounding up any partial inches. Armor rolls are taken as normal. Models on medium bases add two to the Strength of the hit and models on large bases add four to the Strength of the hit. Finally, models that are not killed by the fall lose one Action Point from their next activation as they are forced to stand and recover from the fall.

