HAMMER'S SLAMMERS
THE CRUCIBLE

Rules Supplement ONE

This update features two elements that are entirely compatible with the *Hammer's Slammers: The Crucible* core rules.

"Negative, Captain... you will give me a combat car. The one you're in will do fine. If you want to ride into a firefight closed up in a can, be my guest - but I don't."
Major Mathew Coke
Friesland Defence Force

Friesland Defence Force:
Late 340s TW

Post-absorption of the Slammers into the regular army of Nieuw Friesland

■ Introduction

The Slammers began life as the Auxilliary Regiment of the Friesland Defence Force in 319TW, raised to fight on Melpomone and with Colonel Alois Hammer as their commanding officer. Twenty nine years later, they returned to their home world when Hammer became President after the Slammers broke Friesland's best force: the Iron Guard at New Wageningen.

After this date, the Slammers regiment became absorbed within the regular army as the 1st Brigade of the Friesland Defence Force.

Ex-Slammers "wear the pin" - a small red enamel metal shield worn over the left breast indicating previous service in the mercenary unit.

■ Operations for the FDF

In the Friesland Defence Force, the smallest unit fielded is generally a battalion. Although transport can be procured through various sources, both governmental and private, for maximum combat readiness, the battalion will usually be deployed via a large, single star ship capable of lifting the entire force from its mustering point to its destination. This is usually the *Obadiah* class ACLC (Armoured Combat Landing Craft). Other vessels in this class include the *Elijah*, *Isaiah* and *Jeremiah*.

Below: "Reckless" is an M9A7 combat car, as fielded by the FDF. This is an up-armoured version of the earlier vehicles as used by the Slammers and has an operational mass of 50 tonnes. It has an up-rated propulsion system to retain the cross country performance displayed by earlier models but is - in all other respects - very similar.

"Is mercy a mistake?"
Major Mathew Coke
Friesland Defence Force

"I used to think so... Thinking a gun's a magic wand that you wave - that is a mistake... he should have cut them down immediately"
Sgt Johann Vierziger
Friesland Defence Force

How big is an ACLC?

The Obadiah class is 250m long. In 25mm/28mm that would be around 5m long, around 2.5m in 15mm and just under a metre in 6mm. So - even in a small scale - it would probably fill a gaming table!

Below: The M9A7 combat car has a solid splinter shield as opposed to the beryllium mesh shield fitted to earlier models.

These vessels are big enough – and heavily armed and armoured enough – to put down on dry land on virtually any planet capable of sustaining operations, almost irrespective of terrain. In addition, ships of the *Obadiah* class are designed to fight their way both in and out of a landing zone.

The ACLC are over 250m long and mass 100,000 metric tonnes unladen. They mount numerous weapons including 25 and 40cm powerguns in turrets, along with many multiple 3cm powerguns, mounted 'calliope' style, as anti-air and anti-artillery weapons. They travel between the planets using their star-drives but land using a combination of plasma thrusters and anti-grav drives. They clear their own landing areas of vegetation, debris – and even opposition – using these thrusters. Egress for both vehicles and personnel is made via both a front and rear ramp. These ramps are 80m wide, enabling a full platoon of vehicles to leave each ramp simultaneously.

The mix of vehicles and men included in a battalion can vary dependent upon mission, however, the preferred approach is to aim, where possible, for an independent team that can be self sufficient in almost all requirements for a minimum of 200 hours in combat and probably much longer, depending on the situation.

Deployments of the FDF that are greater than single battalion size might use multiple ACLCs or, alternatively, use transport vessels that are both larger and less combat-ready than the *Obadiah* class. These bigger starships generally land at starports that have enhanced facilities designed to handle larger vessels.

■ Command of the Battalion

A battalion headquarters will be present, consisting of the commanding officer (usually a lieutenant colonel, sometimes a colonel), an executive officer (the second-in-command, usually a major), and three to six captains in charge of the same number of companies.

An 'All Arms' Mixed Battalion

This might typically feature:

1 Headquarters battalion with five companies, incorporating: 1 medical company, 1 communications company and 1 intelligence company. The commanding officer is in charge with a 2IC, a captain and several lieutenants. *Around 150 personnel plus command cars, support and communications vehicles.*

1 Combat car company with 4 platoons of cars (each with 5 combat cars and 1 command car). A captain in charge with a lieutenant in charge of each platoon. *Around 100 personnel and 24 vehicles.*

1 Tank company with 4 platoons of tanks (each with 4 tanks). A captain in charge in a command tank within one of the companies with a lieutenant in charge of each platoon. *Around 34 personnel and 16 vehicles.*

Left: The M9A7 combat car 'Cutting Edge' is the vehicle commandeered by Major Coke for the final battle against the Heliodorus Regiment on Cantilucca.

Below: Ex Slammers in the FDF wear 'the pin'. This is a small metal enamelled pin in red with a gold lion. It is generally worn on the left breast of the uniform or body armour.

1 Infantry company with 4 platoons of skimmer-mounted infantry (each platoon with 40 men). Each platoon has three jeeps with a mixture of mortars and tribarrels fitted. A captain in charge, usually in a tribarrel-armed jeep, with a lieutenant on a skimmer in charge of each platoon. *Around 180 personnel with skimmers and 12 jeeps.*

Artillery company: 1 Battery (6 vehicles) of M53 Hogs, plus a command car, two ammo haulers and a jeep. A captain in charge with a lieutenant as his 2IC. *Around 60 personnel.*

1 Engineering and Supply company with up to three engineering vehicles (tracked) and additional supply vehicles (hover). *Around 60 personnel and 40 vehicles.*

The All Arms Battalion includes around 600 personnel and over 100 vehicles of various sizes.

A Light Battalion

During the Cantilucca campaign (353TW), the FDF landed a Combat Car and Infantry Battalion from the *Obadiah.* The other elements of an 'All Arms' Battalion were not needed in these circumstances, so a full Combat Car Battalion - six companies - with three companies of infantry plus some additional command and support elements shipped on the ACLC.

■ Equipment

Below: This is the symbol that ex-Slammers troops of the FDF sometimes have on their vehicles as opposed to the standard symbol of the Friesland Defence Force.

By 350TW the FDF was a highly efficient, mechanised force, consisting of many veteran units and some elite units, the latter almost entirely composed of ex-Slammers regiment troops. Front line units were mostly equipped with the M9A7 (50 tonne) up-armoured combat car and the M2A4UA (190 tonne) blower tank. Infantry are equipped with faster skimmers featuring terrain avoidance systems to increase speed in difficult conditions while retaining a low, 'Nap of the Earth' movement style. The infantry use the M388 tribarrel rocket launch system for anti-armour work.

The M2A4UA has reinforcement of its armour in weaker areas, particularly the sides, top, lower (underside) and rear. It also has an enhanced 20cm powergun for its main weapon. The command variant has an additional tribarrel and up-rated AI.

The M9A7 has a solid splinter shield and an enhanced armour overlay leading to increased defensive levels all round.

The gross take off mass of an *Obadiah* class ACLC with a mixed, or 'All Arms' Battalion is in excess of 112,000 tonnes.

Friesland Defence Force

Above: This is the standard symbol of the Friesland Defence Force, displayed on vehicles and as a uniform patch.

Detachments and Points Cost

■ Points

M2A4UA tank: 560 points; M4FUA command tank: 585 points; M9A7 combat car: 450 points; M9A6 command car: 240 points; Infantry on fast skimmers with micro-buzzbombs: 75 points; standard infantry: 35 points; *White Mice* and grenade launcher equipped infantry: 40 points. *All other vehicles as per the standard Hammer's Slammers: The Crucible points costs.*

Detachments

■ All Arms detachment
3 combat cars, 1 command car, 2 tanks, 2 TUs infantry on Skimmers. 1 Lieutenant.
Total 2900 points - treat this as a single detachment.

■ Armour detachment
4 combat cars, 1 command tank, 3 tanks. 1 Lieutenant.
Total 4105 - treat this as a single detachment.

■ Infantry detachment
6 TUs infantry on Skimmers, 1 mortar jeep, 1 tribarrel jeep. 1 Lieutenant.
Total 690 points - treat this as a single detachment.

■ Support detachment
1 M53 Hog on the table (*260 points*), 1 command car, 1 mortar jeep, 2 TUs infantry on Skimmers, 1 TU other infantry. 1 Lieutenant.
Total ***825-830 points, depending on infantry choice of 'other infantry' - treat this as a single additional detachment making one Lieutenant up to a Captain for an additional 40pts.***

TU Play Cards

The TU cards below represent the up-rated vehicles and systems used by the FDF. The cards are for 28mm 'scale'; however, versions for 6mm and 15mm - and the standard Slammers picture 'fronts' - are all available on the official website in the pdf downloads section: ***www.hammers-slammers.com***

Friesland Defence Force
M9A7 Combat Car

Type	Elite: **3+**
Move	Fast, Lt Hover: **30cm**
Defence	F **10**, S **10**, R **10**, T **8**
Weapons	3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: **each** of Sh **3**, FP **3/3**. ⚠⚠⚠
Defence Systems	Strip mines, Sh **1** all up to **Close 15cm**, FP **3/1(3+)**
Mine Clearance	Sh **1** at **Point Blank 5cm** destroys 1 mine counter

VARIANTS
M9A6 Command Car: **minus 1 Defensive Value** *on sides and rear.* **Weapon** *1x 360 tribarrel.* ⚠

Friesland Defence Force
M2A4UA Blower Tank

Type	Elite: **3+**
Move	Medium, Hv Hover: **20cm**
Defence	F **12**, S **11**, R **10**, T **10**
Weapons	20cm HI powergun: Sh **1**, FP **3/9**; 1 x 2cm tribarrel powergun: Sh **3**, FP **3/3**. ⚠
Defence Systems	Strip mines, Sh **1** all up to **Close 15cm**, FP **3/1(3+)**
Mine Clearance	Sh **1** at **Point Blank 5cm** destroys 1 mine counter

VARIANTS
M4FUA Command Tank: same stats but with an additional tribarrel **1 x 2cm tribarrel** powergun: Sh **3**, FP **3/3**. ⚠2

Friesland Defence Force
Infantry Squad

Type	Elite: **3+** C/As'lt: **4**
Move	Infantry: **15cm**
Defence	**6**, Light cov' **+1**, Heavy **+2**
Weapons	2cm Assault Rifle powerguns: Sh **2**, FP **2/2**.
Suppress	remove suppression marker (**UP TO 5**) on **3+**

VARIANTS
On **Skimmers Move:** *Very Fast, Lt NoE:* **50cm** *with 2cm Assault Rifle powerguns:* Sh **1**, FP **2/2,** *Micro Buzzbombs:* Sh **1**, FP **1/7 (med range)**
White Mice Unit: *1cm SMG powerguns,* Sh **3**, FP **1/1 (med range)**
Grenade Launcher + 2cm powergun *Launcher:* Sh **1**, FP **3/1** + 2cm. **(no short range)**; *Powergun* **1** Sh, FP **2/2**.

Light Artillery & Counter-Battery Fire – optional rules

In The Crucible, official rules for table top gaming in the Slammer's Universe, artillery may be employed both on and off the table (page 123 of the rules).

To summarise the standard rules:

Mortars, Multiple Rocket (MLRS) launchers and artillery pieces can fire when on-table (in two different modes) and all can fire off-table.

On-table, light and heavy mortars can fire in a ballistic mode with light mortars firing at any range beyond short and heavy mortars at any range beyond medium (meaning you need a big play area to be able to use heavy mortars on-table). 'Tubed' artillery – the sort the Slammers themselves have – cannot fire in a ballistic mode on the table top – they only use this mode as an off-table artillery piece. This is usually scenario driven but the suggestion for allocating the Leadership Points needed to call in an artillery strike is 20 plus (see optional rule 'The Big Guns', page 123 of the rules).

On-table, regular 'tubed' artillery can fire over open sights but it's not what they are designed for and all 'hogs' used in this direct-fire mode take a drop of one Quality Level when firing.

*An MLRS acts as a heavy mortar on table with half of its tubes giving the number of rounds it will deliver. Off table it acts as an artillery barrage (usually a heavy artillery barrage – **Shots 6, Firepower 5/6**.)*

*Above: A Heliodorus Regiment heavy mortar. This double barrelled weapon offers rapid fire with heavy mortar shells (**Sh 2, FP5/4**). For use with 'Steel Rain' it would fire as **TWO** heavy mortars - costing **6 LPs** to fire both barrels. For local defence, it carries a heavy support conebore weapon (**Sh 2, FP1/3**).*

The vehicle is based on a ten wheeled Legion 4F6 Legate and has a four wheeled 'cab' section and a six wheeled rear section connected by a flexible joint affording good cross country mobility for such a large wheeled vehicle. The vehicle carries up to three TUs of infantry in addition to the gun and crew.

OPTIONAL RULE

"But Lord and Martyrs... how long after we start shooting is it gonna be before the Feds figure out where the shells're coming from?... sure as death we'll loose one off while the satellite's still over us or the Feds'll triangulate radar tracks as the shells come over the horizon at them. Then what'll happen?"
Artilleryman Bonmarcher
Hammer's Slammers

Opposite, top: A Heliodorus mortar crew in action. On table, this operates as a Light Mortar (Sh 3, FP3/1, no short range). For use off-table with 'Steel Rain' this would fire as ONE light mortar - costing 3 LPs to fire three shots. Remember that - like all mortars - it would fire at its maximum range with a loss of one quality when firing off-table, hence the -1QR in the 'Quality Level' column on the chart, right.

Opposite, bottom: a Firelords GIAT RA4-80 MLRS system. On table, this operates as a Heavy Mortar (Sh 6, FP5/4, no short or medium range). For use off-table with 'Steel Rain' this fires as per the standard 'The Big Guns' rule as a Heavy Artillery barrage (Sh 6, FP5/6 at a cost of 20LPs).

Optional Rule: Steel Rain
Giving light and heavy mortars the option of off-table fire.

In the standard rules, mortars (including light and heavy, but **NOT** MLRS launchers) can **only** fire **on-table**. This makes heavy mortars somewhat restricted in use. Instead of using them on-table, pay the points for them (or use the ones indicated in the detachment force list) but have them **off**-table. That could mean leaving them in the box. It could *also* mean not painting up the models in the first place but noting that you have them in your force and have 'paid' for them! Note, however, the following points concerning mortars:

- They are not 'free to fire': these assets cost leadership points (LPs) to call in a strike and fire at their maximum range from off-table *(see chart below)*.

- Maximum range is **NA** and the fire as a regular mortar fires when on-table, so: a light mortar is **Shots 3**, **FP 3/1** and a heavy mortar is **Shots 1**, **FP 5/4**. Some variation is given on the TU cards to indicate faster-firing versions and double-barrelled mortars which change the shot number on these, but – if in doubt - follow what it says on the cards, but adjust LPs required for the number of shots.

- They need observation of the target area or they lose a **Quality level** (**-1QR**) to hit. Remember, observation is from **any** friendly unit.

- **ConFire**: Like regular mortar equipped TUs, they can have their Quality Roll increased **1QR** by the paying of **2 Leadership Points**, providing they are not already Elite status, just like they can when on the tabletop.

- As the shells are travelling further, they are subject to interception from suitable weapon systems just like off-table 'tubed' artillery and MLRS – the AI system has time to lock on as the rounds come in. So **lasers** and **powerguns** etc get the same interception rolls as they would against artillery rounds (the red triangles on the TU cards and *see page 124 – Defence Against Off-Table Artillery Fire*).

- Snipers may spot for off-table mortars as they would for other off-table artillery *(page 120)*. **1LP** spent with a sniper raises the **QR** by 1. This *can* be combined with ConFire.

Comparisons of off-table artillery Leadership Point costs using optional rules 'The Big Guns' and 'Steel Rain'.

Weapon Type	LPs needed to fire	Shots Fired	Fire Power	Quality Level
Light Mortar	3	3	3/1	-1 QR
Heavy Mortar	3	1	5/4	-1 QR
Light Artillery	16	6	4/4	No Change
Heavy Artillery	20	6	5/6	No Change
* This can vary – check the TU cards				

■ NOTE

With *"Steel Rain"*, fire for mortars is initiated in *Phase 5*, as per normal, but arrives on target during *Phase 7b* of the **following** round – **NOT** – *Phase 7b* of the **same** round, as would normally happen with mortars used on-table.

Optional Rule: Returning Fire

Giving counter battery fire from on and off-table to artillery pieces and – if 'Steel Rain' is employed – to mortars.

If off-table artillery of any sort is used – including regular artillery pieces or an MLRS *(see 'The Big Guns', page 123 of the rules)* or using mortars in an off-table mode *(see 'Steel Rain' – left)* you may wish to return fire with ballistic assets (mortars and hogs) either on or off-table if they are available.

For returning fire purposes, off-table mortars and hogs are, in many ways, treated a lot like snipers *(page 120 of the rules)*. They may **not** be fired upon or assaulted (or even *detected*) until they themselves open fire. Every time an off-table weapon system fires in *Phase 7c* (or *Phase 5* for mortars) - but **NOT** before - they may reveal their presence as a sniper would. The chance of detecting them every time a salvo is fired is dependent on the quality of the troops doing the detecting *(see the chart at the top of the following page)*.

If a mortar or artillery piece is detected, then ***any*** on-table or off-table resource that has **not fired in that turn** may counter battery fire at it. This requires LPs to initiate it: **4LPs must be available (ie 'in the pool') per resource fired in this way**. In *Phase 5 or 7c (as applicable)*, after the off-table mortar or artillery has opened fire, a single roll is made for each weapon type returning fire and the number in the **Counter Battery Fire Column** *(see the chart at the top of the following page)* is added. For a final result, consult the **Results of Counter Battery Fire Number Generator Roll Chart** at the bottom of the following page. Remember to take **1** off of the dice roll if the target is partially armoured/open topped (like a mortar jeep), take **2** off if the target is fully armoured (like a Slammers hog). Use a straight roll if the target is un-armoured (like a mortar truck) or an infantry unit (whether wearing body armour or not. Add **+1** to the dice roll if the shooting force is either Elite or Veteran.

This is a fairly abstract roll as it does not take full account of the target's position (ie *is it dug in? Is it in a building?)*. It also takes little account of rapid firing or multi-shot weapons, but it does allow effective return fire within the game.

Whether a mortar or artillery piece is detected or not, if undestroyed it may fire again next time the LPs are spent and will again be subject to possible detection and counter-battery fire.

OPTIONAL RULE

"Those last two shells were anti-tank rounds with seeker heads! You killed 'em all!"
Chief Lavel
Hammer's Slammers

Leadership Points

To use 'Returning Fire' effectively, players need to be using pools for leadership points (see pages 123 and 127 of The Crucible).

Conclusions

The Friesland Defence Force:
If the Slammers are a tough act to beat, the FDF are even tougher: bigger and better equipped, they are very heavy hitters.

Detachment versus detachment, there would be very little that could stop them, except perhaps the TAS. Use them sparingly!

Artillery:
'Steel Rain' and 'Returning Fire' – like regular artillery and the optional rule 'The Big Guns' – are, in all probability, not something you would use in every game. Artillery doesn't factor heavily in the Slammers stories. When it is present, it's usually being either clawed out of the sky as it comes over the horizon by the Slammers AI-driven powerguns, or the inverse of that: shells delivered devastatingly by Slammers hogs to a suffering enemy.

On the tabletop, however, not all games feature the Slammers and not all are a straight forward 'slug-fest' across a piece of terrain. For the sort of games where objectives are set, or scenarios generated before hand - these rules may well come in handy.

Detecting and Attacking off-table weapons systems

Weapon Type	Roll needed to detect		Counter-Battery Fire Number Generator
	Elite/ Veteran	Trained/ Green	
Light Mortar	5+	6+	1+1d6
Heavy Mortar	5+	6+	3+1d6
Light Artillery	5+	6+	4+1d6
Heavy Artillery	5+	6+	6+1d6

For results of Counter-Battery fire, first establish if the firer has been detected and - **only** if it is - then bowl a dice and use the number generated on the chart above. Finally use that number on the chart below, applying any modifiers (in **red**):

Results of Counter-Battery Fire Number Generator Roll.

- 1 for Partially Armoured target, -2 for Armoured targets, + 1 for Elite and Veteran shooters

Dice Result	Result-Counter Battery Fire on target
0-2	Counter-firing TU missed – no effect *
3-4	Target vehicle TU hit but no effect on vehicles* 1 suppression marker on a target infantry TU*
5-6	Target vehicle TU hit: no firing next turn* 2 suppression markers on a target infantry TU*
7	Target vehicle TU badly hit: no firing next turn. 3 suppression markers on a target infantry TU
8	Target vehicle TU is out of action permanently but not destroyed. Target infantry TU is destroyed
9-13	Target battery completely destroyed

* Target can withdraw if they chose after this round of Counter-Battery return fire

The charts indicate that a TU can be missed or damaged (or suppressed in the case of infantry) and - in some circumstances - still retire, preserving them from destruction (and loss of their TU for victory conditions). Results above **7** mean that the unit *cannot* sneak away during the course of the game but have to slug it out. Vehicles cannot be repaired during the course of a game but suppression markers can be removed by the usual two methods (bowling a **QR** in *Phase 8* or spending LPs in *Phase 2* (*'A Leader of Men'*) if you are using that optional rule.

HAMMER'S SLAMMERS
THE CRUCIBLE
Rules Supplement TWO

This update features two elements that are entirely compatible with the *Hammer's Slammers: The Crucible* core rules.

"There's support if you need it, Captain - if they're the ones that breach the contract... Keep the lid on, boy! Regiment out"
Colonel Alois Hammer

FORCES UPDATE

Wrangel's Legion and The Ariete Division

Wrangel's Legion

■ Introduction

Wrangel's Legion was one of the earlier 4th century mercenary companies, predating the Slammers in their creation by some years. Created on the twin planets of the Ostrov system, things initially went well for the Legion and they evolved into a formidable infantry company. Their commander, Colonel Oliver Wrangel, chose his opponents and his battles carefully: he generally avoided conflicts where his men would be up against massed armour. However, on Montuak he made a mistake.

Montuak saw the Legion pitched against well-supported, heavily armed troops and – although scheduled to be fighting alongside friendly mercenary armour – this never materialised. Faced with a 'meat grinder' style battle, Wrangel's Legion refused an order by their employers to assault the Confederation drop-zone on Montuak.

The Montuak government complained to the Bonding Authority and Wrangel's bond was forfeited to the Montuaks and the Terran Authority Starmarines pursued Wrangel's troops across the entire planet.

■ Post-Montuak

After the Montuak debacle the Wrangel's Legion ceased to be an effective fighting force: what had once been an effective light infantry force was no longer able to fight without support from the Bonding Authority and its remaining trained troops joined other mercenary companies where possible.

Above: This is the symbol of Wrangel's Legion

Below: Two Wrangel's Legion vehicles: on the left is an MW815-52A Gun System armed with a 9cm railgun. On the right is the ICV version of the same chassis, equipped with a 1cm Gatling railgun and 'Manta' light ATGWs. The ICV carries one TU of infantry.

> *"Are you mad?...*
> *D'ye doubt*
> *what those*
> *tanks would do*
> *to Haacin?*
> *And do you doubt this*
> *butcher would use them*
> *on us?"*
> **Paul van Oosten**
> *Mayor of Haacin*

Scales & Models

The Crucible is aimed at gaming in three scales: 25/28mm, 15mm and 6mm. However, because of production and manufacturing issues, some of the 25/28mm forces in the rules are not yet available in smaller scales.

These two forces have been specifically constructed using 15mm models only (from the GZG ranges) to redress some of that balance (and for those gamers who only play in 15mm!).

Suitable substitutes could be found for those who game in larger scales.

Above: Two Wrangel's Legion Walshbenz Geräteträger-12 'double buggies' armed with heavy support weapons and either auto-grenade launchers or 'Manta' light ATGW boxes in the trailer. They are passing a MW15-53A command vehicle and infantry mounted on trikes.

◼ Vehicles and Equipment

Wrangel's Legion used light wheeled vehicles like the Walshbenz Geräteträger-6 and Geräteträger-12 for both infantry transport and support and flechette rifles with grenade launchers and heavy support weapons (HSW) and buzzbombs for anti-armour work. More powerful weapons consist of rail-guns of various calibres mounted on the MOWAG-Whittle range of eight wheeled AFVs. The Geräteträgers are well armoured underneath against mines (*DV 8*).

◼ Organisation

The Legion mix trained and veteran detachments in the field, especially infantry units. Use Veteran officers and a ratio of at least 1 trained infantry TU to 1 veteran infantry TU and no more than 2 trained infantry TUs to 1 veteran infantry TU. A mixed detachment like this may field 13 TUs.

Wrangel's Legion

Detachments and Points Cost

◼ Points

MOWAG-Whittle MW15-52A Gun System Vehicle: 280pts; MW15-52M Medium ATGW Missile vehicle: 280pts; MW15-51A Infantry Combat Vehicle: 160pts; MW15-53A Command Vehicle: 100pts; MW15-51LM Mortar Support Vehicle: 270pts; MW15-50A APC (Veteran): 160pts; MW15-50A APC (Trained): 65pts; Walshbenz Geräteträger-6 with HSW: 65pts; Geräteträger-12 with HSW & Auto Grenade Launcher: 85pts; Geräteträger-12 with HSW & Light ATGW Launcher: 90pts; Geräteträger-12 with HSW & transport trailer: 75pts; Infantry: Veteran standard infantry: 30pts; standard infantry on trikes: 40pts; Support Squad or Tank Hunters: 35pts; Tank Hunters on trikes: 45pts. Infantry: Trained standard infantry: 15pts; Support Squad or Tank Hunters: 20pts.

Detachments

■ Veteran/Trained Mixed Detachment (13 TUs)

Trained. 4 Infantry TUs (1TU standard infantry, 1TU support squad, 2TUs tank hunters), 2 APCs.

Veteran. 4 Infantry TUs (1TU standard infantry, 1TU support squad, 2TUs tank hunters on trikes). 1 APC, 1 G12 missile buggy, 1 command vehicle. 1 Veteran Lieutenant at 20pts.
Total: 730 points. Treat these as Veteran *except for the specific TUs that are described as* Trained.

■ Light Scout Detachment (10 TUs)

5 Infantry TUs (2TUs standard Infantry on trikes, 2TUs tank hunters on trikes, 1TU support squad), 1 ICV, 2 G12 double buggies, 1 G12 missile buggy, 1 command vehicle. A Veteran Lieutenant at 20pts and an optional paid for Sergeant at 10pts.
Total: 755 points with the optional Sergeant. Treat these as Veteran.

■ Heavy Detachment (10 TUs)

2 Infantry TUs (1TUs standard infantry, 1TU support squad), 2 ICVs, 1 medium missile vehicle, 1 mortar vehicle, 1 G12 missile buggy, 2 'Gun System' vehicles, 1 command vehicle. A Veteran Lieutenant at 20pts and an optional paid for Sergeant at 10pts.
Total: 1715 points with the optional Sergeant. Treat these as Veteran.

Any two detachments from the selection can be fielded with a Captain. To field three - with a Major – **all detachments** must be included: a Heavy, a Light Scout and a Mixed. Cards for infantry and the APC give options for different experience levels.

The Ariete Division

■ Introduction

Like Wrangel's Legion, the Arietes were formed in the early years of the fourth century TW.

General Carlo Alberto Diaz formed the Ariete Division from various local militias in the Aldoni system. Peoples from the Italia-Swiss Confederation originally settled the Aldoni worlds (in actuality one primary world with its large inhabited moon).

Finding, after some years, that recruitment in their home worlds was becoming ever harder, Diaz looked for willing troopers from other systems. He succeeded and the Ariete Division grew in both size and capability.

Some fifteen years after its formation, at what it transpired was the peak of their power, the Division were hired by rebels on Paley to fight the PRA (the Paley Republican Army - a tough, well trained, regular force).

The Arietes fought well but suffered over 30% casualties both in the fighting and subsequent aftermath: Republicans massacred over 15,000 mercenary prisoners after hostilities had ceased.

The peoples of Paley ultimately paid an enormous price for its savagery as trade embargoes caused its culture to fail catastrophically in subsequent years.

After the Terran Authority enforced sanctions against the Republicans, some of their vehicles and kit was returned to the Division and so - following Paley - the Ariete Division managed to stay in the mercenary business but as a much smaller unit.

"Lord's blood, Sergeant, are you so damned proud of killing one of the poor bastards who hired us to protect them?"
Captain Danny Pritchard
Hammer's Slammers

Above: An Ariete Division I-M48 Lynx Fire Support vehicle with 'Palug' remote control units.

Above: The twin 'fascines' and black diamond form the symbol of the Ariete Division. Their motto and battle cry is "Fregatene" which, roughly translated, means "Don't give a damn".

Above: Three Ariete Division vehicles - an I-M216 Cougar tank armed with a 10cm heavy CAP gun and HSW; a Lynx I-M44 heavy APC and a Lynx I-M44c heavy command vehicle. The command vehicle has a 2cm auto-cannon and the APC has a twin mount of the same weapon and carries three times the number of infantry TUs.

Below: The 'Palug' remote unit is armed with buzzbombs and up to three may be controlled from a single I-M48 Lynx fire support vehicle.

■ Vehicles and Equipment

The division uses exclusively tracked light and heavier vehicles - usually manufactured by IVECO-MELARA. These typically feature a variety of heavy cone-bore, light rail-guns and Combustion Assisted Plasma (CAP) guns (sometimes in multiple mounts).

Their infantry favour cone-bore rifles. Unusually, the division uses a twin CAP weapon in an anti-artillery and anti-air role, as well as ground support. It is over gunned and slow to respond in the former role, and only marginally more effective against ground targets.

The Arietes use remotely controlled wheeled vehicles with buzzbombs mounted on them, directed from a Lynx Fire Support Vehicle (FSV). If the control suite is installed, the I-M48RC carries no infantry squad but instead may control up to three 'Palug' remote controlled vehicles within short range. One I-M48RC with one Palug counts as one TU. Two further Palugs count as a second TU.

■ Organisation

Troopers are either lightly armoured 'Mountain' Light Infantry or more heavily armoured troops in full body armour. They are organised into 'Alpine' or 'Mountain' detachments, Heavy Infantry detachments or Armoured Grenadier detachments.

Ariete Division

Detachments and Points Cost

■ Points

I-M216 Cougar medium tank or command tank: 250pts; I-M214 Lion Ground Attack/ AA: 200pts; I-M44 Lynx heavy APC: 110pts; I-M44c Lynx heavy command vehicle: 100pts; I-M48 Lynx Fire Support /Remote Control vehicle: 110pts; I-M46LM Lynx light mortar: 170pts; I-M63 Puma light tank: 180pts; I-M63M Puma missile tank: 135pts; I-M68C Chariot command vehicle: 60pts; I-M68 Chariot light APC: 90pts. Infantry: standard infantry: 30pts; support squad 35pts. Heavy Infantry: 35pts; support squad 40pts; tank hunters: 40pts. 'Palug' remote controlled units: 20pts each.

Play TU Cards

Wrangel's Legion — Walshbenz Geräteträger

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 6, S 6, R 6, T 6
Weapons	Light support buggy HSW Sh 2, FP 1/3 - F & S Arcs only.

VARIANTS
Double Buggy: As Light Buggy but with Auto-grenade launcher: **Sh 3, FP 3/1 - R & S Arcs only. No Short.**
Missile Buggy: As Double Buggy but replace Auto-grenade launcher with light ATGW missile pack: **Sh 1, FP 0/5 - R & S Arcs only. No Short Range**
Transport Buggy: As Double Buggy but no rear weapon. **Carries 1TU Infantry** who may fire Flechette Rifles **Sh 2 FP3/1 Long R & S Arcs only** when mounted in vehicle.

Wrangel's Legion — Infantry Squad

Type	Vet'n/Train'd: 4+/5+ C/As'lt: 3/1
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Flechette Rifle, Sh 2, FP 3/1 No Short Grenade Launcher: Sh 1, FP 3/1 No Short
Suppress	remove suppression (UP TO 4/3) on 4/5+

VARIANTS
Support Squad: Flechette Rifle **Sh 1 FP 3/1 Long** & HSW: **Sh 2, FP 1/3.**
Tank Hunters: Flechette Rifle: (as Support Squad) & Buzzbomb: **Sh 1, FP 1/6 (short range only).**
On **Trikes** for Tank Hunters or Standard Infantry **ONLY Move: Fast, 2 Wheeled: 15cm** but still fight as inf.

Wrangel's Legion — MW815-50A APC

Type	Veteran: 4+/Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 8, R 7, T 7 (B8)
Weapons	2cm Auto-cannon, Sh 2, FP 2/3. Carries 2TUs of Infantry

VARIANTS
Infantry Combat Vehicle: with 1cm Gatling railgun **Sh3 FP1/3** & Manta light Anti tank ATGW **Sh1, FP0/5 No Short Range** Carries 1 TU of infantry
Command Vehicle: as per standard vehicle but **no infantry**.
APC for Trained Infantry: as per standard vehicle but with reduced skill level: **Trained 5+**

Wrangel's Legion — MW815-52A Gun System

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 8, R 7, T 7 (B8)
Weapons	9cm railgun, Sh 2, FP 1/3, plus HSW, Sh 1, FP 2/7, **Carries 2TUs of Infantry NO Infantry**

VARIANTS
Missile Vehicle: With Medium ATGW **Sh 1, FP 1/6 No Short Range** and HSW **Sh 2 FP 1/3 Carries NO Infantry**
Mortar Vehicle: With Twin barrel light mortar **Sh 6 FP 3/1 No short range** and HSW **Sh 2 FP 1/3. Carries NO Infantry**

Ariete Division — I-M216 Cougar Tank

Type	Veteran: 4+
Move	Medium, Tracked: 10cm
Defence	F 10, S 9, R 9, T 8
Weapons	10cm Heavy CAP gun, FP 1/3. Carries NO Infantry

VARIANTS
Command Tank variant: as standard tank
Lion Ground and AA variant: Twin Heavy Cone-Bore turret: **Sh 2, FP 1/3. Carries NO Infantry. May fire in AA mode with effect as a medium laser.** ▲

Ariete Division — I-M44 Lynx Heavy APC

Type	Veteran: 4+
Move	Medium, Tracked: 10cm
Defence	F 10, S 9, R 8, T 7
Weapons	Twin 2cm Auto-cannon, Sh 4, FP 2/3. Carries 3 TUs of inf.

VARIANTS
Lynx Command variant: Single 2cm Auto-cannon, **Sh 2, FP 2/3. Carries 1 TU of infantry.**
Lynx Mortar variant: Twin Barrelled Light Mortar. **Sh 6, FP 3/1. No Short Range. Carries NO infantry.**

Ariete Division — I-M68 Chariot Light APC

Type	Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 9, S 8, R 7, T 7
Weapons	Light ATGW launcher, Sh 1, FP 0/5. No Short Range. Carries 1 TU of inf.

VARIANTS
Chariot Command variant: Unarmed - Carries no infantry.

Ariete Division — I-M63 Puma Light Tank

Type	Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 9, S 8, R 7, T 7
Weapons	5cm CAP gun, Sh 1, FP 0/5 plus HSW, Sh 2, FP 1/3. Carries NO Infantry

VARIANTS
Missile variant: As above but replace gun turret with Medium ATGW launcher: **Sh 1, FP 1/6. No Short Range.**

Ariete Division — I-M48 Lynx Fire Support

Type	Veteran: 4+
Move	Medium, Tracked: 10cm
Defence	F 10, S 9, R 8, T 7
Weapons	1cm Railgun, Sh 3, FP 1/3, Carries 1 TU of infantry

VARIANTS
Palug Controller: as above with **no Infantry carried.** May control up to 3 Palug remote controlled anti-tank units. **Each moves using 1,2,4 rule (1LP moves one unit, 2LP the 2nd, 4LP the 3rd unit).** Palug's Buzz-bombs are **Sh1, FP0/6 short** and are independently targetable at minus **1QR (i.e Trained: 5+). DV: 6 all arcs. Damage: ANY hit destroys. Max distance from I-M48 - Short (30cm) Move: Fast, wheeled 15cm**

Ariete Division — Infantry Squad

Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Cone-bore Assault Rifle
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS
Support Squad: with Cone Bore Assault Rifle & HSW: **Sh 3, FP 1/3. COMBINED FIRE ONLY**
Heavy Tank Hunter Squad: with Cone-bore Assault Rifle: **Sh 1, FP 1/3** Buzzbomb: **Sh 1, FP 0/6, Short, DV7**
Heavy Infantry: as above but **DV7**
Heavy Support Squad: as above but **DV7**

Walshbenz Geräteträger-12 ATGW

Wrangel's Legion

Infantry

Wrangel's Legion

Mowag-Whittle MW815-51A ICV

Wrangel's Legion

Mowag-Whittle MW815-52A Gun System

Wrangel's Legion

Iveco-Melara I-M48 Lynx Fire Support

Ariete Division

Iveco-Melara I-M216 Cougar Tank

Ariete Division

Iveco-Melara I-M44 Lynx Heavy APC

Ariete Division

Iveco-Melara I-M68 Chariot Light APC

Ariete Division

Iveco-Melarar I-M63 Puma Light Tank

Ariete Division

Infantry

Ariete Division

■ Ariete Alpine or Mountain Detachment (10 TUs)

3 Infantry TUs (2TU standard Infantry, 1TU support squad). 2 Puma light tanks, 1 Puma missile tank, 3 Chariot APCs. 1 Command Chariot. A Veteran Lieutenant at 20pts and an optional paid for Sergeant at 10pts. Up to two Infantry TUs may be swapped for a sniper each at 70pts each.

Total: 950 points with the optional Sergeant but without snipers. Treat these as Veteran.

■ Ariete Heavy Infantry Detachment (10 TUs)

4 Heavy Infantry TUs (1TU standard infantry, 2TU tank hunters, 1TU support squad). 1 Lynx heavy APC, 2 Lynx Fire Support vehicle with one 'Palug' each (20pts each), 4 additional 'Palugs' (80pts total), 1 Lynx Command vehicle. A Veteran Lieutenant at 20pts. One Infantry TU may be swapped for a sniper at 80pts.

Total: 725 points without a sniper. Treat these as Veteran.

■ Ariete Armoured Grenadier Detachment (10 TUs)

2 Cougar tanks (including 1 command tank), 1 Lynx heavy APC, 1 Lion Ground Attack/AA vehicle, 1 Lynx Fire Support vehicle, 4 Heavy Infantry TUs (1TU standard infantry, 2TUs tank hunters, 1TU support squad). 1 Lynx Mortar vehicle. A Veteran Lieutenant at 20pts.

Total: 1265 points. Treat these as Veteran.

Two detachments can be fielded with a Captain, three with a Major.

Movement: new optional rules

Easy Terrain. This optional rule allows for faster movement on favourable terrain, for some vehicles and even infantry. You don't have to use them but you probably will.

The expanded movement chart, detailing what qualifies as favourable terrain, is featured at the top of the following page.

Optional rules: Easy Terrain

Roads - especially tarmac and concrete finished roads - generally aid the speed of units travelling along them. In addition, flat, calm, shallow water, especially small lakes and slow rivers, are as useful as roads for Light hover vehicles (as is hard snow). However, NoE vehicles are generally unaffected by surfaces - as long as their path is unobstructed by what is classed as Difficult or Impossible Terrain they are not too bothered.

To qualify for movement on 'Easy Terrain' the TU has to **start** and **end** its move on the 'Easy Terrain' type.

For example: in multiple movements - either spread over more than one turn or even with multiple movements in the same turn using the **1-2-4** rule - a *Wrangel's Legion MW815-52a Gun System* - normally a **Wheeled, Fast** vehicle - may move from flat ground onto a tarmac road at speed **Fast**, then make a *second* move along the tarmac road at speed **Very fast** and, lastly, a *third* move from the tarmac surface back onto flat ground at **Fast**.

*"You do not, and these fools **surely** do not, have a right to stop Colonel Barthe's transport"*
Sgt Major Oberlie
Compagnie de Barthe

Above: An Ariete Division I-M68 Chariot light APC. Armed with a box of 'Manta' light ATGWs, it can carry just one infantry TU. The command variant carries no infantry.

Left: Ariete heavy infantry deploy with support weapons and buzzbombs.

Below: The Arietes also field the I-M63 Puma light tank armed only with a 5cm CAP gun.

OPTIONAL RULE

Expanded Movement Chart

Vehicle	Easy Terrain	Difficult Terrain	Impossible Terrain
Wheeled	Well maintained concrete and 'tarmac' roads	Mud, Light Vegetation, Sand, Shallow water	Swamp, Deep Water, Heavy Vegetation, Rocks/Rubble
2 Wheeled	Well maintained concrete and 'tarmac' roads	Heavy Vegetation, Rocks/Rubble	Swamp, Deep Water
Tracked	Well maintained concrete and 'tarmac' roads	Swamp, Heavy Vegetation, Rocks/Rubble	Deep Water
Light Hover	Well maintained concrete and 'tarmac' roads, paddy fields, flat open water, slow calm rivers, snow	Light Vegetation, Rocks/Rubble	Heavy Vegetation
Heavy Hover	Well maintained concrete and 'tarmac' roads	Rocks/Rubble	Deep Water, Heavy Vegetation
Light NoE	No Effect	Light Vegetation	Rocks/Rubble
Heavy NoE	No Effect	Rocks/Rubble	Heavy Vegetation

"I was afraid if I stayed in the Slammers I'd turn into an animal, like the dogs we trained back home to kills rats in the quarries"
Sgt Rob Jenne
Hammer's Slammers

TU Cards and updated playsheets in all scales are available at the web site: www.hammers-slammers.com

Conclusions

Both the Arietes and Wrangel's Legion lack some sophistication: they have little provision for anti-artillery and ATGW/buzzbomb defence compared to later mercenary forces. However, both will acquit themselves well against regular outfits, especially if used in support of other troops.

The "Easy Terrain" movement rules give better reasons to use roads and other flat features in games.

New Elite Skills

More skills that can be added to units or leaders to enhance your game.

■ Leadership

Defensive Stalwart: this officer favours static defensive stances and encourages his men to excel in this and to "hold their ground". He can give a temporary increase in training level of **ONE** level (as in the Elite Skill "*A Shaper of Men*") to **TWO** TUs per turn, but only if the selected units **do not move**.

■ Infantry Skills

Dig in: This unit are experts at finding cover - this skill turns **light cover +1** into **heavy cover +2** and **heavy cover** into **heavy PLUS light** (+2 and +1=) **+3 DV**.

It also shifts the result on infantry when attacked in a building *(see page 115 of Hammer's Slammers: The Crucible)*. The damage to the building, if any, stays the same, but the infantry component of the result is shifted down one level of severity. *For example:* a roll of **1**, **2** or **3** has **no effect** on the infantry; a roll of **4** gives **1 suppression**; a roll of **5** gives **2 suppression**; a roll of **6** gives **3 suppression** and a roll of **7+** kills all infantry in the building.

If this infantry unit is hit in a transport vehicle or APC they get **no advantage**.

This Elite Skill could also apply to a Towed Crew-Served Weapon - they would interpret *any* cover as **+3 DV** and add to their survivability in buildings as infantry.

■ Vehicle Skills

Pathfinder: This vehicle has a driver that is exceptionally skilled at picking a way through *Difficult Terrain*. All such terrain can be considered *Clear Terrain* - no Quality Roll is required to cross it. This skill has **no effect** on *Impossible Terrain*.

■ Vehicle or Infantry Skills

Double Tap: this TU is very well trained - it gets to use the *"Rapid Fire"* Optional Rule for just **1 Leadership Point** - not the usual **3 LPs** as required by the rules *(see page 127 of Hammer's Slammers: The Crucible)*. All other "Rapid Fire" optional rules are unchanged.

Rules, layout & photography by John Treadaway

HAMMER'S SLAMMERS
THE CRUCIBLE
Rules Supplement THREE

By John Treadaway

This update features new elements that are entirely compatible with the *Hammer's Slammers: The Crucible* core rules.

"Well, get in and drive, curse you... I don't want to wait around here alone for the Lightning Division!"
Lieutenant Kiley
Hammer's Slammers

Operation Night Crow

The Panavia 'Stealthy' gunship and the attack on Kendrick's spaceport: a scenario with new forces

In the three hundred and forty third year of the way, Colonel Arnold Adler – creator and leader of the mercenary company the Eaglewing Squadron – decided to 'up their game'. He had struggled for almost two decades to create a force that was both cutting edge and innovative, even if he hadn't always managed to retain the very best men in his unit. His plan to ensure that his force was kept fully employed had always been to try and take advantage of the newest technology: he had formed the Eaglewing Squadron to exploit fast moving VTOLs like the Panavia Raven and Black Crow, swapping armour for speed, and mounted his hard-suited infantry either in the Black Crow APCs or on Hinckley jet-bike skimmers, backed up with fast, hover vehicles with mortar and artillery support.

Adler had equipped his Ravens and Black Crows with various weapon fits - podded 5cm powerguns, multi-barrel 3cm powerguns and hypersonic rocket pods under the wings plus tribarrel powerguns in the nose and even rear facing calliopes, mounted 'door gunner' style, on the Hooded Crow variant. In 343TW he had an opportunity to try out a newly purchased vehicle that would, he hoped, make the Eaglewing Squadron near to invincible - it was expensive, but Adler was already, in his own mind at least, counting the money that the new contract he just negotiated would earn him when he victoriously deployed his new super weapon: the Night Crow.

Making a vehicle hard to hit – stealthy, as it used to be called – is an ongoing battle in the third century of the way. One manufacturer devises a special coating, electronic screen or other special gadget, while another manufacturer develops counter measures, so nothing really moves forward: the status quo is maintained. Panavia, manufacturers of the Black Crow flying APC – workhorse of the Eaglewings – have developed some new systems that they believe ought to tip the balance: to gain and then retain an edge. For a little while, at least…

Above and top: A Panavia SR277 Night Crow. Armed with a chin mounted 2cm rapid firing powergun, Brumbar ATGWs, hypersonic missile pods, short range flamethrowers and a rear mounted 2cm gatling rail gun, these shots also show both the shielded engine intakes and a rear observer on the tail door.

What's special about the Night Crow?

Well, aside from being in short supply, the bad news is that the Night Crow is a little slower than the other VTOLs in the Squadron: moving, as it does, at Fast rather than Very Fast it is a little more ponderous but such is the price for 'stealth'.

The good news, though, is that it's armed to the teeth, both electronically and in terms of hardware. It has 'Brumbar' heavy ATGWs under the wings, along with hypersonic missile pods, a powergun in the nose and a pair of flamethrowers mounted along the sides of the rear fuselage.

OPTIONAL RULE

*The Flamethrowers are only short range but effective against infantry, plus they have their 'persistence' factor (see page 118 of **The Crucible** rules). From the rear door the vehicle mounts a 2cm gatling gun more normally found on a light tank. It also has enough electronic systems to fire any three weapon systems in a given turn. Lastly, it has two additional features: 'Stealth' and 'Sniper Pods'.*

Working closely with Panavia, Adler specified – and had delivered – a very small number of these Night Crow VTOLs: heavily armed, hard to hit, packed with AI systems – including targeting systems – and very, very expensive. But, he calculated, it would be worth it if he won the contracts he needed.

So, it's 343TW and Colonel Adler has indeed negotiated a new contract to support a group called the Northern Alliance and attack a military base on Ward's Planet. The Confederation of United Southern States on Ward's Planet have been fighting a short and very nasty war with their northern hemisphere neighbours over mineral rights and have been using mercenaries to support their invasion. CUSS forces with their employees (with the latter doing most of the 'heavy lifting') have taken a Northern Alliance spaceport which is vital to their overall objectives. CUSS forces have withdrawn from spaceport Kendrick and two detachments of Lightning Division mercenaries have been left guarding the base.

The Eaglewing's job is to get in fast to the base, destroy the control tower and any space vessels parked on the ground and get out again: any of the Lightning Division that they have to knock out in the process is a bonus.

Adler decides to send in two detachments of his forces but with two added vehicles: *a pair of Night Crows.*

■ Stealth

'Stealth' and other electronics measures and counter measures. In game terms, for this 'stealth' to be modelled, the vehicle uses the Elite Skill **'Luck'** *(see page 130 of The Crucible rules)*. This Elite Skill allows a limited number of dice rolls for that TU to be 're-rolled' at the player's discretion but, this 'stealth' isn't actually 'luck', this is technology. So instead of bowling a random number at the start of the scenario on a d6 (for a 1 – 6 result) for how many times a re-roll can be forced, the Night Crow gets the maximum: **6** times during the scenario, it may either *re-roll one of its own dice **or** force an opponent to re-roll one of his*. That might make the Night Crow deadly in the attack or hard to hit, but only until his opponents get the measure of him…

In addition. the Night Crow has a '**Sniper Pod**'

Optional Rule: *Sniper Pods*

A vehicle TU can be fitted with a Sniper Pod. The 'pod' may actually be a micro drone that floats a short distance from the TU, connected to the vehicle via a short range data link. Alternatively, on, say, a low-flying, NoE VTOL, it may be a mast mount of some kind, extendable above the vehicle to give extra height and visibility. In some circumstances, it might even be a human sniper hanging out of a hatch on the vehicle... They all operate in much the same way: the net result is that the vehicle TU functions almost exactly like having a Sniper TU 'attached' to it.

Positive results for the vehicle TU using a Sniper Pod:

- The vehicle may designate its own ATGWs giving, effectively, 'fire and forget' capability to the missiles it carries – the 'sniper' is always assumed to have line of site on the target as long as it is in sight in *phase 5a*. In addition, it may also designate for other assets – other TUs with ATGWs.

- The vehicle fitted with a 'pod' may fire with a secondary 'sniper type' weapon, if that is appropriate, at a target an *alternative* to other actions. However, as it's not a 'proper' sniper (either it's a drone, a pod or a man standing on a shaky perch with a rifle) it fires not as a sniper but as a **standard infantry powergun**: **Sh 2, FP2/2**. *(Effectively, there's a guy, albeit a specialist, hanging out of the vehicle with a machine gun…)*

- It may act as superior spotting for Mortars and Artillery, just as a regular Sniper TU would – (*see page 120 of The Crucible*).

- The 'sniper' may **not be targeted as a separate entity**, nor is there a need for a detection roll from opposing forces: the player using it declares that the vehicle TU so equipped is fitted with a 'sniper pod'.

- The 'Sniper' doesn't cost any LPs to 'move' (it moves with the vehicle TU for free) and only the **single LP to activate** in the usual way a sniper would (*see page 120 of The Crucible*).

Disadvantages and costs for the vehicle TU using a Sniper Pod:

- The cost in points for the Sniper pod is the same as a sniper would be: double the most expensive infantry TU for the force.

- Although it can't be detached or move independently, it still counts as a separate TU. This means that the loss of a vehicle means the loss of the sniper pod and – therefore – the loss of **TWO** TUs. And it's not as if you can hide where the 'sniper' is so it will probably draw fire...

- It costs one **LP** to operate in any mode – extra weapon shot, spotting or designation - just as a regular sniper would.

■ Points Cost

A Night Crow costs 420pts for the ship, 80pts for the Sniper Pod (the cost of a sniper) and 80pts for the Stealth/Luck Elite Skill. 580pts in total.

The Night Crow in a detachment for the operation at Kendrick

For the attack, a standard Attack wing with the Eaglewing Squadron was adapted by Colonel Adler: Two of the Black Crow APCs and its infantry complements were removed and replaced instead with two Night Crows, each with a Sniper Pod each.

This formation – named the 'Night wing' detachment - comprised: 2 Night Crow stealth ships, 2 Raven assault ships, 1 Spooky assault ship; 1 Black Crow APC and 1 infantry TUs (a support TU), 1 Hooded Crow calliope. A Lt (20pts), in one of the APCs or the assault ship.

Total: 3075pts with an additional sergeant at 10pts.

In addition Adler sent in a Fast Assault wing:

3 Black Crow APCs, and 3 infantry TUs (1 regular, 1 support and 1 tank hunters); 2 tank hunter TUs on skimmers; 1 mortar carrier and 1 artillery vehicle. A Captain (40pts) in an APC.

Total: 1220pts with an additional sergeant at 10pts.

All Eaglewing forces count as Veterans.

Above: Emblem of the Eaglewing Squadron.

Below: A standard Black Crow APC of the Eaglewing Squadron follows another at low level.

Below: A number of Black Crow APCs land to deploy infantry.

Below: The nose of a Spooky assault ship with chin mounted powergun and under- wing calliopes.

Opposite page: A Panavia SR277 Night Crow keeps in low "Nap of the Earth" mode.

The Lightning Division

Around Kendrick the Eaglewing's opposition was the formidable Lightning Division.

Under Captain Oliver Haupt, an experienced officer of the Lightnings, their forces deployed in and around spaceport itself.

Detail on the Lightning Division can be found in the Hammer's Slammers: The Crucible rule book and the web site where material on their later development can be found, along with TU cards for all vehicles and infantry for both the Eaglewing Squadron - including the new Night Crow vehicle - and the entire Lightning Division in various scales - 6mm, 15mm and 28mm.

Panavia SR277 Night Crow

Eaglewing Squadron	**EW**
Panavia Night Crow Stealth	

Type	Veteran: 4+
Move	Fast, Lt NoE: **15cm**
Defence	F **8**, S **7**, R **7**, T **6**
Weapons	2cm Tribarrel powergun. FArc ONLY Sh **3**, FP **3/3**. ⚠ Twin Flamethrowers: FArc ONLY Sh **2**, FP **3/3**. (FP**1/1** on next turn for residual effect). Range Short. Brumbar Heavy ATGW Launcher. FArc ONLY Sh **1** shot, FP **3/8**. (no short range); 2 Hypersonic Rocket Pods FArc ONLY: Sh **3**, FP **0/4** 2cm Gatling railgun: Sh **3**, FP **2/4** REAR ARC ONLY. May only fire 3 weapons systems per turn. Carries no infantry.
Elite Skills:	Sniper Pod; Luck/Stealth x **6** (Supplement 3)

*In addition, a **map** of this scenario is also available on the website.*

The Lightning Division

■ Deployment of the Lightning Division

In the spaceport itself, Haupt deployed his older (and slower) tracked vehicles – a legacy detachment, as he saw it: 4 Kraus medium tanks and 1 Hurrikan anti-artillery tank; 3 Thyssen light tanks, 1 Thyssen reconnaissance car and a Werbelwind AA under a trusted lieutenant (for a total of 2070 points - see The Crucible rules).

They were arranged to take the best cover they could of the few buildings and structures available, including the control bunker of the port itself. Bearing in mind the speed and manoeuvrability of his opponents, Haupt had no idea what direction the Eaglewing Squadron would be attacking from.

On the perimeter of the spaceport where the terrain suggested an expected attack Haupt placed his new tank platoons – the more mobile ACVs and Blowers in two platoons:

5 M2A7 Blower Tanks (including his own Command Tank) and 2 M9A16 anti-artillery calliopes; 1 Crew Car, with, 1 TU of tank hunter infantry and 1 Command car.

Total: 2830pts.

All Lightning Division forces count as Veterans.

Objectives

Even with their new 'Stealth weapon', The Eaglewing Squadron face an uphill battle in a straight fight: 4300pts of men and equipment versus around 5000pts of Lightning Division, including their latest blowers. However, the scenario's not a 'slugfest'. The Eaglewing's primary job is to deny the starport to their enemy and this is reflected in the victory points *(see below)*. Primary targets are the control tower and it's two lower lying annexes – all three substantial buildings with a **DV** of **9** from any angle and - in addition - there are three light space transport vehicles, each robustly built to survive arduous transport missions in hostile environments and with a similar degree of protection against attack (**DV F9, S9, R9, T8**). Tanks are just a bonus...

Of course, while Adler's men and women are destroying space ships and bunkers, Haupt's people will be sitting in a shooting gallery. In short the Lightnings need to take out the Night Crows as a priority but any unit is fair game.

Victory Conditions

Victory points are awarded as follows:

Action	Points
A Space ship destroyed:	**8pts** for the Eaglewings *
A Space port building destroyed:	**12pts** for the Eaglewings *
A Lightning Division Kraus or Blower Tank destroyed:	**4pts** for the Eaglewings *
Any other Lightning TU destroyed:	**1pt** for the Eaglewings
An Eaglewing Night Crow destroyed:	**16pts** for the Lightning Division*
Any Eaglewing Vehicle TU destroyed:	**8pts** for the Lightning Division *
Any Eaglewing Infantry TU destroyed:	**2pts** for the Lightning Division

* Half points for any damage short of destruction

Painting the Lightning Division

This is an article about painting 15mm vehicles and some infantry from the manufacturer Old Crow to represent two detachments of the Lightning Division. I wanted to do an early armoured detachment and a later one (post 340TW) as detailed in the Hammer's Slammers: The Crucible and the web site when this mercenary company went from tracked AFVs to mostly "blower" and hover vehicles.

I wanted to use the *Army Painter* system to speed up the whole painting process, as I had good success with it when I painted the Alaudae Legion (using the Strong Tone).

These Lightning Division models are painted primarily for gaming, not for display, however I still want to do a good job on them, and thought I'd share a few tips along the way.

■ Build

The first thing to do is wash the resin vehicles with warm soapy water and then get them ready to prime. Fortunately I didn't have to do this as John Treadaway both built and then primed them for me! This was a great relief, as I don't like building kits, even ones as good as these. John added some longer gun barrels to the Blowers to represent the different main weapons used by this force (using aluminium tubing) and then assembled the multi-barrelled turrets for the "Hurrikan" and "Werbelwind" AA and Anti-Artillery vehicles using Old Crow weapons and components. He then set them aside to dry.

■ Priming

Referring to the reference material in The Crucible and on the web, John used Army Painter Navy Blue to prime the vehicles (which is rather lighter than what I would think of as a 'classic' navy blue but was just right for this project).

■ Painting

With the primer well and truly dry, I then used my Badger 200 airbrush to spray grey stripes using *Tamiya* XF12 (Japanese Navy Grey) and followed it with another colour - Flat Yellow XF3 - also from *Tamiya*. The colours were quite light and bright but the *Army Painter* dip would tone them down a little and I wanted the quite striking camouflage to still be noticeable.

I followed this with some simple detail painting of tyres, tracks and similar using *Foundry* PP034B - Charcoal Black and followed that a very light dry brushing using *Foundry* PP031C - Granite Light and with another light dry brush using *Foundry* PP061A Peaty Brown to represent wear marks. At this point I stuck the guns to the calliopes with superglue.

■ Army Painter application

Rather than dipping a vehicle as large as a 15mm tank, I used a *Foundry* Utility Basing brush to apply the Dark Tone and then left each vehicle while I moved onto the next one. By the time I'd painted the third or forth vehicle, I would go back to the first one and used the brush to remove any excess where it started to pool. I paid particular attention to areas under barrels and similar overhanging spots and even the vertical sides of vehicles: anywhere it started to sag.

Above: A Kraus main battle tank. This has the blue Army Painter primer applied from a spray can and then the grey XF12 stripes airbrushed onto it.

Below: This Hurrikan anti-artillery variant has the yellow XF3 stripes added.

Bottom of page: A finished Kraus head on

Below: An M2A7 'Kurt' Heavy Blowertank with Army Painter and additional 'dirt' added with an airbrush sitting in gloss varnish awaiting decals.

I then painted another vehicle with the dip and then went back and checked the second one I had painted and so on. Using this process I completed all twenty vehicles. At that point I gave them all a further, additional 'inspection' - a one final check over to ensure no excess pooling of the dip. I then set them aside to dry for 24 hours.

■ Varnishing before decals

My next job was to give the vehicles a coat of Humbrol gloss varnish, brushed on to areas where I know I will be applying decals. This is to ensure that the transfers go down well: the Army Painter dip leaves the vehicles with a semi-gloss finish but I like to ensure that there is no chance of the decals 'silvering' over a matt painted surface and the safest way to guarantee this is a gloss varnish applied before hand.

■ Decals

When the varnish is completely dry (best left overnight), I used the appropriate **Bad Idea** decals for the Lightning Division, applied with **Microsol** and **Microset** decal solutions to both soften the transfers and help them stick. As I wanted to use quite a lot of numbers, I added some WW2 German Turret numbers by a company called **Fantasy Print Shop**, primarily because they came combined into groups of three digit numbers (which made the job of application a lot easier, I find apply three digit numbers when each numeral is a separate decal very time consuming and frustrating, people who design decals please help!)

Below: The Hurrikan with decals and extra dirt sitting in its final matt varnish.

Bottom: Thyssen armoured car with light tank turret finished with matt varnish.

■ Dirtying down

I use the airbrush to add dust and dirt to the vehicles undersides, tracks and skirts. I usually do some of this before applying the decals and some after. I also supplement this where needed (and - specifically - if I can see I've 'missed a bit' and have already cleaned and put the airbrush away!) with weathering chalks, applied with an old brush. I use MiG weathering powders for most of this work.

■ Final finishing

Two stages are used here: first a coat of matt varnish that is airbrushed onto the vehicles (I use **Humbrol** Matt 49 varnish from a tin, thinned slightly with **Humbrol** Thinners, not white spirit). Make this a very light coat don't worry if you have any misses at this point. Let this coat dry overnight. Then give them another coat, keep it light again, but making sure you cover any misses from the first coat.

■ Infantry

I needed one infantry unit at least, so I painted two, to have some choice in what use. Their uniforms were painted in the three shades of COL031 – Granite, with camouflage patterns in PP001B – Lemon and PP021B - Sky Blue. Guns painted in PP034B - Charcoal Black and antitank weapons in the three shades of COL063 – Quagmire. The infantry were then finished with a coat of **Army Painter**, brushed on like the tanks, and then matt varnished

And that's about it; a pair of detachments can be turned around in little more than a weekend to a good standard, ready to start gaming as soon as the paint is dry!

Kevin Dallimore

New Optional Rules

Optional Rule: *Follow Me*

This gives a commander the ability the lead their troops from the front and enable those TUs to follow their lead, thereby possibly saving leadership points but exposing the commander to danger.

Rank	Green	Trained	Veteran	Elite
Major or greater	6/4	5/5	4/6	3/7
Capt	6/3	5/4	4/5	3/6
Lt	6/2	5/3	4/4	3/5
Sgt	6/1	5/2	4/3	3/4

*Example: Under standard rules a veteran Lieutenant could spend 7LPs to move a vehicle or infantry TU three times using the 1-2-4 rule (see The Crucible, page 113), then a further 21LPs to move three other TUs to move in the same direction (assuming the commander had sufficient LPs to do this: **28LPs** in total).*

*Alternatively, assuming all three of these additional TUs are within short range of the Lieutenant's TU he can give them instructions to follow "**Follow Me**": the Lieutenant's TU moves their own TU three times as before (for 7LPs). He then spends 5LPs to activate the optional rule (see chart above) and expends another 3LPs (one for each vehicle or infantry stand) to move the three other TUs which then they move after the Lieutenant's TU for the same number of moves (ie 3 each) and, as long as they stay within short range of him, they are assumed to be following their commander. Result, 4 TUs (including the commander who leads) move three moves each, for 7+4+3=14LPs (as opposed to 28LPs) in total and, providing the 3 additional TUs start and end within short range of their leader's TU, this is perfectly acceptable.*

Note: Paid for 'insurance sergeants' *(see The Crucible, page 80)* act up to the role and so count as the officer they replace for the "**Follow Me**" optional rule.

Optional Rules: *Gun Your Engines! and Charge!*

Any commander of any rank may, for the expenditure of 1LP command up to **an entire detachment of TUs** (either vehicles, infantry or a mix of the two) to increase their speed if possible by one speed band, so *Slow* (and *Infantry*) would increase to *Medium*, *Medium* to *Fast*, *Fast* to *Very Fast* and *Very Fast* would *ADD Medium to Fast* (in 28mm that would be 50cm+20cm=70cm, in 15mm that would be 25cm+10cm=35cm, in 6mm that would be 17cm+7cm=24cm).

If the order is given and the LP spent then *every TU in that detachment* that moves in that turn has to perform a Quality Roll at the start of it's movement. Failure means it **stalls** and *stops moving completely*, Success means it moves for that move and any successive moves within that turn at the increased rate. This means that, if a TU is going to move once or twice or even three times using the 1-2-4 rule and it has received an order (at 1 LP) along with its other TUs within the unit to, then - with a successful **QR** at the start of its move - it may make **all** of its moves at the increased rate.

OPTIONAL RULE

What do the blue numbers mean?

*The number **before** of the forward slash is how many LPs the leader needs to spend to activate the "Follow Me" optional rule (the same as their Quality Roll).*

*The number **after** the forward slash is the **maximum** number of TUs within Short Range the commander can instruct to follow. This can be done with either infantry or vehicles or even a mix – an infantry commander could walk in front of a column of vehicles which follow him or a commander in a slow moving vehicle could instruct troops on foot to follow him 'on the double'!*

OPTIONAL RULE

Gun Your Engines! or Charge!

*These are commands costing leadership points to encourage individual TUs to move faster, both vehicle TUs and infantry TUs. For Vehicle TUs this is called **Gun Your Engines**. For Infantry TUs it is simply **Charge**.*

"The remainder of the platoon here will be captured - or killed, it doesn't matter - by the mercenaries of the Lightning Division"
Chamberlain Wolfitz
Kingdom of Gantz

Illustrations below: an M2A7 rail-gun armed 'Blower' and an M9A14 Crew Car of the Lightning Division, post 340TW.

OPTIONAL RULE

Example: Getting the range

A Trained heavy mortar crew fires on a building that is on-table and observed. They fire at Long range and need a 5+ to hit (5+ for trained, -1 for long range, +1 for observed = +5).

Next turn they fire again but they fire as **Veteran**: *they have the range: 4+ to hit. Next turn they fire at* **Elite**: *3+ they are spot on! Until they shift target, if they stay firing at that spot they do so as Elites even if they lose their observer: they have* **found their range**.

Note the following for Gun Your Engines and Charge:

- If it fails the QR it stalls BUT on an individual basis each unit may make a second (and a third) QR roll to try and move, but each unit – also on an individual basis – must use LPs to do this. These are spent using the 1-2-4 rule.

- Movement on a road or other easy going environment still increases speed by a further movement band if possible.

- This could be combined with the Follow Me optional rule, above.

Example: A Commander issues orders at a cost of 1LP to all of the troops of a detachment to Gun Your Engines and Charge. His troops are trained so all 15 TUs may now try and move faster. They require a QR of 5+ to succeed and 5 do, 10 failing. The commander issues order for three of the TUs (including his own, embarrassingly enough) to try again and two – including his own – succeed. This has cost him 3x2=6LPs under the 1-2-4 rule. The result is that – for the expenditure of one initial LP and six further LPs he has achieved higher mobility for just over half of his forces. The disadvantage is that six of them haven't moved at all.

Optional Rule: *Getting the range*

For use with mortar fire and artillery fire, when both on-table and off-table *(using optional rules 'The Big Guns', The Crucible page 123, and 'Steel Rain', Supplement 1, page 6)*. Each salvo against the same location increases in skill level of the firer by one band each time. providing the fire is **observed**.

Left: a Werbelwind AA system with twin railguns and light ATGWs mounted on a lightened tank chassis.

Left: the Werbelwind and Hurrikan replacement: the M9A16 Taifun anti-air/artillery system

Revision 1.2 13/11/13

HAMMER'S SLAMMERS
THE CRUCIBLE
Rules Supplement 4

By John Treadaway

This supplement features new rules, corrections and clarifications for use with the *Hammer's Slammers: The Crucible* core rules and supplements 1, 2 and 3.

"Did you ever see a stretch of country that looked much better than this does, Tits? ...At least after we got through blowing it inside out, I mean."
Trooper 'Frosty' Ericssen
Hammer's Slammers

Why the changes?

Most of the following changes have come about via input from gamers themselves. They represent minor 'tweaks' and additions to the system and are reflected - where appropriate - to the basic rules in The Crucible.

What's changed?

These are some rule changes and additions, some: new *Optional Rules* and some new *Elite Skills* follow at the end of the supplement.

Rule Changes

Classes of troops:

There are three new troop types representing different balances of both Skill Quality and Leadership Quality.

■ Warriors

These fight as *Veterans* but have leadership as *Trained*: *12 TUs* per detachment.

> These are designed to represent, as an example, the **Sincanmo Federation** and other Desert Nomad types. The play sheets have been (or will be) adjusted to reflect this change.

■ Fanatics

These fight as *Elite*, take morale checks as *Elite*, but have their Leaders and Leadership as *Un-Trained*. They can, however, use the *"Follow Me"* Optional Rule (Supplement 3) as *Elites: 12 TUs* per detachment.

> These are hard to control 'berserker' types. They can be used to represent native – even non-human – forces and new Detachment Cards will be created to reflect this.

■ Commissars

These fight as *Trained* but have leadership as *Elite*: *12 TUs* per detachment.

> These are typically Political or Religious troops. New detachment sheets for the **Cecach Federal 'Morale' section** or their Republican equivalent from the novel **"Forlorn Hope"** and the **Iron Guard** from Nieuw Friesland will be created to demonstrate this.

Check out the **Big Detachment Cards** as they appear on the Slammers site.

Above: a battery of Slammers Hogs wait to give fire support on command.

Below: Fancy Pants - a Combat Car from Lt Huber's Prime Detachment

What do the coloured triangles mean?

The different coloured triangles assigned to a vehicle TU represent their ability to use their weapon systems to intercept either incoming off-table Artillery rounds or incoming ATGWs. Optional rules (such as "Steel Rain") may affect what counts as off table artillery but - broadly - this is what they mean.

The number in the triangle indicates how many QR rolls the system may make against one target (the target being one incoming Artillery salvo or one incoming ATGW).

🔺**1** *1 Roll at* **QR**
🔺**2** *2 Rolls at* **QR**
🔺**3** *3 Rolls at* **QR**

🔹**1** *1 Roll at* **-1 QR**
🔹**2** *2 Rolls at* **-1 QR**

So an Elite TU with a red triangle like this 🔺**2** *bowls* **twice** *at 3+ to destroy an incoming ATGW or Artillery round.*

A veteran with a with a blue triangle like this 🔹**1** *bowls* **once** *(at* **-1QR***) 5+ to destroy an incoming ATGW or Artillery round.*

Damage to that weapon system means a **removal of this option***.*

Anti-Artillery and anti-ATGW capability

Standard rules dictate that only weapons like Lasers and Powerguns - when attached to suitable AI systems - have a capability to fire defensively against incoming Artillery and ATGWs *(pages 122-124 in **The Crucible**).*

This is indicated by a Red Triangle on the play card with a number in it. The number indicates the number of Quality Rolls that can be made against incoming rounds and missiles.

Lesser systems now **also** have a capability to do this but at a **reduced Quality Level**. If a weapon has a Blue Triangle rather than a Red one, that weapon may fire in the AAA role but at a quality level at **-1QR**. As before, the number in the triangle is the number of QR rolls that the system can make against the incoming threat. So **Elites** fire as *Veterans*, **Veterans** as *Trained*, **Trained** as *Untrained* and Untrained... well, they just can't hit the floor with their hats...!

Up-rating Combat Cars fire arcs (UCCF)

Combat Cars as used by Slammers forces (and a few others) offer a number of advantages over enclosed APC type vehicles – the ability to cover large firing arcs with their primary weapons being one. The option for the crew to fire with an alternate weapon if they lose a primary weapons system is another.

A common query over the years – indeed a complaint - is that the combat cars' firing arcs are *too restrictive*. Although there is an optional rule to increase them (with a loss of some armour value) the basic rule needs to be changed and they need to be modified a little. The optional rule to extend them even *further (from the **"Under the Hammer"** scenario available on the website)* may still be applied in **addition** to these changes.

■ Changes in basic rules:

As the Crucible rules stand, all combat cars that have firing angles for three weapons of **FArc**, and **SArc** respectively for the three weapons now have revised arcs.

The front weapon may fire both **FArc** **PLUS BOTH** of the **SArc**'s (essentially everything except to the rear) and both of the side weapons may fire their respective side **SArc** **PLUS** the **FArc** (everything on their left – or right – respective side, plus the front but *still not to the rear*). This is shown on the Big Detachment Sheets as a **RED** (LEFT) and **GREEN** (RIGHT) firing Arc. The Left tribarrel may fire in the LEFT/Red arc, the Right Tribarrel in the RIGHT/Green arc and the FRONT tribarrel in both the Red AND Green arcs.

In addition, if any single weapon mount is lost, the weapon may be replaced by a single shot infantry weapon (in the Slammers or FDF case, for example, a powergun rifle: **Sh1 FP 2/2**. This represents a crew member picking up a stowed weapon in the case of a stoppage of his main weapon. This is restricted to one weapon/instance per vehicle.

Note: *This is not restricted to weapons that are broken or destroyed: an infantry weapon can be used under* **any** *circumstances, not just a loss of a main weapon, and it has a 360 degree firing arc. This means that a combat car can fire backwards with an infantry weapon (though no other weapon type) without invoking the optional rule from Under the Hammer. It also means that a combat car may fire two tribarrels in almost any other direction (the front and left gun or the front and right gun). Finally, it means that a combat car may fire all three tribarrels at a target dead ahead.*

FIRING ARCS
FRONT
LEFT   RIGHT
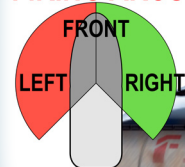
Infantry with fast firing close quarter weapons

The reason for some infantry choosing a fast firing, close quarter weapon – typically a sub-machinegun, low-tech assault rifles (often fired almost exclusively on 'fully automatic'), regular shotguns and light infantry lasers – is not reflected well enough in the rules. These weapons lack punch and range but – at close range – they are more deadly and easier to hit with. Flechette Shotguns Airfoils are already deadly only a short range but are adjusted to take account of these new rules.

Consequentially, the following weapon types get an additional +1 QR at close range (putting them up to +2 at close range) and an additional +1 FP against infantry targets.

Weapon Type	Shots & Firepower
Low Tech Assault Rifle	Sh 1 FP 0+1/0
Powergun submachine guns	Sh 3 FP 1+1/1
Infantry laser rifle pack	Sh 2 FP 2+1/1
Flechette Shotgun/Airfoils	Sh 2 FP 3+1/0

Note: The +1 in the Fire Power figure indicates the reminder to add +1 FP against infantry and acts as a prompt to add the additional +1 QR for short range (meaning short range for these weapons is +2 QR in total).

Infantry in cover

The standard rules have an anomaly meaning that the rules for cover are not as clear as they could be. TUs that are obscured gain a defensive bonus when fired at: they infer a penalty upon the unit targeting them of *minus 1 on their Quality Roll*. That's because, **being obscured makes them harder to hit**.

Infantry, the rules state, get an *additional* increase in their defensive value: DV +1 for Light cover and DV +2 for Heavy cover (or *any* cover against Powerguns). That's because firing *through* things (foliage, walls etc) tends to reduce the effectiveness of fire. However, the rules also state (in some areas) that **ONLY** Vehicle TUs gain the targeting penalty.

This is not the case: **ALL TUs** – vehicle *and* infantry – gain advantage from being obscured, making them harder to hit (dropping the firer by one QR level). But – in addition, depending on the sort of cover - infantry receive the DV bonus **on top of this**. This reflects an infantry unit's ability to go to ground when under fire in the way a vehicle cannot. It also has the advantage of making the rule about obscuration easier to remember as it now applies to everything…

Non-mechanical Transport

Pack animals and - more usefully - horses (or horse *like* creatures) may still be used on back-woods type planets. As infantry mounts they are represented like this:

Movement: Infantry - Fast (so infantry movement restrictions for terrain but speed band 15).

Defensive Value: identical to the infantry they represent and take suppression like normal infantry.

However they have the following restrictions: **Movement** - they cannot move into a building but may occupy outer-lying structures. **Combat** - any weapons fired in a turn where they have moved at all are considered as firing while mounted: *minus 1 QR*. Any firing when the TU has *not moved at all* is at the *normal QR* for that infantry type. Certain weapon types are restricted (probably not wise to equip them with flame throwers, for example...).

FIRING ARCS

FRONT

LEFT RIGHT
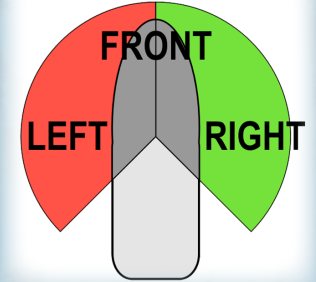
*Above: **Revised Combat Car firing arcs.** Left weapon fires in the Red/Left arc, right weapon fires in the Green/Right arc, and the front weapon fires in **both** the Red **and** Green arcs. Also, as an **ALTERNATIVE** (to a tri-barrel), a secondary, back-up infantry weapon fires in a 360 arc.*

Above and Below: Farsi's Fancy - a Combat Car from Lt Huber's Prime Detachment. These pictures show the positions of the three tri-brarrels - the front and the two wing gunners.

Opposite page: A diagram of a Combat Car's firing arcs as they appear on the Detachment Cards

New weapons types

■ Enhanced Combustion Assisted Plasma

ECAP are Enhanced Combustion Assisted Plasma. These are weapons developed in the 340s TW by Minerva Industries on Terra in coordination with by the Terran Authorities for their Star Marines. They are not as heavy hitting as true Powergun weapons but tend not to over heat as much so can fire faster.

■ Fireflies

These remote units are small collections – or swarms - of flying drones which, as a means of both propulsion and lift, use Static Repulsion Generators. Shaped like small, quite featureless metal balls, they generally carry 1cm Powerguns acting, effectively, as sub-machine pistols. Controlled from either dedicated infantry squads or from vehicles, these units act as remote controlled 'hunter-killer' attack units, and – along with being armoured to the same level as the best infantry equipment - are (because of the way they move and take cover and their very small size) very hard to hit. They are used by late TAS forces as a way of minimising casualties amongst friendly infantry. They have been used independently by other forces.

Rules: Up to 3 Firefly units may be remote controlled by one control TU with AI assistance. **Move: *Fast Lt NoE.*** Each moves using 1,2,4 rule (1LP moves one Firefly, 2LP the 2nd, 4LP the 3rd unit). Fireflies are independently targetable to hit individual TUs at **minus 1QR**. **Defence: *DV 9*** all arcs. **Damage:** *ANY hit destroys*. **Max distance from controller TU** - ***Medium*** range. Sub- machine guns: **Sh 6**, **FP 1+1/1** *each.*

■ Enhanced Panel ADS

The Anti buzzbomb and close in defence systems on some of the Minerva Industries vehicles built for the TAS in the late 340s TW have increased lethality against infantry and an enhanced blast effect against armoured vehicles. They have sacrificed nothing of their effectiveness against their primary target, however: shoulder launched anti-armour weapons (buzz-bombs). They are more costly to install.

Rules: Panel ADS, **Sh 1** *all* up to **Close Range**, **FP 4/2(3+)**

New Elite Skills

■ Master of Artillery

All requests for artillery made by this officer using LPs from the 'pot' have two advantages. Firstly, the **LPs required are halved** (round up) so a request for artillery (optional rule *"The Big Guns", page 123 of* **The Crucible**) that might cost 20LPs would **now only cost 10LPs**.

Secondly, the strike, when it arrives, are two separate strikes (ie it is doubled).

Finally, if using the optional Counter Battery fire rule *"Returning Fire"* from *Supplement 1*, LP 'costs' for a Master of Artillery are *halved* (initiating costs **2LP**s rather than the standard **4LP**s). In addition, add **+1** to the **detection roll** and a further **+1** to the **results roll** for that optional rule.

■ Communication Technician

This officer or specialist may be added to any unit. They gain no advantage for themselves but any one officer or NCO in the same detachment gains **+2 LPs** through superior communication techniques.

■ Enhanced Data Link

This is a technical improvement rather than a skill but may be applied in the same way. Through increased AI capability, all TUs in a force can **securely share data** for (not just) Artillery Spotting (as per the standard rules) but **guiding ATGWs as well.**

This means that any TU can passively act as a forward observer for both ATGWs and artillery. For ARGW attacks, the firer does not need to have line of sight at the beginning of the shot in Phase 5 as long as someone friendly to him has got line of sight on target (and *maintains it through the missile's flight - i.e. right through to phase 7a*). Using an additional Sniper with a designator or as a spotter (for 1LP) will **still** add **+1 QR** to an Artillery or ATGW strike and the Sniper must still personally have a view of the target.

■ Anti-ATGW Enhanced Data Link

This is a technical improvement rather than a skill but may be applied in the same way. Through increased AI capability, all TUs in a force can securely share use of tribarrels and other similar weapons (those with Red or Blue Triangles) to cooperate not only for anti-artillery work (which is standard) but anti-ATGW work as well.

Effectively, *any vehicle that is targeted by a ATGW missile* can call upon other vehicles with line of site to their own position that have an unused weapon with a red triangle (or blue triangle) option for anti-ATGW work.

These other vehicles may fire in ATGW defence at a reduction of **-1QR**. These weapons would not then be available for other firing within that turn - including there own anti-ATGW defence.

■ Artillery Seeker War-heads

This is a technical improvement rather than a skill but may be applied in the same way. Via advanced systems to overcome enemy countermeasures, all forms of artillery warhead - mortars and MLRS (both on and off table) and tubed artillery - all employ seeking, self-guiding war-heads on their munitions.

The advantage is that a target location need not be picked beforehand (in *phase 5* for Mortars and other on table systems, in *phase 7d* for all other off table systems - regular tubed artillery and off table Mortars/MLRS if using optional rule *"Steel Rain"* in *Supplement 1*).

When the rounds arrive (either *phase 7b* or *phase 7c*) the firer picks a target **at that moment.** All shells in the salvo must still land within the a prescribed distance from that initial target, but that 'spread radius' is doubled (i.e. in 28mm games: **20cm** becomes *40cm*; in 15mm games: **10cm** becomes *20cm*; in 6mm games: **7cm** becomes *14cm*). Rolls to hit (**QR rolls**) may *still* be affected by observation and/or a Sniper who is Forward Observing.

"My closest friends in the village are dug into the sides of the mine pit now, waiting for you. Or they're dead already outside al-Madinah."
Jumo Mboya

"They're dead either way"
Captain Esa Mboya
Hammer's Slammers

"As the Lord wills."
Jumo Mboya
Ex-Hammer's Slammers

Below: An Iveco-Melara I-M48 Lynx Fire Support Vehicle of the Ariete Division with the turret from an I-M63 Puma fitted as a field expediency. Vehicles as close together as this in convoy on a road expose themselves to effective artillery attack and the Arietes lack the AI guidance on their weapons to intercept incoming rounds.

Bottom of page: A pair of Terran Authority Starmarines LILO MI21 'Wraith' Medium Tanks with an MI142 'Spectre' MICV and an MI844 'Banshee' Light Support vehicle power across a stretch of open water using their SRG drives. These Static Repulsion Generators are the same system employed in the Firefly remote drones and are, effectively, miniaturised versions of the lifters fitter to star ships.

OPTIONAL RULE

Remind me: What's Easy Terrain?

*Easy terrain in **Supplement 2** is designated as:*

*For **Heavy Hover, Wheeled** and **Tracked** vehicles:*

Well maintained concrete and 'tarmac' roads.

***Light Hover** adds: paddy fields, flat open water, slow calm rivers, snow to that.*

*Note that, for a Thunder Run, **NoE** are treated as Light Hover and may treat those Easy Terrain features as applicable for them.*

New Optional Rules

This game introduces rules that have been requested by players using Hammer's Slammers: The Crucible.

The requests were:

1) *"Why can't I just give my troops the order to follow a road? (and not have to keep 'nudging them along it with extra Leadership Points)".*

2) *"Can I play games with smaller units?"*

3) *"What is the point of a Sergeant if he only gets to be in charge if his officer gets shot?"*

4) *"Why can't I hit adjacent units when I drop mortar shells or artillery rounds?"*

5) *"What happens when I shoot at troops in a ten story building - how do I know if I've hit them? Do I just blow up the whole building all at once?"*

6) *"How do I construct a unit with Elite Skills - are there examples of one?"*

7) *"Why cant I use anti-buzzbomb systems against ATGW missile attacks?"*

8) *"Why can't I run infantry over with my tanks?"*

Based on those requests:

Optional Rule: Troops

Normally the rules stipulate that the forces are split into Detachments – a force of between 8 to 30 Tactical Units (depending on the quality of the troops). For this game a new optional rule is being adopted which is designed to allow for using a smaller unit – a half sized force called a **Troop**.

A Troop is a smaller than detachment sized unit. It is **half the size of a detachment** for any given force, so an **Elite Troop** is *4TUs* (4 Vehicles or infantry groups) – half the size of the 8 in an Elite Detachment. A **Veteran Troop** is *5 TUs* (half of 10TUs); a **Trained Troop** is *8TUs* (half [*or so*] of 15TUs) and an **Untrained Troop** is *15TUs* (half of 30TUs).

A troop is led by a Sergeant, not an Lieutenant (as a full Detachment is). Leadership points are bowled for in the same way as for a Detachment: 2 D6 plus the leaders skill which – for a Sergeant – is **Elite** 4, **Veteran** 2, **Trained** 1, **Untrained** 0.

Some specific Troop sheets have been developed (and are downloadable from the web site) but - if these are unavailable for a force of your choice - then a troop may be comprised of ANY subset of the TUs available in any *legitimate* detachment for the given force *selected by the player*.

The sergeant may be a purchased Insurance Sergeant with the qualities of a Lieutenant if the extra costs are paid for – it raises the cost of the Sergeant to, effectively, a Lieutenant. Some Troop sheets may have specialist Elite Sergeants.

Optional Rule: Thunder Run

Some scenarios cover large tables or gaming areas and - although there are various rules to increase the speed of TUs (*"Follow Me", "Gun your Engines"* and *"Charge"* from *Supplement 3*) this optional rule uses a new system called a **Thunder Run**: this allows a build up of speed for vehicles on a good road surface or something that equates with the Terrain Category of Easy (see *Supplement 2 and green sidebar, left*).

A vehicle that has moved exclusively on a road (or other Easy Terrain) in the previous turn for however many moves it made (which – using the 1-2-4 rule may be one, two or three moves in a turn) **may maintain that speed *without loss***. To do this, in phase 9 of that turn, the Commander declares it to be a **Thunder Run**.

In the following turn, if that speed is *not* added to, then leadership points *need not be expended to maintain that speed* (the commander has simply given the order *"Keep Thundering on - and follow the road/aim for that point on the horizon at maximum speed"*). Place a marker next to added to any vehicles to which this applies indicating how many moves it covered on that declared Thunder Run.

If desired, in the following turn, if more speed is required, leadership points can be applied as normal and the vehicles may accelerate *again* and, providing the vehicles stay exclusively on the road (or other Easy Going surface), the speed is added to the previous speed. This may be declared as a second Thunder Run.

This 'free move' may be extended indefinitely - the speed may be built to have a cumulative effect, however, two turns of Thunder Run is the **maximum**. No more LPs need be spent on movement to maintain this speed but leaving the road (or entering terrain that is *not defined* as *Easy Terrain)* will require LPs and ***immediately*** reduce the vehicles speed to normal operations.

Note that it is entirely possible, with good planning, for a vehicle to manage, after two turns of Thunder Run to be travelling at a speed six times the vehicles maximum stated move (bearing in mind that it will be moving one speed band **faster** on Easy Terrain anyway) with the expenditure of **no additional LPs**.

Limitations and other quirks of the Thunder Run Optional rule:

- It *cannot* be applied to infantry TUs infantry
- It must *only* be used over Easy Terrain

Engaging on a Thunder Run carries a disadvantage regarding firing ability:

When a vehicle has been marked with a single Thunder Run Token – the vehicle fires all weapon systems at Minus 1 Quality (so Elites fire as *Veterans*, Veterans fire as *Trained*, Trained fire as *Untrained* and untrained simply *cannot fire* unless LPs are expended on *ConFire* - see below). This QR loss includes anti-missile systems and sniper detection but does *not* include ADS anti-buzzbomb systems.

A second Thunder Run reduces this one factor further, so Elites fire as *Trained*, Veterans fire as *Untrained* and Trained and Untrained *cannot fire*.

- The Confire rule (page 114 of *The Crucible*): 2 LPs can be spent to up a TUs quality level by one level on a vehicle-by-vehicle basis. This can be applied to TUs on a Thunder Run to mitigate against some of this loss, **even if the troops are Elites**.

OPTIONAL RULE

How do I mark a Thunder Run?

*We find a small token with a number on it from 1 to 3 works well. We have them in two colours so, for example, a vehicle that moves **twice** in a turn and declares a **Thunder Run** for the following turns) get's a **Green Token** with the number 2 in it.*

*If a second **Thunder Run** is declared on a subsequent turn with, say, another **three moves** achieved (that's three moves paid for with Leadership Points expended and **additional** to the previous 'free' moves from the **first** Thunder Run) a second **Red Token** is added with the number 3 on it.*

*That vehicle now has **two Thunder Runs** declared (noted by **two tokens** - a **Green** and a **Red** one) and - as long as it chooses to stay on the Easy Terrain - it may **move 5 times** for **FREE** (i.e. **with the expenditure of no Leadership Points**).*

*Remember, any firing it performs will be at **-2QR** as it belts along (although **ConFire** for **2LPs** per vehicle may be used to recover **one** of those)...*

> *"I can assure you that Hammer's Regiment is scrupulously careful to operate within the constraints of the Bonding Authority. We aren't vigilantes who imagine that it's our duty to impose justice... And if we were we'd be hard put to find an employer who would meet our standards, wouldn't we?"*
>
> **Major Danny Pritchard**
> *Hammer's Slammers*

Below: A troop of three M2A2 'Blower' Tanks and an M2A4 Command Tank of the Slammers regiment, flanked by Combat Cars, make progress on a Thunder Run on Route 66 on Cullen's World.

Example of a Thunder Run: *a Slammers tank using a Thunder Run (in 15mm scale).*

Turn 1, *the tank moves onto an Easy Terrain road. The edge of the road side is neither Difficult not Easy Terrain, as defined by the rules – it's just Terrain. So the vehicle moves at its maximum speed of 10cm (Medium, Heavy Hover). This costs 1LP. In move 1 the commander of that tank troop decides to move that vehicle (and maybe some others) an extra move forward and, using the 1-2-4 rule, it costs 2LPs to move him forward again and – now that the tanks in on the road and therefor on Easy Terrain – his speed of 10cm (medium) increases to 15cm (Fast). In the same turn, for 4LPs the leader moves the tank a further move of 15cm (Fast) and now the movement component of the turn is over, firing may commence etc. However, at the end of that turn, in Phase 9, the tank is declared as being on a Thunder Run and a Green marker is placed next to it with the number 2 on it - even though the tank moved three times, only the last two were on Easy terrain so only the last two count on the Thunder Run.*

In the next turn, the tank is already moving at a speed of 30cm (fast, twice for the two movements it spent on the Easy Terrain section of its turn) so – with the application of another 7LPs (using the 1-2-4 rule) the tank ends its turn travelling at 75cm (30cm from the previous turn plus three times 15cm for three movements in this turn. If it fires it will be firing at –1QR. In Phase 9, the tank, having moved 75cm, declares its second and final Thunder Run and a second Red marker with the number 3 is placed next to it.

In Turn 3 the tank has a number of choices. It could simply maintain that declared "Double Thunder Run" speed of 75cm per turn for no LPs expended. Alternatively, it could accelerate again, for example spending 1LP and so adding 15cm if it stays on the road to its current speed (making its move 90cm in total) or it could spend that 1LP and drive off of the road (at some point in it's projected 75cm, Two Thunder Run movement) shedding enormous amounts of speed in regular terrain. Either way, with two turns of a Thunder Run, and two tokens, it would still be firing at –2QR.

If the vehicle leaves the road, or simply declares that the breakneck rush for the horizon is over, and that the Thunder Run has ceased, the tokens will be removed in Phase 9 and - the following turn - movement and firing abilities return to normal.

Optional Rule: Ramming Infantry and other vehicle TUs

If a Vehicle TU rams another Vehicle TU or a similar size, then there is generally no effect. This Optional Rules may be invoked for very large vehicles ramming very small ones (big tanks versus jeeps, perhaps).

In the case of a vehicle versus infantry, assume the ramming vehicle is making something similar toan ADS attack but - instead of a fixed roll - use a Quality Roll to hit **Sh1 FP3**. Whatever the result the vehicle TU halts at the location of the infantry TU, butted up against it.

For a vehicle TU versus vehicle TU, still make the ADS style attack, again with a QR to hit, and **Sh 1 FP 3** with a jeep or similar, **FP5** with large tanks and dozer vehicles and **FP4** for everything else. Overkill *can* be used.

Optional Rule: Multi-story buildings

The standard rules do not deal well with large, multi-story buidings. Use the standard rules (page 115 in *The Crucible*) for *single story buildings.*

In a *multi-story building* **each floor** must be attacked independently (so, essentially, a four story building is 4 targets). This means that:

- *Infantry and snipers may hide on a selected floor and must be noted as such.*

- *Floors must be destroyed one at a time (fire may spread from floor to floor if a result of 'Burning Building' is bowled up, but not within the timescale of a game).*

- *Artillery strikes must destroy the top floor first and then work there way down one floor at a time.*

Optional Rule: Artillery and Mortars and Area Effect

For those who think that Artillery and Mortars are not unpleasant enough (and don't give enough of a disincentive for clumping units too close together) use the following rules:

When area effect weapons are used, each attack may attack not only its selected TU (the initial one selected as being within the rounds targeting radius) but all other TUs within a small 'Burst' range of that primary target.

These ranges are:

Light mortars: Point Blank

Heavier mortars, MLRS and *Artillery* strikes: *Close range*

Optional Rule: Using ADS used against missile attacks

Although they are not optimised for it, as an optional rule (agreed by both players) a working ADS may try and hit incoming missiles. It achieves a success on a roll of a simple **6+** (note that standard ADS against Buzzbombs - their primary targets - is *always* higher than this).

This optional rule could be employed on later vehicles with improved AI systems (*typically 340TW onwards*)

Above and Top of page: The Piper an M2A4 'Blower' Command Tank as used by Hammer's Slammers

OPTIONAL RULE

Huber's Prime Detachment:

8 combat cars; with Lt Huber and Sgts Tranter and Deseau Total: 4750pts.

Points Costs:

*Prime combat cars: **550pts each** Lt Huber: **150pts** Sgt Tranter or Sgt Deseau: **100pts each***

*Up to 2 additional Sergeants (over and above Tranter and Deseau) may be purchased at **20pts** each.*

Notes:

*Sgt Deseau is situated in Lt Huber's Combat Car so, if that car is destroyed the force loses **both** the Lt and one paid for Insurance Sergeant.*

All Combat Cars use the Up-rating Combat Cars fire arcs (UCCF) - see page 2 of this supplement).

*The alternative single weapon (if a tri-barrel is lost - or for any other reason), is a single shot infantry weapon: a powergun rifle: Sh**1** FP **2/2**.*

Optional Rule: Prime Detachments and Prime Troops

Even Elite troops have detachments that are specialists with extra skills and the Slammers are no exception. Playing games with scenarios that reflect the stories in Drake's work is, after all, one of the functions of the rule system. What follows is an example of points cost and detachment formation for Lieutenant Huber's detachment of Combat Cars from the novel *Paying the Piper*. Use this example as a guide for creations of your own, both in terms of Elite skills to choses, points costs and general composition to build distinct 'Prime' Detachments and Troops that reflect the forces within the Slammer's books.

■ Lt Huber's F3 Detachment:

Led by Lt Huber with Sgt Deseau and Sgt Tranter as Paid for "Insurance" Sergeants (*see page 108 of The Crucible*).

■ Optional Rules, Leadership and Elite skills:

Lt Arne Huber:

LV4+2 (**6**); **LP**s is **2d6 + 4+2** (**6**); **Elite skills**: *Shaper of Men* (**+1QV** for 1TU per turn on every roll it makes); *Inspirational Leader* (**+2** Leadership Value - already included in total)

Sgt 'Frenchie' Deseau:

LV2; **LP**s is **2d6 + 2**; **Elite skills**: *Dead Eye* (**+1 QR** on 1 weapon)

Sgt Tranter:

LV2; **LP**s is **2d6 + 2**; **Elite skills**: *Pathfinder*: (all Difficult Terrain becomes Clear Terrain but impassable is still impassable); *Leadfoot*: (Add *Slow* to all moves).

Elite skills for whole detachment:

Each vehicle may:

Double tap: (Rapid Fire for only 1LP per weapon). * This is noted on the cards as a reminder Sh 3 (x2*)

Field Mechanic: (a QR success on any damage 1-4 on Damage chart is ignored),

Snapshot: (may fire 1 tribarrel at any point in a move),

Hull down: (plus one DV from all angles - this is already built into the DV).

In addition, Huber's Car only has

Dead Eye: +1 QR on any 1 weapon once per turn

In addition, Tranter's Car only has

Pathfinder: ALL Difficult Terrain is clear

Leadfoot: Add SLOW to any move: standard move becomes:

28mm:	*45cm*
15mm:	*23cm*
6mm:	*15cm*

Check out the Big Detachment Cards on line.

John Treadaway

2013

FAQs

■ Automatic Defence Systems (ADS): Are they a weapon?

An ADS can be chosen as a weapon system to be lost on a **DR** of 3 or 4.

■ What will give Cover for a TU and what effect does it have?

Terrain that gets in the way is not cover as much as 'obscuration' *(see page 115)*. A hard item that partly obscures a TU – including Rocks/Rubble, buildings, hills etc – or a soft item – Trees or vegetation etc – makes the target TU harder to hit and loses the firing TU one quality level. This means that a TU that is partially obscured by terrain that is thin enough to see through (ie under the distance indicated in the question directly above) but still visible, would gain cover.

Can one TU hide behind another?

- A smaller vehicle or Infantry that is entirely hidden behind another vehicle TU cannot be hit.

- A larger vehicle hidden behind a smaller vehicle or infantry TU gains no cover from it.

- A vehicle TU partially hidden behind a vehicle of similar size would gain the drop in QR for someone targeting it.

What constitutes cover that blocks line of site?

On *page 110 and 115* of The Crucible rules it states that *"TUs can see [range Point Blank] into, through, or out of vegetation or similar broken terrain…"*. Over that distance, the target may not be seen and may not be independently targeted (this doesn't stop, for example, TUs firing at fixed structures with a defensive value – like buildings – and speculatively blowing them up if they think there are infantry hidden within them. In this context, Vegetation means things defined as heavy or light vegetation for movement – trees, bushes etc. They have to be tall enough to obscure the target. Broken terrain means items already identified for movement as Rocks/Rubble

What does hard of soft cover do to infantry?

See page 114 and page 3, Supplement 4: A soft item that partly obscures an infantry TU – Trees or vegetation etc – not only obscures but additionally adds to the armour value of the infantry giving it **Soft Cover +1 DV**. A hard item gives the TU **Hard Cover +2 DV**. This means that an infantry TU that is partially obscured by terrain that is thin enough to see through (less than Point Blank) but still visible, would gain cover *and* receive a DV bonus or **+1** or **+2**, depending on the nature of the cover.

■ Damage result number 2: When does that take effect?

The **"No movement or firing next turn"** takes effect at the *next opportunity*: either later in the *same* turn if the TU affected has not moved or fired yet or carried over to the *next* turn if it has already Moved/Fired in the current turn.

■ Towing weapons: More information

A towed weapon is part of the towing vehicles weaponry – they are one and the same TU. If a towed weapon is attached to the towing vehicle and that TU is targeted, it is the vehicle that is attacked but not the weapon.

If the vehicle is damaged (result **1-4**) of destroyed (**5-6**) treat the towed weapon as infantry in the vehicle (*see Troop transporters on page 117*)

- Like troops, on a 1-4 the towed weapon is unaffected

- On a 5 dice again for the effect using the attackers weapon against the towed weapon, bearing in mind that the weapon is treated as infantry when attacked, usually DV7 plus light cover (effectively DV8 in this situation). As the weapon is

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More on ATGWs

What happens if a vehicle or unit is hit after it has fired an ATGW?

*If a vehicle or infantry TU that has fired a regular ATGW is destroyed **between** when it fires it (phase 5) and when it **lands** (phase 7), **the missile loses lock** and misses the target.*

*If a surviving vehicle which has fired a regular ATGW has it's **missile launching system** destroyed in a weapon hit **between** when it fires it (phase 5) and when it **lands** (phase 7) **then the missile does not lose lock** but carries on to the target.*

*Closing the range: What happens if the ATGW is fired (in phase 5) at a target that closes to inside Close range before Phase 7 when it goes off?). Answer: **the missile loses lock** and misses the target.*

Above: Towed 5cm HI Powergun of the Waldheim Dragoons.

Above & Below: A deployable weapon - the Oto Melara Gun System - from Fasolini's Company both on the back of its transporter and deployed.

Vehicle Close Assault

If more than one infantry TU attacks a vehicle, which defensive value do they combine to attack? The answer is "their most advantageous". For example, two Infantry TUs swarm a vehicle, one to the front (DV10) and one to the side (DV9). They add both of their Close Assault values to the result of 2D6 and attack the side DV trying to equal or beat DV9 with their result.

Above: A Gorille II and a Babouinne Remote Controlled Weapon, both with Light ATGW weapons.

not in an enclosed vehicle, it doesn't receive any other additional bonus for cover. The weapon may be still attached (to the burning wreckage of the vehicle…) and may suppressed as a result of the fire. Pay to deploy in the usual way after suppression has been removed in phase 8 or via optional rule "A Leader of Men"

● On a 6 the towed weapon is vaporised along with the towing vehicle

If the vehicle and the towed weapon have already separated and the towed weapon is deployed then – if the weapon is subsequently destroyed – it is no more relevant (when counting a loss of TUs for *"Mounting Chaos"*) than if a tank were to lose its main gun.

If, when *separated*, the towing vehicle is destroyed, the TU is lost (for *"Mounting Chaos"* purposes) even though the gun is still in play and may be utilised.

■ Deployable weapons:

Unlike a towed weapon, the weapon system can be **fired from the back of the vehicle**, but suffers a drop of **–1QL** (like an artillery piece deployed at Line of Sight targets - *see page 123*).

Transporters with the deployable weapon still loaded on board have a speed one Movement band slower than their Standard - *Fast* becomes *Medium* etc..

Deploying the weapon costs 2LPs like a regular towed weapon. Unlike a regular towed weapon which has **F*Arc***, costs 1LP to rotate to any arc other than that and may not move, when deployed weapon systems have their *own motive power* systems but always costs *1LP more* than normal to move at *Slow, Tracked* (so – under the *1-2-4 rule*, it would cost **2LPs** for the first move, **3LPs** for the second move and **5LPs** for the third move - lots of orders to be shouted!).

The weapon system counts as part of the same TU as the transporter (like a Towed weapon) and *cannot be targeted separately when mounted on the vehicle* – it is, in effect, the vehicle's main weapon and – on a damage result of a 3 or a 4 – may be destroyed as such. When deployed, treat them as a Towed Weapon. The deployed weapon system always has a 360 degree field of fire.

■ Remote controlled weapons

Generally, one Master Control Vehicle (MCV) or infantry TU can *control up to three* Remote Units (RU). A single MCV and a single RU count - together - as a single TU. A maximum of two more RUs associated with that MCV constitute a second TU. Multiple MCVs may be deployed, of course, but only have control over their own associated RUs. One MCV and three RUs therefor count as two TUs.

If the MCV is destroyed then a TU is lost (for *Chaos Mounts* purposes) and any control over associated remote units is lost.

Destroying a single remote has no effect (other than a reduction in fire power – it's like losing a main weapon system on a vehicle) but destroying two RUs associated with one MCV constitutes the loss of a TU (for *Chaos Mounts* purposes – *page 114*). Destroying a third remote associated with one master control vehicle has no extra effect under *Chaos Mounts*.

Individual RUs require individual LPs to move them so, to move one MCV and its (maximum) 3 RUs once requires **4 LPs**: they need a lot of control!

■ Snipers paying LPs to designate or spot

If the sniper TU is just firing its weapon, *pay the LP in the turn it fires*. Remember that this runs the risk of *revealing the sniper*.

If the sniper TU is designating for an ATGW, *pay the LP in the turn it designates, which is the same turn that the ATGW arrives* (in *phase 7*). Remember that this runs the risk of *revealing the sniper*.

If the sniper TU is spotting for on-table mortars (*page 124*), *pay the LP in the turn the strike is called in, which is the same turn that the rounds arrive* (*in phase 7*). Remember that this **DOES NOT** run the risk of revealing the sniper.

Snipers are dealt with on page 120.

■ Rapid Fire rule Optional Rule (page 127): More information

For a **single shot** weapon 3LPs are allocated to the TU and it can fire a single shot followed by another single shot. They may be at different targets. On the **SECOND** shot *only*, if a miss occurs when making the first roll in *phase 5b* – the Quality Roll (QR) and that miss is because a 1 is rolled on the D6 it has the following effect:

In the case of the **infantry TU**, the second shot is fired (ineffectively) but the infantry unit gains **1 Suppression Point** (*Suppression page 113, Effects Of Fire page 116*) which stays there until removed.

In the case of a **vehicle TU** the second shot is fired (ineffectively) but the weapon jams (breech overheats, ammo jam etc): **no more firing of that weapon system during the game.**

For a **mutli-shot weapon**, say an Infantry TU's standard weapons or the 3 shot, 2cm tribarrel, this is the effect:

3LPs are still allocated for the TU and the weapon can fire a single burst of fire (as dictated by the TU Card) followed by another single burst. Again, both bursts may be at *different* targets.

On the **SECOND** burst *only*, if a miss from a roll of a 1 on the D6 occurs with **ANY** 'shot' – i.e. with *any* of the 2 or 3 QR dice for the infantry, or *any* of the 3 for the tribarrel etc, then it has an **effect on the whole system**.

In the case of the infantry unit, when the second shot is fired and one or more of those shots may be effective but at least one has been deemed *ineffective* with a 1 rolled, the infantry unit gains **1 Suppression Point** because of it.

In the case of the a tribarrel, the second burst is again fired and one or more shots may be effective but - with a 1 - a round has jammed the whole weapon: *no more firing of that entire weapon system during the game*. **All barrels are stopped**.

■ Can Infantry move again after debussing

Yes, even if the Vehicle TU has moved three times under the 1-2-4 rule.

■ Can APCs pick up other friendly infantry?

Yes, even if they were not part of their original complement.

■ ATGW's are there any ammunition restrictions?

No. An option might be – with Medium or large ATGWs that if a 1 is thrown on the QR roll when firing - then the shot is still a fail AND it was the last round in the vehicle/magazine and the weapon is – to all intenets and purposes – destroyed for the rest of the game.

■ EOT (fire Every Other Turn) and Rapid fire?

By paying 3 LPs, The Rapid Fire rule will allow a weapon having EOT to fire on the turns it would not normally fire (ie every *other*, other turn) with usual the risk – on a bowl of 1 on the QR - that the system jams.

■ If all commanders are killed, how many LPs are bowled?

If they are all dead - including Insurance and regular sergeants - then bowl 2D6+0 minus any losses though *Chaos Mounts*. Note that a paid for Insurance Sergeant REPLACES a standard (and unpaid for) Sergeant. He's the same guy in the ranking structure, he's just better at his job. However, additional, paid for Insurance Officers are extras in a detachment and paid for as such. Typically they appear in units which are 'top heavy' with officers (and often not very good ones…).

More on Snipers

*If the sniper TU is spotting for **off-table artillery** or **Mortars** (The Big Guns page 123, Steel Rain Supplement 1), **pay the LP in the turn the strike is called in**, even though the rounds arrive **next** turn (in phase 7). Remember that this **DOES NOT** run the risk of revealing the sniper.*

*If the sniper TU is **killed while designating for an ATGW** from a launcher that does not have sight of the target, then the **missile loses lock and fails**.*

*If the sniper TU is **suppressed while designating for an ATGW** from a launcher that does **not** have sight of the target, the missile keeps lock but the **launcher loses the +1QR** usually given by a designating sniper.*

*If the sniper TU is **killed or suppressed while designating for an ATGW** from a launcher that does have sight of the target, then the missile does not lose lock but the **launcher loses the +1QR** usually given by a designating sniper.*

*If the sniper TU is **killed while spotting for a mortar or artillery strike**, from on or off-table, does not have LoS either themselves of from an allied TU, the **firer loses the +1QR** usually given by a spotting sniper.*

What do the different colours on the chart mean?

*As the Expanded Contents now covers the rules in **The Crucible** plus all four supplements, the following typographical hints are designed to make them easier to navigate.*

Firstly, the page number the rule appears in is a simple Blue *number or - if it is in a Supplement - the* **number** *will be in* **bold italic** *and say which supplement it is in (numbered* **1** *to* **4***).*

Rules are in plain type.

*Rules that are in **The Crucible** but appear in the green side bars (like the one you are reading now) are in* Green.

*New rules in a supplement that supercede an older rule in The Crucible are in **Bold Italic**.*

Optional Rules that may be used if both players agree, are in Red.

Elite Skills - which are themselves a particular kind of Optional Rule - are in Blue.

Expanded Rules Contents

■ **Including basic rules from The Crucible and all 4 supplements**

Above: Fireflies - remote controlled anti-infantry weapon systems as deployed by the TAS

Below: Overkill can brew up even the most heavily armoured AFV if the gun is big enough - in this case an Antargran Regular Army Zentaur falls prey to a 20cm powergun bolt froma Slammers Blower and burns furiously.

Bottom: Chaos Mounts...

Bottom two photos - Roger Dixon

"Curse it, man! Haven't you taken a look around you recently? Lives are cheap, Colonel, lives are very cheap! You've got to have loyalty to something more than just men."
Secretary Nicholas Tromp, *Nieuw Friesland*

"No... May I be excused, sir?"
Colonel Alois Hammer *Hammer's Slammers*

"Morals? Morals be hanged, Colonel. This isn't a galaxy for men with morals..."
Secretary Nicholas Tromp, *Nieuw Friesland*

Above: An Antargran Regular Army Sniper lies in wait.

Below: some of the Sincanmo fighters can be classed as Warriors

Bottom: Apex Dragoons at speed