

# Bauhaus Grizzly

## UWZ statistics – v 1.0

### ***Basic info***

Support unit, required 1 model, vehicle, limit 1 per army.  
Requires an army of at least 1000pts  
Type: Tracked

Point cost: 600  
Wounds: 15/10  
AR: 28  
SZ: 8  
MV: 5

Special abilities:  
Inspiration 3. Impenetrability. Survival training 4. Dire rating 5.

### ***Movement***

It can cross rivers and lakes without problems, provided the muddy bottom will support its weight. It may move over obstacles that are  $\frac{1}{4}$  SZ or smaller in inches.

### ***Weapons***

The grizzly mounts two mortars, one flamethrower, three 60mm light cannons, one anti tank gun, five anti aircraft guns, and seven light machine guns.

Line of sight and range for each of the Grizzly's weapons should be determined from the tip of the weapon in question.

### **Main Mortar**

This is the large mortar mounted in the turret of the Grizzly. The mortar is intended for long range bombardment of fortified positions.

The main mortar uses the small explosion template. Indirect fire.

### **Flamethrower**

The Grizzly carries a slightly modified version of the Gehenna Puker. It is similar enough to be considered to have the same stats.

### **Light Mortar**

This is mounted in the front left turret. It uses the small explosion template. Indirect fire.

### **Anti tank Gun**

Mounted in the turret of the Grizzly, this massive weapon fires huge shells packed to the brim with explosives. When used against targets of adequate mass, the shells detonate with incredible force. Against smaller targets the shells will not be set off, so they are reserved for use against tanks and enemy vehicles.

The anti tank gun can only be fired at models with SZ 6 or bigger.

## **Bergdahl Stonecleaver LMG**

The Grizzly hits seven of these guns. One is in the main turret, two in the front right turret and two on each side.

The twin stonecleavers are fired as a single weapon and give a x2 damage multiplier.

## **Anti aircraft Guns**

There are three anti aircraft guns housed in a ball turret in the rear of the tank, and one more in another ball turret on each side of the vehicle. Their range is effectively unlimited, although they are inaccurate at long distances. The turrets can swivel in almost any direction.

## **60mm Light Cannons**

The main turret and each of the rear turrets mounts a 60mm light cannon. The cannon fires shells that explode in a highly concentrated blast, capable of blowing holes through armor (or flesh) but not particularly good at eliminating large amounts of infantry.

## **Crew**

The crew of the Grizzly is actually much larger than what we describe here. There are a total of 24 people on board each Grizzly, including loaders, engine mechanics, stewards, chefs and more. But for purposes of tabletop combat, we need only consider ten members of the crew.

1 driver (stonecleaver and light cannon); 1 main turret gunner (main mortar and anti-tank gun); 2 front gunners (one with twin stonecleavers, one with one light mortar and a flamethrower); 2 rear gunners (1 light cannon each); 1 anti aircraft gunner (AA guns); 2 side gunners (twin stonecleavers each), 1 periscope commander (no weapon).

Assume that none of the Grizzly's crew is armed with any personal weaponry and the tank cannot function without it. So for all purposes, the crew cannot leave the Grizzly.

All of the Grizzly's crew except the periscope commander use the same profile as a Bauhaus Dragoon. The periscope commander uses the same profile as a Bauhaus Dragoon Sgt.

The crew of the Grizzly will not panic or break.

## **The Driver**

In addition to driving, the driver is responsible for the lighter of the two weapons in the turret, the Bergdahl Stonecleaver and the light cannon. The weapons may fire with a 90 degree arc of fire in whatever direction the turret is facing.

With each action the driver can drive the Grizzly and fire one weapon.

## **Main Turret Gunner**

This is the only gunner mounted in the turret. He commands the main mortar and anti tank gun. He is responsible for turning the turret and aiming its weapons.

The weapons can fire with a 45 degree arc of fire from the direction they face.

With each action the gunner can turn the turret OR fire one weapon.

The main turret of the Grizzly is very large and takes some time to change positions. With each action the gunner can swivel the turret up to 180 degrees.

## **Front Gunners**

There are two of these. Each mans one of the weapon mounts in the front of the Grizzly. The gunner on the right controls the twin Bergdahl Stonecleavers.

With each action he can move and fire the twin Stonecleavers.

The gunner on the left controls the light mortar and the flamethrower.

With each action he can move and fire one weapon.

## Rear Gunners

Each of these gunners controls the two rear turrets, each of which houses a light cannon.

With each action each gunner can turn the turret and fire the light cannon.

## Anti aircraft Gunner

The Grizzly is one of the few armored vehicles that is very susceptible to aerial attack. Its immense size makes it a favored target of bombers.

With each action the gunner can move and fire one of the ball mounted AA guns on the sides of the tank OR the ball mounted threesome of AA guns in the rear.

## Side Gunners

There are two of these.

With each action each gunner can move and fire the Stonecleaver turret with twin stonecleavers on his side of the Grizzly.

## Periscope Commander

The periscope commander is responsible for maintaining the periscope. He may not attack, but he may use his actions to move the periscope, or to Spot from the periscope. There is a +3 spotting bonus because the periscope is specially equipped with scopes, scanners, and other devices to aid spotting from a vehicle.

The periscope has a 90° view arc.

The periscope allows the Grizzly's spotter to pinpoint areas not visible to the gunners, who can then fire either mortar in a lofty arc to attempt to hit these areas over intervening terrain. Line of sight should then be determined from the extended periscope, not from the normal location, although range is still measured from the appropriate mortar.

It is perfectly legitimate for a waiting mortar to fire indirectly.

The periscope commander can act as a forward observer.

Name	CC	PB	SR	MR	LR	ER	DM	AV
Grizzly anti-aircraft gun	-	0	1	0	-3	-7	15	
Grizzly anti-aircraft gun x3	-	0	1	0	-3	-7	15x3	
Grizzly anti-tank gun	-	1	2	1	-2	-	20x4	5
Grizzly light mortar	-	-	-	-1	-3	-	11	
Grizzly main mortar	-	-	-	-	-4	-5	15x2	
Grizzly 60mm Light Cannon	-	0	0	-1	-3	-	18x2	1
Grizzly twin stonecleavers	-3	3x3	2x2	1	-	-	11x2	