

Using this Contents:



These contents pages are designed to be used in two ways.

Firstly as a regular contents page - they start at the front and work through to the back...

However, there are two changes from the plain consecutive order you would normally find in a contents - both to do with the way that the regular and Mercenary forces are dealt with.

Firstly, with the exception of the Slammers, the forces within the sections **Mercenaries & Gaming, Other Mercenary Companies** and **Regular Troops & other units** are split **alphabetically** rather than in the order that they actually appear in the book.

Secondly, the separate pieces of information on each individual force are split within the book into two separate places and so each force has **two page references**: the first - in black - introduces the force and gives points costs. The second - in blue - gives the page number of the detachment listings (effectively a short 'army list').

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Above: This book contains many images of Slammers and non-Slammers vehicles. Like these.

All of them are gaming pieces and some shots are taken from actual games in progress.



Throughout this book, all quotes in these yellow boxes are taken directly from David Drake's Hammer's Slammers stories

Right: A Thunderbolt Division Panzer Grenadier platoon is about to engage a rear echelon Slammers supply base in what they imagine will be a surprise attack...

Vehicles - from the Gecko reconnaissance vehicle only just visible on the far left and in a clockwise direction: A Br44; another Br44; a Br51; a Br47 calliope; a Br46 command vehicle.

In the compound, a Texian Panavia Gr86 Raven Gunship is just taking off and visible are a Slammers M53 'hog', a command car ambulance, a recovery vehicle and several jeeps.

"Lord curse your soul, get out or I'll call [the artillery] in myself. Do I look like I wanna live?"

Sgt 'Blacky' Worzer
Hammer's Slammers



■ Vehicles, Technology and Equipment

Unusually, the Thunderbolt Division makes great use of the Scania MV (Military Vehicles Division) Br40 range of half-tracks. By 334TW, the majority of the heavy hitting for the division is carried out by the Br44 *Dragoon* T/ICV (Tank/Infantry Combat Vehicle) variant. With a crew of ten (including eight infantry) who can exit from top and side hatches plus a rear ramp, the *Dragoon* can be equipped to support those troops with a variety of weapon systems. A Bofors-SAAB Pansar/Luftkanon m/81 2cm chemical-electric, quick-firing auto cannon is the standard mount, in a small, unmanned turret, along with a box of four *Manta* ATGWs by the same company. These are generally fired by the commander who sits to the front of the system in the vehicle body, behind the driver. Other weapons mounts include an eight-barrelled 3cm powergun calliope for artillery and air defence (Br47), a 5cm High Intensity powergun (Br49) and a fire-support vehicle (Br51) with a 9cm automatic





Above: A front and rear view of a Scania Br44 Dragoon TICV, as used by the Thunderbolts.



"Do you believe in sin, Sergeant?"
Captain Esa Mboya

"Don't know, sir. Not really my field"
Sgt "Ripper" Jack Scratchard
Hammer's Slammers

cannon although in all of those cases they feature a third crew member dedicated to firing the weapon systems. The command variant of this vehicle (Br46) uses a small ATGW turret with extra sensors. The Br47 and the Br49 carry only half of the infantry of the Br44, with the extra space filled by an additional power supply, coolant gas and ammunition storage; the Br46 and Br51 carry no infantry at all, the former having the space taken up by communications equipment, the latter by bulky ammunition.

The *Dragoon* is protected by heavy composite armour made from steel and ceramic sandwich with a beryllium mesh embedded in a plastic inner surface to prevent spalling. Driver's windows are a transparent, multi-sheet, armoured composite. Space inside the vehicles – especially the Br44 – is at a premium and crew equipment is much in evidence on the outside of the *Dragoon*. The Br49 and Br51 have additional layered internal composite armour.



Fasolini's Company

Up until his death in 329TW, Colonel Guido Fasolini commanded a small infantry force. Alongside anti air/armour missile launchers and grenade launchers, the company's main infantry weapons are cone-bore assault rifles as side arms and - on a larger scale - as single-barrel 2cm – the Oto Melara 410C Gun System (and post 330TW multi-barrelled 440C) anti-air support weapons on a tracked chassis. Colonel Albrecht Waldstejn took over command on Fasolini's demise with Major Hussein ben Mehdi as his 2IC. Transport for the company is usually via open trucks. Lacking armour, Fasolini's men are usually hired to support other units who need quality infantry.

■ Points Costs:

Oto Melara 410CGS with transporter: 125pts; 440CGS with Transporter: 170pts; Infantry: 35pts; Tank Hunter and Support squads: 40pts.

Fasolini's Company count as Veteran. Major 8, Capt 6, Lt 4, Sgt 2

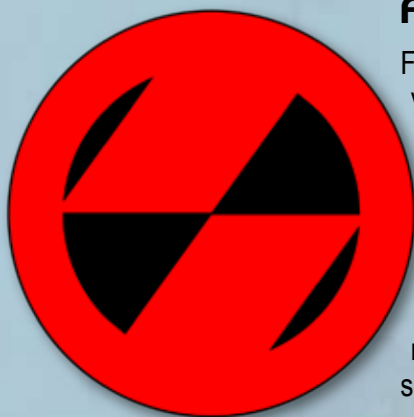


Top: Fasolini's Company upgraded to the more effective 440CGS. Here the gun can be seen emplaced. The 440CGS uses a quad 2cm cone-bore weapon on a small tracked chassis.

Above: Symbol of Fasolini's Company.

Left: The gun tractor deploys from the transporter vehicle using ramps which are carried in slots in the vehicle's side.





Above: The symbol of Foster's Mercenaries.

Right: A Foster's heavy mortar. Mounted on a Legion 800 Centurion chassis (made by Kraai Industries), this popular vehicle system is modular in design and used by many other forces and mercenary groups.

Below: This Heliodorus Regiment Legion 4F6 Legate shares many components with the Legion Centurion.

Foster's Mercenaries

Foster's unit operates as very effective air defence specialists. They use wheeled vehicles fitted with 3cm calliopes, each with nine "long charge" barrels (giving more efficient firing and less wear on the bores). They also feature some light artillery (10cm) and all systems are mounted in multi-wheeled, very lightly armoured vehicles. In consequence, they are usually utilised in coordination with other units – infantry and armour specialists – that lack these features. Foster's Mercs field some infantry of their own in support of the calliopes and artillery, mounted in the same wheeled light vehicles. These carry four squads of infantry and the command vehicle carries one squad but the calliope and artillery piece have none, the space being taken up with ammunition and AI systems.

■ Points Costs:

Calliope: 275pts; 10cm artillery (on table): 220pts; support/command/transport: 150pts. Infantry: 25pts.

Foster's Mercenaries count as Veteran. Major 8, Capt 6, Lt 4, Sgt 2





Left: The Lightning Division laser armed Hurrikan – with its twin 17cm and twin 6cm weapons.



"Then it's always like this?"

Capt Mauricia Orichos
Point Gendarmerie

"No, not always... Sometimes they're shooting at us..."

Lt Arne Huber
Hammer's Slammers

■ Points Costs:

Kraus medium tank or Werbelwind AA tank: 275pts; Hurrikan anti-artillery: 300pts; Thyssen light tank: 200pts; Thyssen APC: 100pts; Thyssen reconnaissance car: 75pts. Infantry: 25pts; infantry with buzzbomb launcher or support weapon: 30pts.

The Division count as Veteran. Major 8, Capt 6, Lt 4, Sgt 2

The Waldheim Dragoons

The Waldheims – like both the Poplar Regiment and Bartel's Armour - are a mechanized unit of brigade strength (with around a thousand air cushion combat vehicles). They use powerguns and have three 5-cm HI powergun cannons in each platoon towed behind the APCs (see *Towed Weapons* on page 119). All of the APCs are fitted with tribarrels for both self-defence and anti-artillery defence while their tanks – similar to those of the West Riding Yeomanry - have 10cm powerguns fitted. The Dragoons have experimented with heavier AFVs like the M2A2: mixing powerguns and medium ATGWs on a heavy hover chassis.

Below: The symbol of the Waldheim Dragoons.

Bottom: A Dragoons M2A2 at speed, ploughing through destruction.



Eaglewing Squadron

The Eaglewing Squadron is a highly mobile, all arms unit. They use Panavia flyers, hard-suited infantry - either carried in their *Black Crow* NoE (Nap of the Earth) flying APCs or skimmers based on Hinckley jet bikes (as used by the Ander's Legion) - and fast, hover vehicles with mortar and artillery support.

They use an up-armoured and up-armed version of the Panavia *Raven* gunship (as used by the Texians) called the *Raven* assault ship which swaps speed for added defence. It also carries either a pair of linked, podded underwing 5cm High Intensity (HI) powerguns along with a tribarrel powergun and hypersonic rocket pods (though firing them all at once is beyond the capability of the crew and AI systems). These are collected into platoons of four ships although, often, one of those four will be the 'spooky' variant. This has the 5cm HI powerguns replaced by podded underwing four-barrel 3cm powerguns: effectively the firepower of a calliope, though only facing forwards (so it cannot be used as an anti artillery weapon).

The calliope role is provided by a variant of the *Black Crow* APC called a *Hooded Crow*. This version carries no infantry but does mount a calliope firing from the rear ramp door. In regular fire it is restricted to the rear arc and the gunner has to rely on the manoeuvrability of the APC to allow the vehicle to be turned to bring the weapon to bear. In air defence mode, it can still use its 360 degree tribarrel in the usual way but fires the calliope at one Quality Roll (1QR) lower than standard (ie *Trained* rather than *Veteran*) simply because the awkward placement makes it harder for the AI to lock onto targets (see pages 106 and 110 for an explanation of Quality Rolls).

The ACVs are GD 800 series vehicles with a double barrelled heavy mortar, 15cm turreted rocket artillery, support and command vehicles

The Eaglewings were thought to be the prototype on which the Texians based their style of fighting, although the latter dispensed with the ground vehicles and jet bikes. They hold a degree of animosity towards the Slammers after - as they see it - being robbed of a contract by Colonel Hammer on Bamberia.

■ Points Costs:

Panavia Raven assault ship: 390pts; *Panavia Spooky* assault ship: 400pts; *Black Crow* APC: 175pts; *Hooded Crow* calliope: 275pts; heavy mortar (on table): 200pts; 15cm artillery (on table): 220pts; support/command: 150pts. Infantry: 35pts - on skimmers: 50pts; support squad and tank hunters: 40pts - on skimmers: 55pts.

The Eaglewing Squadron count as Veteran. Major 8, Capt 6, Lt 4, Sgt 2

EW

Above and Below: Emblems of the Eaglewing Squadron.



Below left: A *Raven* assault ship with twin forward firing 5cm HI powerguns.

Bottom: A *Panavia Hooded Crow* calliope.





Solace Point Authority Gendarmes

This is, essentially, a police force, albeit a well-armed one. On Plattner's World they formed the backbone of the opposition to the 'Freedom' Militia. Dressed in grey paramilitary coveralls with a grey beret, they use similar equipment to the Solace Regular Army, although air-cars are the only transport available to them.

Points Costs:

Infantry: 10pts; infantry support squad: 15pts; infantry Anti-tank squad: 15pts.

The Gendarmes count as Trained. Major 6, Capt 4, Lt 2, Sgt 1.

Solace 'Freedom Fighters' Militia

Solace Freedom Fighters met the Slammers in the Nonesuch campaign. Their 'colours' - although it did not constitute a uniform as such - were red, with the broken chain symbol on a black ground featured on transport vehicles - primarily air-cars.

Use the generic '*Local Militia*' TU card for this militia group and any similar bunch of thugs (or freedom fighters...) that you might wish to use in a game. The Solace Freedom Fighters would be present in large numbers (30 TUs makes a detachment, as they are 'Green') and - from the *Local Militia* card - would have fewer buzz-bombs and more assault rifles in their mix. In addition they have some trained support troops manning towed calliopes (use the specific *Solace Militia* TU card for these) and move around in generic air-cars (again, use the specific TU card).

Points Costs:

*Regular group with muskets: 5pts; double sized group with muskets and 'Molotovs': 10pts; group with shotguns: 5pts; group with assault rifles: 7pts; group with buzz-bombs: 10pts. **Trained support troops:** Infantry: 15pts. Calliope and crew: 50pts.*

The Freedom Fighters count as Green. Major 4, Capt 2, Lt 1, Sgt 0. If the Support Troops are used they MUST have either their political leader (and rabble rouser) Melinda Grayle (or a military commander like Halcleides or Fewsett) present: they both have a leadership of 8 and costs of 50pts each.



Top: A well armed citizen militia looks tough but - even if they can muster a few ex-military types - they lack training.

Middle: The symbol of the Solace Point Authority Gendarmes.

Above: The symbol of the Solace 'Freedom Fighters' Militia.

Right: Firing!

The Waldheim Dragoons use the M2A2 'blower' which has the advantage of three offensive weapon systems - 5cm powergun, 2cm powergun tribarrel and medium ATGW launchers, as well as an ADS strip to defeat buzzbombs.

"I guess they're all pits, right sir? If they was paradise, they wouldn't need the Slammers, would they?"

Senior Medic Drayer
Hammer's Slammers



The Waldheim Dragoons



10 TUs. At least 4 of the TUs should be infantry. At least half of the Infantry should be regularly armed troops. All infantry should start the game in APCs.

Heavy Armoured Platoon: 3 M2A2 blowers, 1 M2A5 command tank. 2 APCs with 4 TUs of infantry (2 regular infantry and 2 close assault squads). A Lt (20pts) in the command tank. Total 2160pts. Or...

Light Armoured Platoon: 1 light tank; 1 light command tank; 1 air-defence tank. 1 APC with 2 TUs of infantry (1 regular infantry and 1 close assault squads). 2 APCs with 2 TUs of regular infantry and 2 crew served weapons. A Lt (20pts) in the command tank. Total 1455pts.

Treat this force – whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments, adding a captain (40pts). Up to 2 additional sergeants could be purchased at 10pts each.

Hindi Army



15TUs. At least 5 TUs must be infantry, less than half the infantry TUs can have buzzbombs and all must start the game in APCs.

8 Infantry TUs (4 regular, 2 with buzzbombs, 2 with lasers) in two APCs with 3 TUs (2 with buzzbombs, 1 with laser) of infantry in 2 light tanks. Lt with the infantry in the APCs (10pts).

Total: 455pts. Treat this force as a SINGLE detachment during play. The Hindi employ a lot of officers - they may buy one level higher per detachment (so a single detachment could have a captain for 20pts instead of a lieutenant). Duplicate this detachment for a bigger force and add a captain (20pts) or a major (50pts) to reflect the higher level of command per detachment.

"Gonna be tight
back here till
the kid or me
gets zapped."

Pvt Leon Fogleman
Hammer's Slammers



Eaglewing Squadron



10 TUs. All infantry TUs start the game in APCs.

2 *Raven* assault ship, 1 *Spooky* assault ship; 3 *Black Crow* APCs and 3 infantry TUs (1 regular, 1 support and 1 tank hunters), 1 *Hooded Crow* calliope. A Lt (20pts), in one APC or assault ship. Total: 2115pts. Or...

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 Lt (20pts) in an APC. Total: 1190pts

Below: A Panavia Black Crow APC with the Eaglewing Squadron.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments and add a captain (40pts). Add up to 2 additional sergeants at 10pts each.



"Why in hell did
they set up with
this ridge above
them, d'ye suppose?
We could put the guns
out of action with four
shots, over."

Sergeant Hassel.



"Because I never
met nobody wearing
a uniform here who
knows how to pour
piss outa a boot..."

Sergeant Wegelin
Hammer's Slammers

Solace Regulars



15 TUs. All TUs may be armoured vehicles but if infantry are present they must be in vehicles at the start of the game. At least half of any infantry used must be armed only with standard cone-bore weapons.

Cavalry Squadron: 7 Marzak Attack vehicles holding 7 TUs of infantry (4 standard; 2 support squads and 1 anti-tank squad). 1 command vehicle. A Lt (10pts) in the command vehicle. Total: 650pts. Or...

Mechanised Infantry Squadron: 4 Marzak APCs holding 8 TUs of infantry (4 standard; 2 support squads and 2 anti-tank squad). 2 Marzak mortar vehicles; 1 command vehicle. A Lt (10pts) in the command vehicle. Total: 460pts

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments adding a captain (20pts). Add a detachment of Solace Militia with calliopes for air defence with a major (50pts).

Drifting Molts 2:



For example: A warrior teleporting to a medium outcrop needs a QR of 3 or better to make it (see chart on previous page). The player bowls a 3 **exactly** so the warrior makes the teleport but encounters drift. The player will have to place the warrior within 15 cm of the outcrop but must first establish the exact point that the warrior materialises.

To establish this, the player rolls 2d6 for direction getting a 3 on his first die and a 4 on the second indicating a drift to 10 o'clock (3 adds 6 to the second roll; $6 + 4 = 10$).

The next die roll for distance (2d6) is $(5+3)=8$. As such the warrior drifts 8cm in the indicated direction.



Above: Molts open fire with a buzzbomb and a 2cm assault powergun. Molt ranged weapons are 'found' items: battlefield recoveries and items stolen from supply depots.

Below: Two Molts confront a Slammers jeep. The Molt on the left is carrying a combat shotgun of Oltenian manufacture.



"Melisant, ease off a bit. We don't want to spook our allies, over."

Lt Henry Ruthven

"You mean they'll mess their pants, El-Tee? Yeah, we don't want that. Out."

Trooper Melisant
Hammer's Slammers

More Painting Guides

Kevin Dallimore's painting guide to the Zaporoskiye Brigade is available in his *Painting and Modelling Guide Master Class* available from Foundry Publications.

Below: The Br44 Dragoon TICV has a rear loading ramp plus four roof hatches and a driver's hatch to allow the crew and infantry carried by the vehicle access and opportunity to return fire.

final layer of matt varnish with the airbrush, using the same varnish/thinners mix. The airbrush puts on an extremely thin coat, and it dries absolutely matt. The finer, more controllable output from the airbrush also allows you to more accurately target problem areas that need more varnish, without loading masses of varnish all over the model. You absolutely must clean the airbrush immediately after putting varnish through it. Use thinners and acetone to cleanse it thoroughly. The matt-varnished models then needed to be left to dry and harden for a few days.

That's still not quite it! There's one last bit of detailing to add; some more wear and tear. Lightly dry-brush some silver along a few edges to give the impression of paint wearing away and revealing the bare metal beneath, an effect often seen on real military vehicles. I also dabbed a bit of silver around any large air bubble holes that were visible to make them look like bullet marks and painted some wear on some of the jerry cans. The final touch on the models was to re-gloss any windscreens with a couple of coats of brush-on Humbrol gloss varnish. I then needed to paint some crew. The crew models are also from Old Crow and are half-body figures that can be put in open hatches. These were again painted using my three-stage painting method. The Foundry colours used were: Flesh 5, Granite 31 (for the jump suit), Charcoal Black 34 and Bright Green 25 for the lens. Each crewman has a pin inserted below his waist so he can be safely located in the vehicle, but can still be removed if the hatches are to be closed down.

And that's it. I hope you've found this guide useful and it has inspired you to have a go at painting some vehicles. A painting guide to the Zaporoskiye Brigade vehicles and crew - many of which can be seen in this book - can be found in my *Painting and Modelling Guide Master Class*!

Kevin Dallimore

With invaluable contributions from Martin Buck and John Treadaway



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Below: In Nap of the Earth mode, this Texian Panavia GR86 Raven gunship is firing its missile pods while coming in as low and fast as possible. While capable of flying higher, it sacrifices the advantages of speed and visibility for the concealment and protection of terrain. This means that it has to manoeuvre around obstacles in the combat zone rather than simply flying over them.

