

Infantry Walker Mk XII “Roundhead”

4. British and Commonwealth Infantry Walker Mk XII “Roundhead”

The Cavalier soon proved inadequate as a front line combat unit, and plans were put into motion to bring a Lend-Lease version of the Longstreet to the British army. Though it fielded unmodified Longstreets at first, it was soon decided to adapt it to local production facilities. The British version, called the “Roundhead” for its cast metal pilot compartment, sported a water-cooled radial engine and locally-produced computator and electrical systems. The former used a porthole-like opening rather than a vision slit, and the radiators were quite distinctive from the American air-cooling louvers. The legs used more boxy armour covers to facilitate fabrication and storage.

As Vickers became more familiar with the advances of the latter series of Christie walker suspensions, improvements in the Roundhead motive and support systems began to appear. The addition of a Rolls-Royce “Medusa” engine on the E variant solved the heat-exchanging problems seen in the previous engine design, and mechanical improvements to the computator system made for a more stable control.

The later versions of the Roundhead were famous for their sensors. A cut-down version of the XL400 radar set was used in one of the first attempts to mount radar capabilities on a vehicle. A more advanced reflex-targeting array and improvements to weapon stabilization translated into more accurate fire, although problems with the weapon mounts plagued this model for almost a year. The more powerful M50 explosive charges were also introduced at this time.



Infantry Walker Mk XII “Roundhead” Command Asset

5. British and Commonwealth Infantry Walker Mk XII “Roundhead” Command Asset

Roundhead Mk I Command (Infantry Walker Mk XII A/C) – 170 points

In Service: 1942 **Availability:** R **Asset:** Support

During Mid War a limited number of Roundhead Mk I were modified – often in the field - to serve as command walker. The hull was the same as a Mk I, although the turret was only equipped with a MG but additional radio equipment was added.

The Command walkers always received the best spare parts and rarely suffered from the same engine problems as normal Mk Is.



Modelling Notes: This is a very interesting and easy to do conversion. You will need a Cavalier and a Roundhead kit. Build the chassis as for the Roundhead Mk I variant. Instead of the 1.2 pdr. Gun turret use a MG turret of the Cavalier kit. Then add as much stowage, fuel canisters and ammo boxes as you can fit. Add huge radio aerials and you are done!

Type	Size	Move	Close Combat	FaF	Target	Save	Kill	Traits
Roundhead Mk I Command	G/3, W/4	G/6", W/5"	G/3xD10, W/4xD6+	Front	8+	5+	9+	Command, Hits/2, Lumbering, Multiple Movement System, Wheels/12", Walker/10"
				Sides	7+	5+	8+	
				Rear	7+	5+	8+	

Unit: Roundhead Mk I Command with one turret mounted MG, one hull mounted MG (FaF) and Improved Anti-Tank Explosives

Linked MGs: If a Ready Action is taken the Multifire/2 trait is gained for the next Shoot Action only.

Supporting Artillery (if purchased): Calling in Supporting Artillery requires a Ready action. This is used as an Artillery attack, but the initial Impact Point must be in the unit's Line of Sight. There is no minimum range for this attack (yes, you can call it down right on your own head!).

Weapon	Range	Damage	Traits
Improved Anti-Tank Explosives	Placed	2xD10+2	Lethal Zone/2", One-Shot, Piercing/3
MG	24"	3xD6	Auto, Double Suppression
Heavy Artillery	Special	2xD6+1	Lethal Zone/4", One-Shot
Light Artillery	Special	D6	Lethal Zone/4", One-Shot

Options:

- This unit may purchase up to 3 uses of Supporting Artillery. Light Artillery costs +50 points per use, while Heavy Artillery costs +100 points per use.