



## Gallop Class

**Unit Type:** land battleship

**Overall Length:** 48 meters

**Overall Width:** 44.7 meters

**Propulsion:** jet engine x 8

**Mobile Suits Capacity:**

3 Standard Types

**Armament:**

180mm Cannons

120mm Low Reaction Cannon

## Gallop Class - Zeon Land Battleship

The primary land ship used by the Zeon forces, the Gallop is rapid insurgent unit capable of carrying and supporting its own team of Mobile Suits.

It's smaller than its federation counter-part the Big-Tray and faster, suiting the Zeon blitz style of warfare. During the course of the war these Mega-vehicles have seen action all across the Zeon front. Its most famous action was when under the command of Lt Ramba Ral a single Gallop attack unit almost brought down the infamous Federation White Base.

### Gallop Class

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Crew Profile	4	3	3	3	3	1	3	1	7	8	-
<b>Armor Values</b>	<b>Front</b>		<b>Side</b>		<b>Rear</b>		<b>PV</b>				
Gallop	14		14		12		350				

**Structure Points** - 4

**Transport Capacity** - 3 Mobile Suits or 4 Magella Attack Tanks

**Move** -

Cruise (walk) - 6"

Flank (run) - 9"

Jetboost - 2D6"

### Gallop Class Standard equipment & weapon:

The Gallop Class comes with this equipment and weapons as standard: Targetor, 2 twin-linked 180mm Cannons and 120mm Low Reaction Cannon

### Gallop Army Entry

*The Gallop counts as a Heavy Support Choice.. You don't need to buy any pilots to crew the Gallop as its comes already crewed.*

**Special Rules** -

**War Machine** - The Gallop is a War Machine, it fights in assaults the same as a Vehicle (as described in the WH40K rulebook).

**Jet Boost** - The Gallop is fitted with Jet engines which propel its across the ground. The crew can temporarily boost the performance of the engines. Once per turn the Gallop can choose to move using its boost adding an additional 2D6" to its move.

**Firing** - The Gallop is a War Machine, a huge stable firing platform. It can fire all its weapons with only the targets modifier being applied. However due to the design it has a limited fire arc on its weapons. The front 180mm Cannons have a 45degree fire arc, the rear mounted 120mm Low Reaction cannon has a 60degree fire arc.

**Transport** - The Gallop is capable of Transporting Mobile suits and other Vehicles. The Gallop can only move at cruise speed if its passengers wish to disembark. The Passengers must leave via the front hatch.

**Boardin' the Gallop** - Mobile suits may attempt to land on top of the speeding land fortress. The Suit must be within 8" for a successful jump to be made.

If the Mobile suit can make the jump, roll against the Pilots PS at a -2 Modifier to the dice. If the jump is successful move the Mobile Suit on top of the Gallop. If unsuccessful roll a scatter dice and this is the side the suit has fallen off. If they fall off roll against the Pilots PS at a -2 modifier if fails roll on the glancing hit table to see what damage is done to the suit. If passed the suit is assumed to have landed on its feet.

**Hittin' the Gallop** - Whilst on board the Gallop the Pilot may attempt to make close-combat attacks against the the Fortress. Roll against the Pilot PS and if he passes he makes one attack (the suit is assumed to be holding onto the Gallop and is limited in its movement), which automatically hits. Roll for penetration as normal (Gallop top armor is the same as its rear) Apply damage as shown in the Gallop damage charts. You can also fight close combat with another Mobile suit ontop of the Gallop in the same way. The loser is assumed to be pushed off the Gallop unless he makes a successful PS roll at a -2 modifier. If he fails the make a test as described above.

If suits attempt to engage the Gallop as it moves past them, or they get close enough to strike they need a 6 to hit regardless of their weapon skill. This represents the high speed nature of this combat.

**Collisions & Rams** - The Gallop may on purpose or unintentionally hit Mobile Suits or pieces of terrain as it attempts to escape.

**Hittin Mobile Suits** - This is bad news for the Mobile Suits if they are hit by a speeding Gallop, of course there is a small chance it will do damage to the Gallop as well. If the Gallop moves into contact with a Mobile Suit the Pilot must make an immediate PS roll, if he fails he is hit, if he passes move the suit to the side of the Gallop.

If the suit is hit roll a D6 on a 1,2,3 it takes D3 Glancing hits, on a 4 a Penetrating hit and on a 5 or 6 D3 Penetrating hits. This represents being rolled over by a 100 ton plus war machine!!! Of course the Gallop could take damage too, roll a D6 and on a 6 the suit takes a single strength 8 roll for penetration as normal.

If Terrain is hit the Gallop could take damage from bouncing off rocks, steel girders or even small buildings. Roll a D6 as soon as the Gallop hits the terrain on a 5-6 the Gallop takes a D6 Strength 7 hits on the front, roll for penetration as normal.

### Glancing Hit Table - Roll a D6

- 1 **Gun Crew Shaken** - May not shoot next turn
- 2 **Gun Crew Shaken** - May not shoot next turn
- 3 **Driver Stunned** - May not move next turn
- 4 **Engines Damaged** - Knock D3" off the vehicles move. (vehicles reduced to 0 movement are immobilised)
- 5 **Weapon Destroyed** - One weapon is destroyed, this weapon is chosen by the Opponent.
- 6 **Major Damage** - Lose one structure point and roll again on this table. If reduced to 0 Structure points then roll on the Catastrophic hits table below



### Penetrating Hit Table - Roll a D6

- 1 **Driver Stunned** - May not move next turn
- 2 **Engines Damaged** - Knock D3" off the vehicles move. (vehicles reduced to 0 movement are immobilised)
- 3 **Weapon Destroyed** - One weapon is destroyed, this weapon is chosen by the Opponent.
- 4 **Major Damage** - Lose one structure point and roll on Glancing hits table. If reduced to 0 Structure points then roll on the Catastrophic hits table below
- 5 **Major Damage** - Lose one structure point and roll on Glancing hits table. If reduced to 0 Structure points then roll on the Catastrophic hits table below
- 6 **Chain Reaction** - Lose one structure point and roll again on this table. If reduced to 0 Structure points then roll on the Catastrophic hits table below

### Catastrophic Hit Table - Roll a D6

- 1 **Damage Control** - The Vehicle Commander must take a LD test on the Vehicles leadership. If the test is successful then the damage control systems has contained the damage, and 1 Structure Point is 'repaired'. If failed you must roll again on this table.
- 2 - 3 **Destroyed** - The Vehicle is wrecked. Mark the destroyed Vehicle with cotton wool or remove it entirely.
- 4-5 **Explosion** - Models within D6" suffer D3 S7 hits on a D6 roll of 4+. The War Machine is destroyed, as described above.
- 6 **Huge Explosion** - The War Machine is vapourised in a huge explosion. Roll 1D3 per original Structure points to determine radius of explosion. Models within range suffer D6 S7 hits on a D6 roll of 4+.

