

## Vehicle Builder

To build vehicles for T&T simply follow the sections 1 through 5. All additions and deductions are cumulative. The horse and oxen drawn wagons/carts you can build here are not the same as the pack train and transport units in the Colonial supplement. Elephants are only allowed entries marked \*.

### 1, Choose type of vehicle.

Type	Cost
Soft-skin	25
Improvised armoured car (includes elephant)*	50
Open topped armoured car	60
Enclosed armoured car	75
Tank	100

### 2, Choose the movement type.

Movement type	Speed level	Cost
Ox drawn or elephant*	1	5
Horse drawn	2	10
Wheeled, car/motorcycle	5	25
Wheeled, truck	4	20
Wheeled, armoured car	4	15
½ tracked	4	20
Tracked or agricultural tractor	3	15

Wheeled armoured cars receive a -1 to terrain tests.

Speed level refers to the new speed rules on page 06 of the Libertad O Muerte supplement.

### 3, Adjust costs depending on vehicle attributes.

Attribute	Cost
Light (tanks and armoured cars only)	5
Heavy armour (tanks and armoured cars only)	15
Modern construction (tanks and armoured cars, other than improvised, only)	20
Modern construction and heavy armour (tanks and armoured cars only)	20
Holt chassis combined with armour (Schneider and St Chamond)	-5
Holt stretched chassis combined with armour (A7V tank)	-10
Rear driver station (armoured cars only)	5
Howdah for elephant*	4
Per capacity space (see section 5)*	1

Light vehicles add 1 to their speed level.

Heavy vehicles are immune to small arms, add +1 to terrain tests and deduct 1 from their speed level.

Modern vehicles are immune to small arms and add 1 to their speed level.

Modern heavy vehicles are immune to small arms and add +1 to terrain tests.

Holt chassis combined with armour requires two terrain checks when crossing trenches.

Holt stretched chassis combined with armour requires two terrain checks when crossing trenches and soft ground.

For a rear driver position, reversing is still necessary (i.e. slowing down to speed level 1 or stationary, then moving in the other direction), but you may move at up to full speed rather than just at speed level 1 afterwards.

Howdah gives crew inside it a +1 save modifier on the damage table for ranged and close combat.

A typical motorcycle would have 3 capacity spaces, a typical car would have 7 spaces, a 2-horse drawn wagon would have 8 spaces, an elephant 9 spaces and a typical truck would have 12 to 20 spaces. Common sense is needed with the capacity spaces, no light field guns carried inside cars for example.

### 4, Add weapons.

Weapon	Cost
LMG*	30
HMG*	35
Light cannon (as Light field gun)	55
Cannon (as Field gun)	75
Jingal*	23

### 5, Capacity space requirements

Object	Space required
One person	1
HMG	2
Light mortar	2
Mortar	3
Light field gun	4
Rocket artillery	4