



LAND TORPEDO RULES

1.0 LAND TORPEDO

1.1 GENERAL

Land Torpedo units are placed in the player's startup area at the beginning of the game and can be launched in any movement phase of the game. Once launched, they become an 'independent' unit, and have an initiative score of 6 for the duration of the game. The torpedo warhead is not 'active' until the third attack phase after it is launched, so it cannot explode until that time. If it hits another unit before becoming active, it will do 1d3 damage as a melee attack and then be removed from the board.

1.2 MOVEMENT

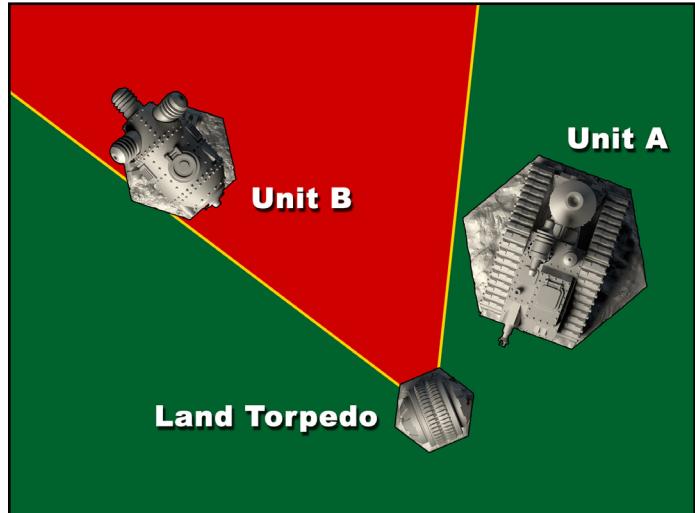
Land torpedoes have a variable movement score, moving 1d6 move points per movement phase. Prior to moving, determine the closest non-troop unit (friendly or opposing team, including other torpedoes) within this unit's forward arc, and move directly toward that unit according to die roll. If there is no unit in the forward arc, continue moving the unit in the direction it is facing. The land torpedo must move every movement phase once launched. If it reaches the edge of the table before detonating, it is removed from play. It is possible to have another unit lead a land torpedo away from its intended target and, once it is redirected, move outside of its forward arc, forcing it to seek a new target. Land torpedoes can, with a little careful planning, be redirected at the force that originally launched them.

1.3 ATTACK

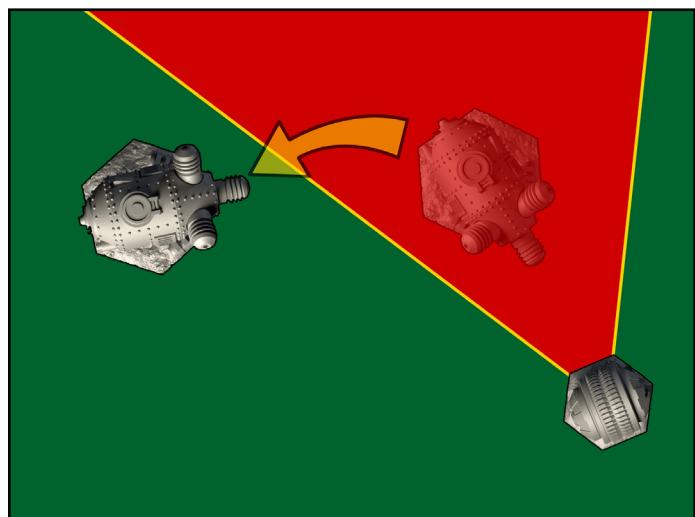
When a land torpedo ends a movement phase within 1" of another unit, it detonates during that turn's attack phase. The land torpedo will do 6d3 (type A) to all units within a 4" of it (measure from the land torpedo's base edges outward.)

1.4 SELF-DESTRUCT

This unit instantly detonates when its Hull reaches 0, causing 6d3 (type A) to all units within a 4" of it (measure from the land torpedo's base edges outward.)



A land torpedo can only target/lock-on to a unit in its forward firing arc. In the above image, while 'Unit A' is closest, the Land Torpedo will lock-on to 'Unit B' as it is the only unit in its forward firing arc.



A unit that was being targeted by a Land Torpedo has moved out of the torpedo's forward firing arc, thus the torpedo has lost target-lock and will continue moving in its current direction (unless another unit enters its forward arc.)