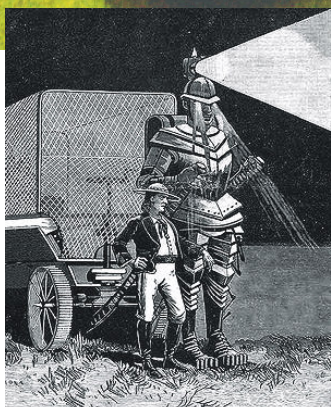
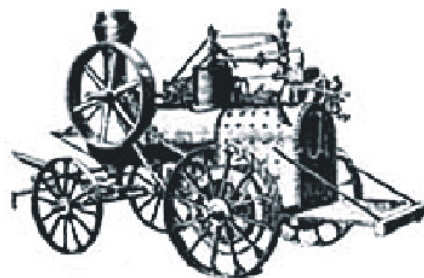
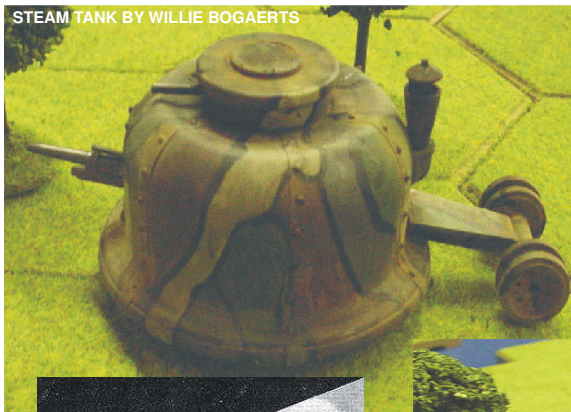


VICTORIAN ADVANCED TECHNOLOGY

STEAM TANK BY WILLIE BOGAERTS



STEAM TANK BY EDDY WILLEMS

AFRIBORIA COLONIAL WARGAME RULES SUPPLEMENT

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VICTORIAN ADVANCED TECHNOLOGY

Afriboria colonial wargame rules supplement.

INTRODUCTION.

A number of technological inventions emerged during the early to late 19th century but were rarely or never used in the development of weaponry. This supplement enables you to introduce inventions following these developments ("Victorian Science Fiction" or VSF) in the "Afriboria" wargame rules, or move the game forward into the early 20th century when aircraft, motor cars and tanks were introduced.

COMMAND CARDS.

- **TECHNOLOGY SPECIAL COMMAND CARDS:** allow a specific (or special) action to be taken by (or against) these weapons as mentioned on the card in question.

The **TECHNOLOGY SPECIAL COMMAND CARDS** are combined & shuffled into one deck for the game with the standard and other special command cards from the Afriboria game. **Technology special command cards involving hits on enemy vehicles can only be played in coordination with an MG/artillery attack:** these **technology special command cards** activate an MG/artillery unit of a colour of your choice. A "**kill**" must be scored in order to let the card play.

The cards in the game can be supplemented by cards designed by whoever wishes to create a new scenario (take care to keep in mind the balance and spirit of the original game!).

At the beginning of each game, the players take the number of standard/special *command cards* as per scenario. The information on the cards is only revealed when they are played.

SPECIAL COMMAND CARDS from the standard game triggering artillery are also applicable to armed vehicles.

GAME TURN.

The player listed in the staffing notes goes first. If no mention is made of this, a die is thrown; highest score chooses who goes first.

1. **Play a standard/special command card.**

In case a technology special command card is played by player A, player B (the opponent) has the option to challenge the card by casting one battle die:



counters the technology order on the card, but player A may still activate one single unit.


2. **Order units.**
3. **If your standard/special commands card mentions so, take (blind) an *event card* (in case event cards are used in the game).**
4. **Accept the *event card* (without viewing it!) or pass it on to the opponent who **MUST** activate this card in his next turn.**
5. **Move the ordered units.**
6. **Battle.**
7. **Draw a new *command card*.**

VEHICLE CLASSES.


Each armoured vehicle has a maximum number of *strength points* (**SP's**) as mentioned below (see dice symbols). Once this number is reduced to zero, the vehicle is destroyed and one or more victory points are scored. To keep track of the SP's, one or two small dice are placed next to the model once it has suffered damage (or any other method you might prefer to keep record). The total number of spots on the dice facing upwards on the tabletop equals the remaining strength points of the vehicle. Alternatively you may "crew" a vehicle by placing the number of figures equal to its *strength points* total in the vehicle's hex (as is done with artillery) in case the use of small dice is visually not appealing to you. All vehicles are A-class. In case of multiple weapons, the player owning the vehicle chooses which weapon will be fired.

ARMoured VEHICLES:


Armoured cars (comparable to WW1 armoured cars)/**light walkers** (VSF): armed with an MG. **May move 3 hexes and not fire or not move and fire.** When destroyed, one victory point is scored.

strength points: 


Light (steam) tanks (comparable in size to WW1 French FT17)/**medium walkers** (VSF): armed with an MG or *horse artillery* gun. **May move 2 hexes and not fire or not move and fire.** When destroyed, one victory point is scored.

strength points: 

Medium (steam) tanks (comparable in size to WW1 British tanks)/**heavy walkers**(VSF): armed with MG's and/or a *field artillery* gun. **May move 2 hexes and not fire or not move and fire.** When destroyed, one victory point is scored.

strength points: 


Heavy (steam) tanks a.k.a. "landships": (comparable in size to WW1 A7V or VSF) armed with MG's, & a *field* and/or a *heavy artillery* gun. **May move 1 hex and not fire or not move and fire.** When destroyed, two victory points are scored.

strength points: 

Electrical men/steam suits: (VSF) move as infantry and **form an integral part of an infantry unit**, but do not count as an extra figure for *battle* or *retreat* purposes. Electrical men/steam suits have no firepower but may carry magnetic mines to be used against armoured vehicles. If their infantry unit is in the ZOC of enemy armour, they may try to attach a magnetic mine to the enemy's hull, casting two special anti-armour dice to do *battle*. Electrical men/steam suits may only be hit by *special anti-armour dice*. If the hit is turned into a kill, the electrical man/steam suit is destroyed. *Technology special command cards* may be used with or against electrical men/steam suits. When the infantry unit accompanying the electrical man/steam suit is destroyed, the electrical man/steam suit is removed from the game.

NON ARMoured VEHICLES, CARRIERS & PRIME MOVERS:

Portée (Anti-Aircraft) artillery: (comparable to WW1 AA guns mounted on trucks) armed with an MG or *horse artillery* gun. **May move 3 hexes and not fire or not move and fire** (see also appendix 1 of the Afriboria rules: "Magnificent men and flying machines"). When destroyed, one victory point is scored. Portée artillery is regarded as normal A-class artillery with 4 crew for *battle* purposes. The vehicle forms an integral part of the unit. When the gunners have been eliminated, the unit is destroyed and the vehicle is removed from the game (as with artillery).

strength points for portée artillery: 

Truck/steam engine (carrier): not armed and may move 3 hexes. A carrier may carry up to one infantry unit and forms an integral part of this unit. In case the infantry is activated, it may dismount and battle or battle and mount, without the carrier moving. The same goes for loading and unloading goods. When the infantry unit carried by the carrier is destroyed, the vehicle is removed from the game. A steam engine towing a wagon may fulfil the same function as a truck. Once the unit it carries falls to half strength or less, the carrier may be destroyed by a hit of a special anti-armour die after which the remaining infantry can only move at normal infantry speed.

When carriers carrying goods are destroyed, victory points are only scored if so mentioned in the scenario.

strength points for trucks carrying goods: 

Truck/steam engine/electrical man/steam suit (artillery prime movers): are not armed and form an integral part of the artillery unit. **May move 2 hexes with tow.** Tow is one artillery piece. In case the gun is activated, it may fire and limber up or unlimber and fire without the prime mover moving. When the artillery unit is destroyed, the prime mover is removed from the game. Once the

unit it tows falls to half strength or less, the carrier may be destroyed by a *hit* of a *special anti-armour die*. Tows may be still be moved 1 hex/turn in case the prime mover is destroyed.

Cars: not armed and may be used as a means of transport for an officer instead of a horse. **Two cars may carry one infantry unit** (instead of one truck, as mentioned above).

RESOLVE BATTLE.

Technology special command cards involving hits on enemy vehicles can only be played in coordination with an MG/artillery attack: these technology special command cards activate an MG/artillery unit of a colour of your choice. A “kill” must be scored in order to let the card play.

Normal dice: armoured vehicles only suffer damaging or penetrating *hits* from artillery and MG’s and only when an “A-class hit symbol” is cast on the dice:



a *hit* on armoured cars, light & medium & heavy (steam) tanks. Hit on carriers/prime movers of units at or below half strength.

Special anti-armour die: rifled A & B class artillery and MG’s may use (up to half their eligible total) special anti-armour dice:



a *hit* on armoured cars & light (steam) tanks. Hit on carriers/prime movers of units at or below half strength.



a *hit* on armoured cars, light & medium (steam) tanks and electrical men/steam suits. Hit on carriers/prime movers of units at or below half strength.









a *hit* on armoured cars, light & medium & heavy (steam) tanks and electrical men/steam suits. Hit on carriers/prime movers of units at or below half strength.



or a *miss* or non-penetrating hit (“MISS” symbol figures twice on the die).



a possible *retreat* for armoured cars, light & medium (steam) tanks and electrical men/steam suits. Possible *retreat* for carriers/prime movers and their units once these have reached half strength or below.

Saving throw for special anti-armour dice (use normal battle dice):   if fired at from ZOC, otherwise:   or  .

Losses are calculated before a unit (voluntarily or forced) *retreats*.

Armour forcing a *breakthrough*.

When an armoured unit (including Electrical men/steam suits in a combat role) engages in “*close combat*” (*battling* an enemy in a adjacent hex) and succeeds in either destroying the enemy unit or forcing it to *retreat* (and thus emptying the hex), the armoured unit can force a “*breakthrough*” by entering the now free hex and engage the retreating unit in *battle* once more (but not follow up again).