




The Great Steampunk War of 1915

by Patrick Brady (2015)



The game manual
version 1.0





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An Introduction

It is now twenty years after the failed Martian invasion and humanity has regained its confidence enough to return to our traditional hobby of being perfectly beastly to each other. The Germans were eager to reclaim items from a deserted Martian Base in Mexico and this has triggered a war with the USA which has escalated into the Great (Steampunk) War.

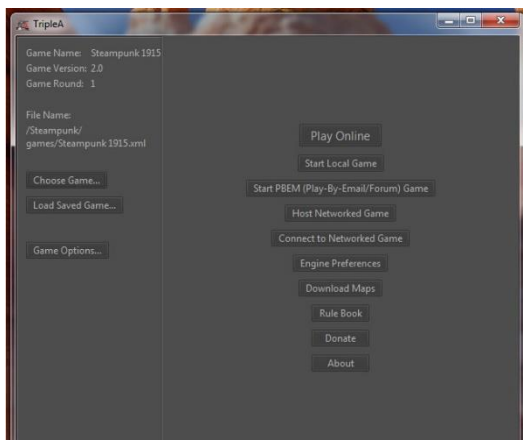
The “Central Powers” (Germany, Austria and Turkey) are fighting the signatories of the Entente Cordiale treaty (Britain, USA, France, Alliance and Russia) for the domination of the world. But there are other interested parties, The new-fangled Communist johnnies have signed a non-aggression Pact with the Centrals, the Martians have staged a small but deadly resurgence and the descendants of the crew of the Nautilus threaten to take over the Pacific!

This is the First World War but with added Martians!

The game

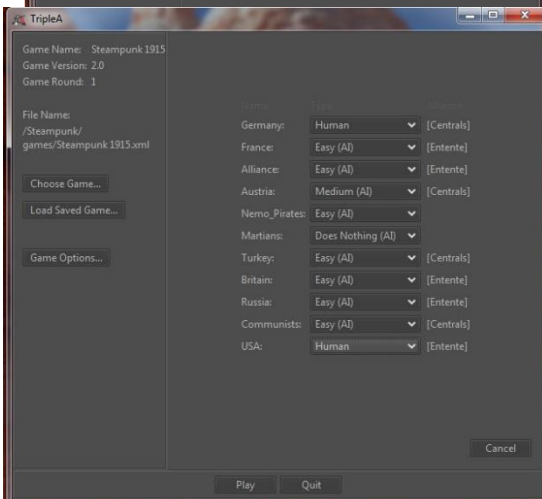
The Great Steampunk war is a stand-alone game for TripleA, the free computer game. You can redistribute but you should attribute (the original game by Vegryn, this mod by PatrickBrady) and it should always be free.

This game is about a parallel world version of the First World War, with the Central Powers against the Entente but each side has additional units for a Steampunk feel. Check the in-game Help for a full listing of units. Most of the standard TripleA units are implemented, so “Infantry”, “Cavalry” etc. Experienced TripleA players can play this without learning many special units but the “Steampunk” feel is greatly enhanced if the unique units are in play.



When you start TripleA you should CHOOSE GAME and make sure you have “Steampunk”. You can then choose to play online, by PBEM or to play against your own computer locally. If you “Start local game” you play vs the A.I.

You can play any or all of the 8 combatant nations in any combination and advice for each is given later in this manual. It is generally easier to win if you play one of the two superpowers (Britain or Germany) but they have large forces which will require a lot of management. You can play all of the Central Powers or the entire Entente if you wish or one of the smaller powers. Gameplay is designed so that there is a central conflict of Entente vs Central Powers but you can also play as the Martians or the Submarine Empire vs *everyone* else (these two minor powers are opposed by both Entente and Central Powers). You can also select how tough the A.I.s are. So you can play Germany yourself and have the Austrians played by the A.I. on “easy”, you can have the British set to “Moderate” and the Martians can be told to “Do nothing”. Play with it and enjoy trying out games with different settings. When you are ready click “Play”.





The Central Powers

Germany (Difficulty:EASY)

Germany is a superpower, although damaged during the Martian invasion it has efficiently mobilised its industry to use new technologies and is stronger than any other nation except the British. Your treaty with Austria and Turkey created the Centrals Powers Pact and you have a “my enemy’s enemy is my friend” arrangement with the Communists. Your expedition to Mexico to recover parts of a Martian base triggered this war. You must now win it.

Hit the French hard and fend off the Russians. Build enough force to take Paris but be careful of an under-prepared assault on the well-defended border. When you go for Paris ensure you have a force capable of reaching it. Hopefully your Communist allies will sap Russian strength for you so be prepared to assault a weakened Russia mid-game. In the Americas it is possible but difficult to take Washington D.C. and you may want to consider instead not violating neutral territory along the Mexican/US border and heading south into Central and South America. If you do attack the USA be ready for a fight and you will need the Austrians with you (best not leaving Austria to the A.I.). A Factory in San Francisco may be a good investment but bear in mind that you can leave the border and use the Graf class Zeppelin to island hop through the Caribbean. A German Graf Zeppelin force on Cuba can effectively threaten the S.E. United States. In South America take control of undefended territories first (Paraguay, La Paz etc) and systematically occupy all of South America while suffering the fewest casualties you can.

Unit advice



Graf class Zeppelin. This is a huge steampunk airship mounting guns, bomb racks and it is large enough to carry airborne troops.



German hero. Heidelberg, Class of 1910. Although only Attack 1, they are tough (Defence 3) and highly mobile (Move 3) using railways, aircraft and fast horses. Good for taking territory quickly and stiffening weak units.



Sniper unit. These are elite units of snipers and best used to support conventional infantry. They don’t have the Defence to be used unsupported so used combined forces.



Stormtroopers. Germany invented the Sturmtruppen and here they are bolstered with ingenious steampunk weaponry. However the training is only in Berlin.



Fallschirmjäger. These are German paratroopers GSW 1915 style. Better but more expensive than normal infantry, can air-drop from the Graf Zeppelin. Dropping German airborne on Charleston from bases in Cuba is quite possible.

Victory conditions

Germany should aim to take Paris and St.Petersburg. If the Centrals can take three enemy capital cities you win.

References.

The Germany in this game is inspired by the graphic novel “Hellboy”.





Austria (Difficulty:EASY)

Austria was not heavily industrialised when the Martians invaded but events renewed interest in some exotic technologies developed by Austrian scientists in Transylvania. The most successful of these is the reconstruction of severely injured soldiers into “Frankenstein” brigades. These are designed to allow damaged parts to be swapped out for new ones making this the most durable infantry units in the game.

The Austro-Hungarian Empire starts the game in a strategically weak position (the Sino-Italian Alliance have forces close to your capital of Vienna) but Austria has some excellent units. The first priority for Austria is to stem the attacks coming in from Italy and up from Greece, this is initially a purely defensive battle and you need to secure your flanks, so take Greece as soon as you can and then turn north. This can be a bit of a balancing act and if you don't slow the attack from the West then you'll lose territory fast. If you have the Production build Frankenstein brigades to soak initial attacks and don't be afraid to use trenches. Slow them down and take Belgrade. Join up with your Turkish allies to the South. You may get some help from the Turks but the key thing is that once you have Greece you can divert those forces north for expansion.

You also have an expeditionary force in Mexico City. Your best strategy is to go with your German allies, reinforcing them. Do not pick a fight with the USA solo. If you do go into the USA you will need to get a Factory placed, Use your cavalry to find a good Factory location, San Francisco is the best location but the Great Plains can also work. The Americans (USA and Canada) will fight back hard, even if pushed back to the Eastern seaboard so do not neglect to secure territory you have taken. You will need Factories, Frankenstein's (see below) and trenches to take the USA.

Unit advice



Frankenstein Brigades. These are expensive but very tough infantry units. These are “two hit” infantry which means they can take damage and regenerate by the next round. Unless they are hit hard enough to destroy them they will be back to full strength next round. A large force of Frankensteins may not have huge attacking power but they are extremely hard to stop.

Victory Conditions

Austria should aim to take Rome. If the Centrals can take three enemy capital cities you win.

References.

This is obviously influenced by Mary Shelley's “Frankenstein” and the various media derived from the concept since such as “Van Helsing” .





Turkey (Difficulty:MODERATE)

The Ottoman Empire is initially beset by enemies on several sides but can go on to dominate Africa and India. First destroy the Martian infestation in Arabia. Take out the smaller concentrations of Tripods first using as much force as you can muster. You need to start doing this on Round 1. You will need a strong force to take the main Martian Base which will be strongly defended so don't attack that until you have a sufficiently powerful army. Aim to destroy the Martians by round 3. At the same time you must defend yourself against a possible British attack through Suez. Reinforce the Sinai with infantry and trenches to hold them while you deal with the Martians. This is a choke point and you need to hold it. There is no point in putting artillery or more expensive units here initially because you merely need to hold it well enough to forestall an attack. Once you have destroyed the Martian infestation you can attack the British. The small British outpost on the gulf is worth taking in Round 2-3 just to stop them messing with you while you fight the Martians.

The White Russians will attack from the north and you may have to send troops to support the Austrians. These are important but will probably happen after Round 3 so is not your initial problem. Later the British may also come at you from India and make landings from naval forces. Put a small response force of Janissaries in the Empty Quarter and they can immediately attack any landing for the rest of the game. Although the Communists are your "allies" they can be a hindrance. They will often attack and be attacked by the Russians and the British (from India), get defeated and wiped out leaving enemy forces at your door. Be prepared to end the fight they started and make sure you have some forces north of Baghdad for when the Communists out of Georgia get themselves killed.

Unit advice

Janissary

Unit choice is simple for the Turks. The Janissary is your "universal soldier" and large formations of them are your best weapon. Buy other units only to use up spare Production.



The Janissary is an excellent unit, not a "super unit" in that individually they don't have outrageous attack or defence values but they are cheap enough to buy in bulk, fast (Move 2), tough on defence (Def 2) and good on the attack (Att 2) but best of all they are both artillery supportable and carry their own organic artillery element. So in any even number of Janissary units everyone is both giving and also receiving fire support (they are superbly well drilled) which means they all get the +1 bonus. An all Janissary army is highly effective.

Victory Conditions

Turkey should aim to take Cairo and will weaken the French and British by pushing into Africa. If you go north into Russia you can conceivably take St. Petersburg. If the Centrals take three enemy capital cities you win.





Communists (Difficulty: MODERATE)

The suffering of the ordinary working people the aftermath of the Martian invasion lead to great social unrest and radical politics. Communist ideology has spread quickly specifically in Russia and China. This is utopian socialism promoting equality and emancipation for the poor and downtrodden serfs of Russia and China.

Playing the Communists is interesting and fun because they are initially very local (Georgia, Yakutsk and Peking) but can spread out to control huge swathes of the planet. The Communists start with two capitals (Peking and Irkutsk) which means you can survive losing one. You have a treaty arrangement with the Central Powers and have secretly made a pact with the Submarine Empire (who are your only actual Ally). You are primarily fighting the Russian Tsarist forces and should look to first take the East. Expect to gain and lose territory repeatedly and use conscripts to soak losses. Focus on taking Russia and in holding off the Entente powers in China. Don't let them take Peking.

As you move towards St.Petersburg you will can gain productive territories if you have some Revolutionary heroes and/or Cavalry ready to exploit the collapse of Tsarist Russia.

Unit advice

The Communists don't have a single powerful unit but they do have some very inexpensive ones and some very mobile ones. Any Communist army should travel with a supply of Conscript cannon fodder to soak casualties.



Revolutionary Hero. Although their physical attack is not particularly strong (Attack 1) they are tough (Defence 3) and move freely about the countryside (Move 3).



Conscript. These are very weak but extremely cheap troops. They are useful cannon-fodder and a good way to avoid losing more valuable troops in battle.

Victory conditions

If the Centrals take three enemy capital cities you win. Crush decadent capitalist Imperialists, you can fight the fascist oppressors in the next war.

References

Although this is a fun science fiction game this is not a bad model of how communism spread in the wake of the Great War.





The Entente Cordiale Powers

The United States of America (Difficulty: EASY)

The USA was one of the first places to be invaded by the Martians, with the initial landing at Grovers Mill. But by 1915 the USA is developing quickly and Mr Edison has incorporated elements of alien super-science into his inventions.

You need to deal with the Martian infestation in Alaska. Work in co-operation with the Canadians and British to bottle up the tripods. Then move in with a strong force and wipe them out.

To your south is the Central Powers expeditionary force in Mexico. This is not something you can ignore and if they are dumb enough to invade the USA you may have to fall back to the Midwest but you should be able to counter them strongly. Drain the Germans and Austrians of resources and kick them out of the Americas. Take Central and South America and destroy remaining Martian units. Fight them all the way!

Keep an eye on the Submarine Empire especially if they have a human player because they may take the Philippines, Panama and even Hawaii off you. Use a Battleship +Destroyer force against them.

To win you need to take enemy capitols and they are all highly distant from you but you have units in France and lots of mobility with the USMC and the Edison flyers.

.Unit advice



The Edison Electric Flyer is a steampunk airship, it acts as a strategic bomber as well as a heavy attack unit. Best flown from infantry protected bases.



American Hero. Fast and tough. You always need heroes.



The United States Marine Corps. Like infantry but better, also get a bonus when attacking from the sea.



American sniper. An excellent low cost alternative to full artillery.

Victory conditions

The USA has the standard Entente victory conditions. You must take three of the of the enemy capital cities, any three of Berlin, Vienna, Istanbul, Peking or Yakutsk.





Britain (Difficulty:EASY)

England was hit hard by the Martian invasion but moral fibre and a steady supply of tea have allowed the British Empire to bounce back. By 1915 the British Empire and Commonwealth is the dominant global superpower bringing civilisation and crumpets to a savage world.

The British are easy to play but a lot of work because they have so many units across the globe. You need to help the French and the Russians to hold back the Germans. Rule the waves using your Dreadnaught class battle-carriers, destroy the German fleet and use Destroyers to stamp on the Submarine Empire in the Pacific. At the same time, manage your armies in India to attack the Turks. Make sure you take the German base at Dar as Salaam, a landing from the sea (a force from India in transports protected by warships) can take them by surprise.

Unit advice



Imperial Hero. Fast and tough. Attack 1 but Defence 3 and move 3.



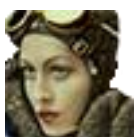
Landship. This is a response to the Martian war-machines, the Landship is a heavily armoured tracked vehicle with multiple turrets, capable of going toe-to-toe with a tripod.



Dreadnaught. This is a battleship enhanced by super-science, it can bombard, acts as a troop carrier and a small aircraft carrier. Helpful once you have advanced aircraft or the Aviatrix unit. A few in the Channel will allow you to keep reinforcements to France going.



Colonial Infantry. May only be spawned in Ottawa, Nova Scotia and Sydney-Canberra. These Canadian and Australian troops are reliably your best infantry units. They still need to be supported by artillery when attacking but, as the Australians have always said, they are more aggressive than conventional infantry.



Aviatrix. Only available after female emancipation. These women pilots are your strongest air unit. Dreadnaughts each with a couple of Aviatrixes providing air support and a Colonial Infantry giving ground assault provides you with a powerful beach assault force.

Victory conditions

The British Empire and Commonwealth has the standard Entente victory conditions. Take three of Berlin, Vienna, Istanbul, Peking or Yakutsk.





France (Difficulty:MODERATE)

France has recovered from the aftermath of invasion and is a strong republic with major colonial possessions in Africa and Indo-China. It has adopted some super-science such as the Aerodyne developed by a Monsieur "Robur" and complex underground "Maginot" forts for border defence.

Your primary problem is the German attack from the East. Reinforce your border (Champagne, Comte-France etc) with Maginot forts as these are your toughest defensive units and put a large infantry and artillery reserve in Paris to counter attack against any breakthrough. Build defences in Picardy in case the British don't hold their part of the front. In Europe you should mainly block against the Germans but you can go on the attack (use the mobility of your Robur Aerodynes) to attack along the coast and potentially base them in Belgium, Venice or even England. Do not forget your colonial possessions in India, Indo-China, Shanghai and particularly in Africa where you can make gains. Transport troops into Shanghai and drive East into Syria and Lebanon in concert with the British.

Unit advice



Conscripts are low cost units that can be used to soak damage and avoid losing more valuable units. They basically will not attack by themselves (Attack 0) but have Defence 2 and move 1. Always combine with "real" infantry.



Hero of the Republic. Fast and with a good defence, heroes are also highly mobile.



Robur Aerodyne. This exotic aircraft is essentially a steampunk helicopter gunship inspired by "Master of the World" by Jules Verne.



Maginot fortress. These are complex, high-tech forts which can take a lot of pounding. They are the best defensive unit in the game and they don't need a Factory unit to make them. So if you take a high value territory these will hold it for you.



Colonial troops. Your colonial troops can only be spawned in Algiers and Tobruk but because they are the elite of the colonies they are more effective than conventional infantry.

Victory conditions

France has the standard Entente victory conditions. Take three of Berlin, Vienna, Istanbul, Peking or Yakutsk.

References

French steampunk technology is all taken from the various works of Jules Verne.





Alliance (Difficulty: MODERATE)

The Alliance is an ahistorical product of the Martian invasion, it is a coalition of smaller states which lost their traditional monarchs, aristocracy, ruling class etc. to the Martian heat rays and who have banded together in a federation of smaller republics, collectives and co-operatives known collectively as "the Alliance." The Alliance includes Italy, Japan and the Balkan states (Serbia mainly) and has some great and interesting units and a complex global strategic situation. Defend Greece and use the Arkwright Pontoon to reinforce directly from southern Italy. Focus on attacking Austria first. Move Japanese troops into Shanghai, recruit Ninja and support the other Entente powers. Try to take Peking.

Unit advice



Assassin. Only spawned in Italy and the Balkans, these have a massive attack for their cost but once they've made the hit they disappear. So don't expend them until you intend to and you can afford to re-hire them.



Ninja. Only spawned in Hokkaido. These are your strongest overall unit, expensive and far from the initial action but a force of Ninja can cut a swathe through China. Spawn many and use them.



Militia. Cheap and useful. Can be spawned in Greece and the Balkans.



Aviatix. Only available after you get female emancipation. These pilots are the best air units you will see.



The Arkwright Pontoon. Using advanced Martian inspired materials you create a floating bridge that can be used to transport large numbers of troops across narrow seas.

Victory conditions

The Alliance has the standard Entente victory conditions. Take three of Berlin, Vienna, Istanbul, Peking or Yakutsk.

References

The Alliance is a way of having a variety of smaller nations in play without having a grouping that is so weak that they are no fun to play. By combining Japan, Italy and Serbia we have an exotic and fun playable nation. It's a "steampunk" trope to have female fighter pilots, ninja and hit men in Italian suits all in the same place. In this game that's the Alliance.





Russia (Difficulty: MODERATE)

Russia is a huge country and has long borders to defend. Fortunately the Tsar survived the Martian invasion and the new generation of Romanov's guide Russia in this war. Russia has hired the services of super-scientist Nicolai Tesla to rearm its forces. You start the game with a fair number of troops but you need to start moving them immediately. In the West you must block the Germans from striking at St. Petersburg and attack is the best form of defence. Drive into Germany. In the East you must stop the Communist threat as early as possible. Keep them occupied and stop the communists from taking too much territory. Your best option is to bottle them up and starve them of Production. Destroying the Communist nest in Georgia early is often a good idea. The British may try to help you coming in from Finland and Murmansk, this can be useful but keep a strong defence in the West or the Germans will take some of your best territories. Remember that Tsarist "White" Russia has many allies and both the British and the USA will help you against the Communist threat.

Unit advice



Conscript. These are weak but cheap units and any army you build should have some of these cannon fodder to soak combat losses.



The Tesla Cannon. This is a good all-round unit. It has a solid attack and defence, it will also help support conventional infantry units.

Victory conditions

Russia has the standard Entente victory conditions. Take three of Berlin, Vienna, Istanbul, Peking or Yakutsk.





Martians. Difficulty:EASY

Climatic change has made your planet increasingly uninhabitable, you must colonise Earth or face extinction! You are a desperate last-chance force, not as numerous or as well-equipped as the first one but your scientists have found a cure for the Earth disease that destroyed the earlier expedition. Unfortunately your landings area scattered and you need to redeploy quickly or you will be over-run by the more numerous humans. First you must evacuate your base in the Arabian Peninsula (Martian Base and Hejaz) almost immediately. Expend your poison gas and one tripod against the Turks in round 1. Do not attempt to hold that position between the Turks and the British as it will drain your resources from battles you can better win elsewhere. Evacuate via the red weed pontoons either to Africa or India. In South America take control of undefended territories first (Paraguay, La Paz etc) and systematically occupy all of South America while suffering the fewest casualties you can.

Unit advice



Tripod. This is the most powerful unit in the game. Fast (Move 3), tough (Defence 5) and with a strong attack (Attack 5). But you have few of them and must keep these mobile to avoid being over-run by mass attacks.



Gas. This is the Martian black gas, a simple expendable poison. It will not take territory unless you accompany it with a tripod.



Bridge/Pontoon. These are your sea units..



This is the Red Weed defences, they provide Defence 5.

Victory conditions

You need to control all of the following territories to win. Panama:Amazon:Alaska:San Francisco. This can be achieved by round 7 if you move decisively against the puny humans.

References

The Martians are from "The War of the Worlds" by HG Wells. "The League of Extraordinary Gentlemen" by Alan Moore.





The Submarine Empire (Nemo_Pirates) Difficulty:HARD.

When the original Captain "Nemo" (a Latin term meaning "no name") died fighting the Martian invaders his many followers were already well established in secret islands in the Pacific. Far away from the major centres of human population they were largely unaffected by the chaos and they were able to continue the Captains dream of a free Submarine Empire. In 1915 their leader is still known as "Captain Nemo" and the submarine empire has spread and become powerful enough to be a force in the Great War. The Submarine Empire has very different objectives and methods from the other combatants. They seek to establish themselves on a series of islands but they construct submersible Seabases and undersea farms that make them independent of the land.

Unit advice



The Nautilus class submarine is your primary weapon and the most powerful submarine in the game. It is armed with torpedoes and a ram, it has a deck gun, a rocket bombard and is large enough to carry a contingent of Marines. They are resilient "twoHit" units that are automatically repaired by their crews when damaged. They are also expensive.



Seabases are seagoing geodesic domes and the main "towns" of the Submarine Empire, they are submersible, mobile and have a limited self-defence capacity, which makes them useful combat transports when you need to move large numbers of Marines.



Undersea farms are an important economic resource and your main food production. They are immobile and have only a self-defence capacity (Defence 2) but they produce +1 Production and a free unit of kelp forest each turn. Kelp forest is a 0 Attack, 0 Defence static unit and you can have up to 21 of them on each farm. You can only have one farm in each water territory and you must control surrounding territories to be allowed to place a new farm. So the undersea farms should grow out from occupied territories and kelp get more dense with time.



Minefields are an excellent defence to protect your Undersea farms as they deter enemy surface vessels dropping depth charges. It's a good idea to secure a territory with a couple.



Marines. You train and deploy Marines as your ground troops. These are excellent troops and get a bonus when they attack from the sea.

Victory conditions

The Submarine Empire needs to dominate the Pacific. You wish to control 7 out of the following 9 territories; Dutch New Guinea, Manila, Hawaii, New Zealand, Honolulu, Formosa, Sydney-Canberra, Panama and Ryuku.

References.

The Submarine Empire is based on "20,000 leagues under the Sea" by Jules Verne which introduced the genius Captain Nemo and his fabulous submarine "Nautilus". It is also derived from "The League of Extraordinary Gentlemen" by Alan Moore which reboots the story of Captain Nemo and what came after.





Weird Science, Progress and Cool Stuff!

Researching new technology in GSW

It is possible to play GSW 1915 without the technology system but it gives some of the feel of a rapidly advancing society and can make a big difference to game play. However technological change tends to favour the larger powers, so smaller nations will have trouble funding the research in the way that larger powers can. Technology can be disabled from “Game options” but only at the start of the game. Some nations do not research some technologies, so the Submarine Empire is restricted in the Land warfare techs it can develop but most nations can research everything.

Research works by the player choosing one of three categories, either Industry (fundamental technologies), Land (military tech for land warfare) or Naval (sea warfare technology). Spending Production on technology buys you Technology tokens in one of these areas, each token equates to a 1d6 dice roll. You must roll a 6 to get one of the technologies. So the more you spend the more likely you are to develop it and you can spend and get nothing. You may only research one new technology each round and you never get the same one again once you have researched it.

New Land and Naval technologies often improve existing units. The cost of research covers the upgrade of existing units and this is automatic (you don’t have to do anything else). So if you have a lot of old submarines and research Submarine Warfare they will (by your next turn) automatically upgrade to the improved submarines.

A listing is provided below.

A. Fundamental technologies (“Industry”)

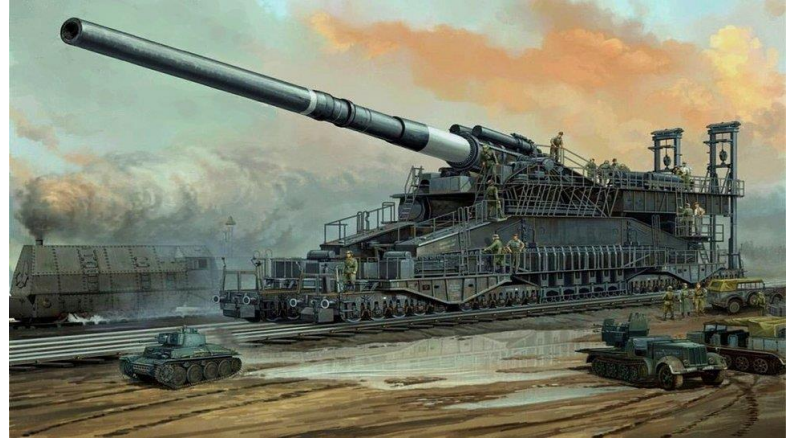
1. Victory Bonds. This is the development of financial and managerial systems to make the nation richer and more productive on a war footing. This gives you 2d10 production free every round (so it is proportionately better for poorer countries) and also increases by one the number of units your Factories can spawn each round (minimum territory is 1). This is very helpful early game as it allows more units to be created and the extra income equates to on average one infantry and one cavalry unit per round. You get the roll every round and a lucky one can be very welcome.
2. Industry. Your ability to produce the material of war is flexible and well managed, the strange machines churn out rifles, boots and cannon allowing you to equip more troops quickly. The number of units that you can spawn at any Factory is +3 but the installation must be in a fairly rich territory (minimum Production 2).
3. Science. You have created a vibrant research culture in your nature with state of the art labs that can produce valuable research as a by-product of their main line of enquiry. This gives you one free tech token per round.
4. Working Women. The emancipation of women is a key technology, their arrival in the workplace reduces the cost of artillery and allows the creation of all-female fighter squadrons (the Aviatrix Squadron). The Aviatrix is the most powerful all-round air unit available to all nations (although the German Graf, US Edison Electric Airship and French Robur Aerodyne have equivalent attacks)



5. Propaganda. You control the media and public perceptions to a very high level. Propaganda recruits you an extra 3 infantry units per round at your capital city (at the end of the Turn).
6. Late fighter. You can now build the advanced fighter design.
7. Armour. This is only a fundamental technology for the British (see Land Warfare).

B. Land warfare

1. Bunkers. This is the art of defensive fortification. Fieldworks are no longer simple trenches dug by conscripts but become more complex earthworks with deep bunkers, gun pits and overhead protection. It increases the Defence of Trenches and Maginot forts by 2. It also increases the Defence of Militia units by 1 because they now have standard earthworks they are trained to build.



Landship. The British start the game with this units as a special unit. Other nations can get it from technological development.



Land Leviathan. This is a massive mobile armored structure made possible only by Martian technology and weird science. Heavily armored and hard to stop.

3. Mobile warfare. This creates motorised infantry, conventional soldiers now have trucks, half-tracks and weird steampunk vehicles that allow them to move much more quickly. This increases the Move of infantry and storm-troopers by 1.
4. Mustard gas. Improvements in chemical weapons make gas a more effective unit and they are now mounted on semi-armoured vehicles. This increases Move, Attack and Defence by 1.
5. Creeping Barrage. This improves field guns, the tesla cannon and other small artillery pieces. Generally this is an improvement in rate of fire and speed of traverse which means they both attack and defend rather better than basic version. Increase attack and defence by +1.
6. Railway guns. This is a combination of ways to improve the mobility of artillery. By mounting them on rails, wheeled and tracked units they can travel extremely quickly and even heavier artillery becomes practical. This increases the Move of both Heavy and Field guns by +1 and increases the attack of Heavy guns by +2





C. Naval warfare

1. Submarine Warfare. This means that you have developed both better tactics and equipment both to prosecute submarine warfare and to defend against it (ASDIC, SONAR etc).. This increases by one both the attack and defence of all your submarines (upgrading all you currently have) and all of your anti-submarine surface vessels (Destroyers). If you have a lot of submarines this greatly increases their power and if you are fighting a power with lots of submarines you will want this technology.



2. Convoy and defensive operations at sea. This means that you have developed an improved theory and practice of naval defence. Tactics, formations and new technologies such as damage control, smoke dischargers and anti-torpedo nets. This increases the defence of smaller ships such as Destroyers and Cruisers by +2 and that of larger warships such as Battlecruisers, Battleships and Dreadnaughts by +1.

3. Fleet actions. This is the development of better coordinated attacks and better offensive technologies. This includes improved fire control systems, longer barrelled guns and quality control of naval ammunition. It means all of your ships hit harder than before. It gives +1 offence to all of your surface warships.

4. Merchant marine. You have developed better small and cargo hulls and engines. Your transport ships now have small steampunk science engines rather than the early steam engines you start with. They are faster and are more efficient so that the same fuel will carry the vessel much further than before. This same technology has been transferred to your smaller warships, so Destroyers and Cruisers are also faster. This technology doesn't scale up for larger warships which receive no benefit. Transports, Destroyers and Cruisers get +2 Move.

5. Dockyards. This technology reduces the cost (in Production) for all ships. So if you are going to need a lot of ships it is very useful.

6. Carrier. You now have reliable carrier technology and can build useful aircraft carriers.

Conclusions

The Great Steampunk War is highly derivative of the work of Mr Alan Moore and Mr Michael Moorcock, the fathers of modern steampunk imaginings. However credit should also be given to the originals, Monsieur Jules Verne and Mr H.G. Wells and to all of those who in our past showed us the future. I would also like to recognise the newer generation of exponents such as Mr Toby Frost who appreciates the value of a stiff-upper-lip and a good cup of tea when fighting evil and Mike Mignola who does the best in red and black.

Credits

GSW is a mod of TripleA by Patrick Brady.

TripleA by Veqryn. GSW15 was inspired by the game "Domination 1914" by Imbaked. Relief Tiles by Siege.

