

VICTORY DECISION

GEAR KRIEG

Preview



VICTORY DECISION
ADVANCED WARGAMING RULES

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World War II – Preview

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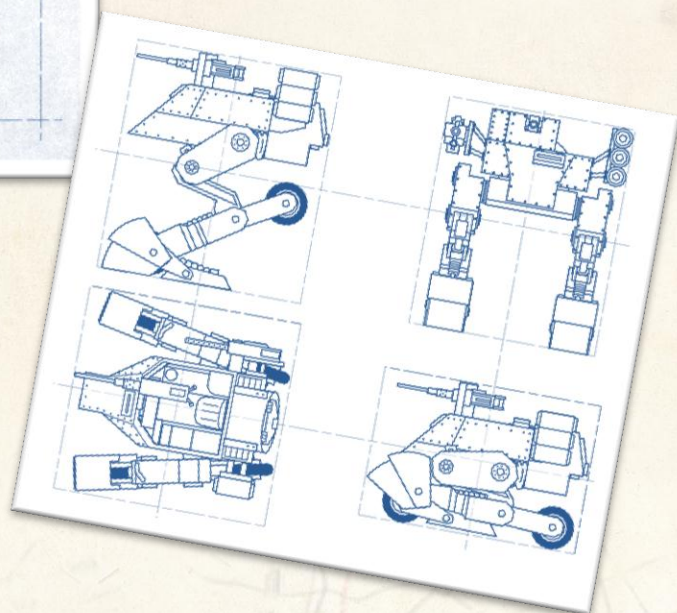
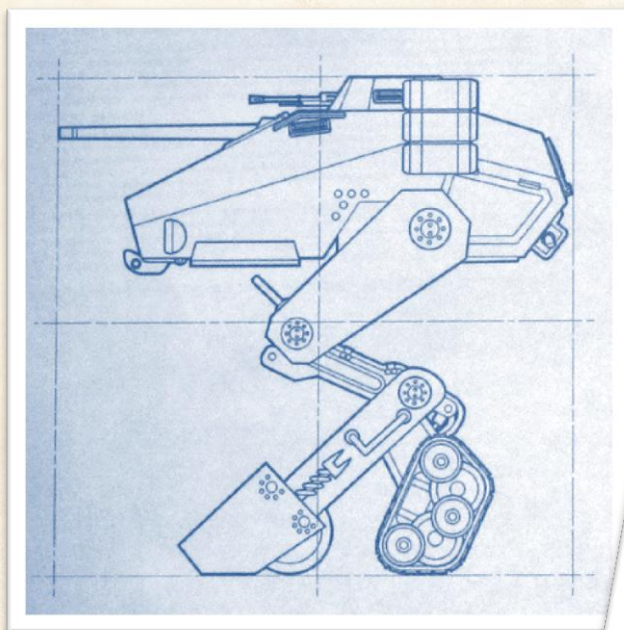


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1 Introduction

Welcome to the free Gear Krieg Preview for Victory Decision: World War II.

This book brings the first two of the Two-fisted Pulp Superscience walkers of Dream Pod 9's classic Gear Krieg game to the Victory Decision: World War II line of products.

Victory Decision is a fast-playing game based on real historical units and vehicles. With Victory Decision: Gear Krieg you get more. In this supplement you will find the first two alternate history vehicles to use in your games of Victory Decision.

The Victory Decision: Gear Krieg Preview is meant as a free supplement to the core Victory Decision rulebook, the A.D.PUBLISHING Technical Manuals, Army Books and Field Guides. With this book, you can add a healthy dose of pulp gaming to your WW II gaming experience. It is meant as a preview of the future line of dedicated A.D.PUBLISHING Gear Krieg products

The unit stats in this book are still consistent with existing units in other "Victory Decision: World War II" books. Victory Decision: World War II divides the conflict into three periods of time and defines these periods as follows.

- Early War: From the outbreak of the war to the end of 1941.
- Mid War: 1942 to the end of 1943.
- Late War: 1944 to the end of World War II.

These deliberate separations also help to balance the playability of army lists. It is strongly encouraged to only play within the same time period.

The units of this book are useable for Early; Mid and Late War. Use the "In Service" date as a guideline for unit selection.

May your dice always roll high,

Agis Neugebauer, May 2012



2 New Vehicle Special Properties

Glider Capable

Some walkers were small enough to be transported via Glider or other dedicated aircraft. A famous example was the deployment of the Walküre Ausführung B during the attack on Crete; German Fallschirmjäger could only reach their dropped weapon or supply containers under the covering fire of their walkers.

A walker with the Glider Capable Special can be transported by aircraft. Use the following Glider Deployment rules and ignore all Suppression Markers.

Glider Deployment

A Glider Deployment uses the Reserves Scenario Special Rule - however glider deployed units can arrive from the first game turn on and they are not moved on the table from a table edge.

Whenever a player deploys a unit by glider, he places the unit leader anywhere on the tabletop. If you are using Group- or Multibased Infantry units simply place the unit stand with the unit leader on the table.

Establish Deviation: To represent deviation by the wind blowing during the jump, the opponent rolls 3D6. He may move the unit leader as many inches in any direction as the total of the dice. After establishing the wind direction in this manner, all following units have to be moved into the same direction. The opponent only rolls the distance for these units.

The glider player then rolls 2D6H and moves the unit leader in any direction up to a number of inches equal the dice roll, representing the control his troops have over the glider. The rest of the unit members are then deployed within Leadership Distance of the unit leader.

Place Suppression Marker: The glider deployed unit automatically receives a Suppression Marker, representing the confusion the landing has caused.

Hard Landing: The opposing player rolls D3xD6 Damage Dice against every unit if at least one of its model lands within Cover providing terrain or on top of structures. Normal saves apply; Infantry cover saves do not apply.

Place additional Suppression Markers: The unit receives a Suppression Marker for each model removed as a casualty. Models mounted on an infantry stand (Units with the HP/X Ability) receive as many Suppression Markers as HPs lost.

Blown away: If a unit leader is moved off the table, his unit become a normal Reserve unit that comes into play from the table edge he was blown away. To represent the additional confusion the unit receives 2 Suppression Marker the turn it moves onto the table.

The Glider Deployment is considered to be the first action of the deployed unit. The unit's second and – if in Walker mode -third action can then be performed as desired.

Multiple Movement System

Units with multiple movement systems, such as walking or wheeled / tracked, are able to switch modes during combat to make the best use of the terrain. Their Size, Move and Close Combat (using Battle- or Manipulator-Arms to greater efficiency) characteristics are dependent on the movement system they use. They are noted as **W** – walking and **G** – ground (Tracked or Wheeled) characteristics.

You have to decide during the deployment of the battle which movement system is used. To switch the movement system during the battle one Action must be performed doing nothing else.

Example: A German PzKpf V A "Walküre" is fielded during deployment using its ground movement system. It has a size of 2, move Tracked/6" and Close Combat 2xD10.

Later during the battle, the Walküre performs one Action to change the movement system. After the Action the German player declares that the walker has switched to its walker movement system. The Walküre now has a size of 3, move Walker/4" and Close Combat 3xD6+1 since the Manipulator-Arms can now be used to greater efficiency.

Walker

Walker vehicles are designed to cross difficult terrain as if it not existed. Movement is NOT reduced by difficult terrain. Very difficult terrain reduces the Movement characteristic by 1". No move may ever be reduced to less than 1". Impassable terrain may not be crossed at all.

Unfortunately walker vehicles also stand out prominently on the battlefield and are easy to target. While using the Walker movement system the Untrained Infantry Ability is gained.

New Vehicle Special Properties

A vehicle that starts its turn using the Walker movement system can **perform three actions** per game turn while using the Walker movement system; it is still limited in the type of actions it can take. Only the following actions are possible:

- Close Combat
- Concentrate Fire
- Move
- Shoot
- Spot

In addition of the usual close combat, walkers are also able to perform special close range attacks. All walkers carried Anti-Tank Explosives - packs of demolition charges, very short range grenades or mines. These were usually spring or compressed-gas launched, though by the time walkers sported arms they could also be manually thrown. While using the Walker movement system these may be placed on any Vehicle or Structure within Combat Range with a Close Combat Action instead of rolling any other Damage Dice. They will explode at the end of the attacking unit's activation segment.

The number of weapons a walker can use depends greatly on the speed it travels (the number of movement action is takes in a game turn).

A walker that remains stationary – no Move Action or the shooting action is taking prior to the Move Action - can shoot with all of its weapons. If no Move Action is performed the walker may even fire again, depending on the U/T weapon characteristic.

A walker that moves prior to the Shoot Action may shoot with up to two weapons – which weapons shoot are always the model owners choice. Since most main guns in WW II were unstabilized a -1 modifier is applied to all Damage Dice of non-MG weapons.

A walker that takes three Move Actions in a game turn may not shoot at all.

No Movement Action or 1 Shoot Action after 1 Shoot Action or 2 Move Actions after Shoot Action	All weapons may shoot *
1 Shoot Action after 1 or 2 Move Actions	Up to two weapons may shoot, all non-MG weapons -1 modifier on Damage Dice *
3 Move Actions	No shooting at all

* Depending on where and how they are mounted may fire; it is possible that not all MGs may be able to fire, see "Vehicle Mounted MG" for more information.

3 German PzKpf V “Walküre”

PzKpf V Ausführung A “Walküre” – 120 points

In Service: 1940 **Element:** Fast or Light Support

The Panzerkämpfer V Ausführung A was the first to come out of the production line. Like the “Loki” before it, was only poorly armed, with a pintle mounted MG and some demolition charges.



Name: PzKpf V A	Facing	Critical	Hit	Save	Special
Size: G/2, W/3	Front	9+	7+	5+	Multiple Movement System, Radio, Recon
Close Combat: G/2xD10, W/3xD6+1					
Structure Points: 2	Sides	8+	7+	5+	
Move: W/Walker/4", G/Tracked/6"	Rear	8+	7+	5+	

Unit: PzKpf V A (unit leader) with one pintle mounted MG (Fire Arc/F) and Anti-Tank Explosives

Random Shutdown: While using the Walker movement system the Unreliable Vehicle Special Property is gained.

Options:

- Up to 4 extra PzKpf V of the Fast or Light Element and of any Ausführung may be added to the unit for the appropriate points keeping in mind the "In Service" date (Ausführung A +120 points each, B +150 points each, C +160 points each).

Weapon	U/T	Range	Damage	Feature
Anti-Tank Explosives	1	-	D10+2	Blast/2", One-Shot, Save/-2
Pintle MG	2	36"	3xD6	Suppression



German PzKpf V “Walküre”

PzKpf V Ausführung B “Walküre” – 150 points

In Service: 1941 **Element:** Fast or Light Support

The Panzerkämpfer V Ausführung B was the first of the Walküre line that was armed with the 1.8cm KpfK 77 cannon. The integration of the weapon caused troubles between the Computer and the fire control system.

To speed up the field deployment battle or manipulator arms were omitted and the armament was directly mounted at the sides of the hull. The more narrow design made the Ausführung B well suited for Glider transport.



Name: PzKpf V B	Facing	Critical	Hit	Save	Special
Size: G/2, W/3	Front	9+	7+	5+	Glider Capable, Multiple Movement System, Radio, Recon
Close Combat: G/2xD10, W/1xD10					
Structure Points: 2	Sides	8+	7+	5+	
Move: W/Walker/4", G/Tracked/6"	Rear	8+	7+	5+	

Unit: PzKpf V B (unit leader) with side mounted 1.8cm cannon (Fire Arc/F), one pintle mounted MG (Fire Arc/F) and Anti-Tank Explosives

Random Shutdown: While using the Walker movement system the Unreliable Vehicle Special Property is gained.

Options:

- Up to 4 extra PzKpf V of the Fast or Light Element and of any Ausführung may be added to the unit for the appropriate points keeping in mind the "In Service" date (Ausführung A +120 points each, B +150 points each, C +160 points each).

Weapon	U/T	Range	Damage	Feature
1.8cm cannon	1	24"	D6+2	Blast/2"
Anti-Tank Explosives	1	-	D10+2	Blast/2", One-Shot, Save/-2
Pintle MG	2	36"	3xD6	Suppression

PzKpf V Ausführung C "Walküre" – 160 points

In Service: 1941 **Element:** Fast or Light Support

The Panzerkämpfer V Ausführung C of the successful walker was one of the last chassis versions produced, the result of crew observations through the France and Greece campaigns.

The joint reinforcements, engine protection and external rigging rings were removed, making the C version no longer capable of transport via glider. The more effective 3.2cm KpfK 90 cannon was mounted, as well as better grenades and smoke projectors.

Improvements in suspension and the new AS series engine eliminated some of the worst motive problems that plagued the Ausführung A and B.



Name: PzKpf V C	Facing	Critical	Hit	Save	Special
Size: G/2, W/3	Front	9+	7+	5+	Multiple Movement System, Radio, Recon
Close Combat: G/2xD10, W/3xD6+2					
Structure Points: 2	Sides	8+	7+	5+	
Move: W/Walker/4", G/Tracked/6"	Rear	8+	7+	5+	

Unit: PzKpf V C (unit leader) with side mounted 3.2cm cannon (Fire Arc/F), one pintle mounted MG (Fire Arc/F) and Improved Anti-Tank Explosives

Options:

- Up to 4 extra PzKpf V of the Fast or Light Element and of any Ausführung may be added to the unit for the appropriate points keeping in mind the "In Service" date (Ausführung A +120 points each, B +150 points each, C +160 points each).

Weapon	U/T	Range	Damage	Feature
3.2cm cannon	1	24"	D6+3	Blast/1"
Improved Anti-Tank Explosives	1	-	2xD10+2H	Blast/2", One-Shot, Save/-3
Pintle MG	2	36"	3xD6	Suppression

4 US M11 General Early Combat Walker

M11A1 General Early Combat Walker – 140 points

In Service: 1939 **Element:** Fast or Light Support

The A1 was an open-topped hull that was produced when the walker concept was relatively new. To cut weight and help it along, there was no roof, which also made it easier for the crew to see where they were going!

The only real flaw of the A1 to A3 versions were the minor overheating issues of its engine. Otherwise the walker was liked by its crew. The A1 was armed with the Browning .50 Cal MG and a light MG.



Name: M11A1 Early	Critical	Hit	Save	Special
Size: G/2, W/3	8+	7+	5+	Open, Multiple Movement System, Radio, Recon
Close Combat: G/2xD10, W/3xD6+1				
Structure Points: 2				
Move: W/Walker/4", G/Wheeled/6"				

Unit: M11A1 Early (unit leader) with one side mounted MG (Fire Arc/F), one pintle mounted Browning .50 Cal MG (Fire Arc/F) and Anti-Tank Explosives

Overheating Engine: While using the Walker movement system the Unreliable Vehicle Special Property is gained.

Options:

- Up to 3 extra M11 Early of the Fast or Light Element and of any version may be added to the unit for the appropriate points keeping in mind the "In Service" date (M11A1 +140 points each, M11A2 +150 points each, M11A3 + 145 points each).

Weapon	U/T	Range	Damage	Feature
Anti-Tank Explosives	1	-	D10+2	Blast/2", One-Shot, Save/-2
Browning .50 Cal MG	2	36"	3xD6	Save/-1, Suppression
MG	2	24"	3xD6	Suppression

M11A2 General Early Combat Walker – 150 points

In Service: 1940 **Element:** Fast or Light Support

As the first tests proved, the pilot's position (high and at the front) made it easier to see than an equivalent tank, and a roof was added to support a small turret (M11A2). The A2 featured reinforced frontal armour and a small roof that supported the turret.



Name: M11A2 Early	Facing	Critical	Hit	Save	Special
Size: G/2, W/3	Front	9+	7+	5+	Multiple Movement System, Radio, Recon
Close Combat: G/2xD10, W/3xD6+1					
Structure Points: 2	Sides	8+	7+	5+	
Move: W/Walker/4", G/Wheeled/6"	Rear	8+	7+	5+	

Unit: M11A2 Early (unit leader) with one turret mounted Browning .50 Cal MG, one side mounted MG (Fire Arc/F) and Anti-Tank Explosives

Overheating Engine: While using the Walker movement system the Unreliable Vehicle Special Property is gained.

Options:

- Up to 3 extra M11 Early of the Fast or Light Element and of any version may be added to the unit for the appropriate points keeping in mind the "In Service" date (M11A1 +140 points each, M11A2 +150 points each, M11A3 + 145 points each).

Weapon	U/T	Range	Damage	Feature
Anti-Tank Explosives	1	-	D10+2	Blast/2", One-Shot, Save/-2
Browning .50 Cal MG	2	36"	3xD6	Save/-1, Suppression
MG	2	24"	3xD6	Suppression



US M11 General Early Combat Walker

M11A3 General Early Combat Walker – 145 points

In Service: 1941 **Element:** Fast or Light Support



The success of the A2 turret mounted Browning made the US Army upgrade the gun quickly to the dedicated walker M4B cannon, though both A1 and A2 continued to serve as recon and anti-infantry walker throughout the war.



Name: M11A3 Early	Facing	Critical	Hit	Save	Special
Size: G/2, W/3	Front	9+	7+	5+	Glider Capable, Multiple Movement System, Radio, Recon
Close Combat: G/2xD10, W/3xD6+1					
Structure Points: 2	Sides	8+	7+	5+	
Move: W/Walker/4", G/Wheeled/6"	Rear	8+	7+	5+	

Unit: M11A3 Early (unit leader) with one turret mounted M4B Cannon, one side mounted MG (Fire Arc/F) and Improved Anti-Tank Explosives

Overheating Engine: While using the Walker movement system the Unreliable Vehicle Special Property is gained.

Options:

- Up to 3 extra M11 Early of the Fast or Light Element and of any version may be added to the unit for the appropriate points keeping in mind the "In Service" date (M11A1 +140 points each, M11A2 +150 points each, M11A3 + 145 points each).

Weapon	U/T	Range	Damage	Feature
Improved Anti-Tank Explosives	1	-	2xD10+2H	Blast/2", One-Shot, Save/-3
M4B Cannon	1	24"	D6+2	Blast/2"
MG	2	24"	3xD6	Suppression

Victory Decision – World War II - Rulebook

Even today's world is still living with the consequences of World War II, the most significant conflict in our history.

Victory Decision: World War II is an action based game that allows you to command a platoon sized force or more in this momentous conflict. It features a unique Leadership-modified alternate unit activation system. The result is a fun and fast paced war game that involves both players almost constantly.

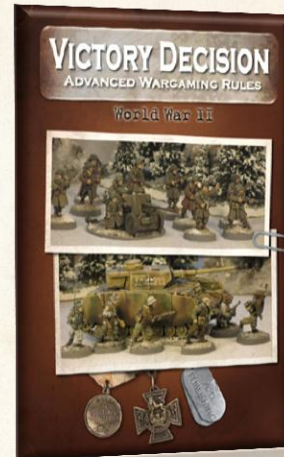
These rules cover virtually all aspects of World War II gaming. Included are rules for:

Moving, Hiding, Infiltrating and Spotting, Shooting and Concentrated Fire Actions, Assault and Close Combat Actions, Artillery and Air Strikes, Bunker Assaults, Night Fighting, Foxholes, Tank Pits and much more...

Victory Decision emphasises Troop Quality and Leadership and includes a fast and detailed Vehicle combat system.

The rules cover individually based infantry miniatures and also group- or multibased miniatures, aka Infantry Stands. While designed with 20-28mm miniatures in mind the Victory Decision game system is flexible enough to handle any miniatures from 6mm to 32mm. So whatever your existing miniature collection consists of, you can start playing right away.

This rulebook not only provides Scenarios but also Point based Army Lists for late war British, German, Soviet and US forces. All necessary Game Markers are also included within this book.



Victory Decision: WW II - German Technical Manual

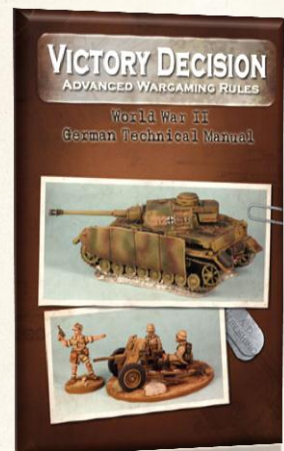
This is the 1st supplement for our "Victory Decision: World War II" miniatures game. A copy of the Victory Decision: World War II rulebook is necessary to fully use the content of this book.

The German Technical Manual is your comprehensive guide to using German Armoured Fighting Vehicles and Guns in Victory Decision: World War II.

This book covers over 130 guns and vehicles for your German forces from all periods of World War II. Included are:

Anti-Aircraft Guns, Anti-Tank Guns, Field Guns, Infantry Guns, Recoilless Guns and Rocket Artillery

Anti-Aircraft Vehicles, Armoured Cars, Assault Guns and self-propelled Artillery, Half Tracked, Tanks, Tank Destroyers, Transport Vehicles and even Prototypes



Also still available: The classic World at War Gear Krieg books!



World at War: Gear Krieg

"The world would indeed have been a different place had the Roaring Twenties not delivered the wonders promised by visionaries. Instead, war walkers now stride across the battlefield of Europe, huge supertanks thunder over North Africa, rocket fighters duel high above the Pacific, adventurers and superspies battle the Nazi forces in the shadows and scientists work feverishly in their laboratories to perfect the next doomsday weapon for their masters. Powered by advanced science, will the darkness of fascism spread across the world, or can brave men and women prevent it?"

World at War: Gear Krieg is your comprehensive guide to using Two-fisted Pulp Superscience Armoured Fighting Vehicles and Infantry in Battlefield Evolution: World at War.

This 80 page book covers all the unit descriptions, pictures and stats for all the Gear Krieg models that are currently produced by Dream Pod 9. From German Rockettroops, Zombies, Panzerkämpfer, British and US combat walker, the US aerial Infantry to Soviet Superheavy tanks - everything is in this book.

The book also provides an introduction to the Gear Krieg Universe, new or modified traits necessary to play with the units of this book, modified Advanced Rules to enhance your games even further, an AFV force list and an in depth view on playing World at War in different scales.



Gear Krieg: British Walker Compendium I - Cavalier

The British Walker Compendium I: Cavalier is your comprehensive guide to using the British superscience walker Cavalier in Battlefield Evolution World at War: Gear Krieg.

The British Walker Compendium I: Cavalier takes a detailed look at the many types of this superscience walker for your British and Commonwealth forces from all theatres and periods of World War II! Each vehicle is detailed with background information, factory variants, field modifications and a modelling guide.

Included are the Cavalier Mk I to VI; the book also provides new Traits, an AFV force list and an extended British armoury to add to your games of World at War: Gear Krieg.

Gear Krieg: German Walker Compendium I: Loki

The German Walker Compendium I: Loki your comprehensive guide to using the German Loki superscience walker in Battlefield Evolution World at War: Gear Krieg. The German Walker Compendium I: Loki takes a detailed look at the many types of this superscience walker for your German forces from all theatres and periods of World War II! Each vehicle is detailed with background information, factory variants, field modifications and a modelling guide.

Included are the Loki Ausführung A to G, the "Flak-Loki", Ausführung E-X and even the experimental X1 to X3 prototypes; the book also provides new Traits, an AFV force list and an extended German armoury to add to your games of World at War: Gear Krieg.



World at War: Gear Krieg - Banzai!

World at War: Gear Krieg - Banzai! is your comprehensive guide to using the Japanese superscience infantry forces and the famous Shiki walker in Battlefield Evolution World at War: Gear Krieg. It also provides the rich and detailed background of the Pacific War in the Gear Krieg universe.

Gear Krieg - Banzai! takes a close look at superscience infantry units and the many types of the Shiki, Watatsumi and Hachiman walker for your Japanese forces from all periods of World War II!

Each unit and vehicle is detailed with background information, factory variants, field modifications and a modelling guide.

Included are 5 Shiki 38 variants, 6 different Shiki 41, 2 Watatsumi and 1 Hachiman combat walker configurations. The book also provides new Traits and weapons, three Infantry Army lists (Betsudotai Ninja Special Forces Platoon, Imperial Japanese Koumajutsu (Zombie) Platoon, Imperial Japanese Army Oni Trooper Platoon and the Imperial Japanese Bushi-gunjin super soldier platoon), an AFV and Combat Walker force list and an extended Japanese armoury to add to your games of World at War: Gear Krieg.



As with all our ebooks you will always get 2 products:
a full colour version with many high quality pictures of fully painted models
in addition a B&W text only printer friendly version

GEAR KRIEG

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"The world would indeed have been a different place had the Roaring Twenties not delivered the wonders promised by visionaries. Instead, war walkers now stride across the battlefield of Europe, huge supertanks thunder over North Africa, rocket fighters duel high above the Pacific, adventurers and superspies battle the Nazi forces in the shadows and scientists work feverishly in their laboratories to perfect the next doomsday weapon for their masters. Powered by advanced science, will the darkness of fascism spread across the world, or can brave men and women prevent it?"

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Victory Decision is a fast-playing game based on real historical units and vehicles. With Victory Decision: Gear Krieg you will get more.

Included are the rules for the German Panzerkämpfer Walküre and the US Combat Walker General Early and all the new vehicle special properties to use them in your games of Victory Decision: World War II.

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ADP500

VICTORY DECISION
 ADVANCED WARGAMING RULES

