

Slammers Power Armour

Many people ask about conversions for the Hammer's Slammers the Crucible rules. What they tend to ask for are 'non cannon' items from the Slammer's world. Top of that list are usually two items.

First off is the Power Armour and from Drake's book *The Voyage*. In that story – which is, despite involving characters based in that Slammers universe – is more a retelling of Jason and the Argonauts than the hard SF that is typified by the Slammers novels, which is why the material didn't appear in the main body of The Crucible. Nevertheless it has some interesting items in it and power armour is one of them.

The other non-slammers SF type that heads the request list are mechs and walkers. They don't appear anywhere in the Slammer's novels and – on a personal note – I think that they're pretty silly as an idea, but lots of people say that about hover tanks! However, they are so prevalent amongst other SF literature and films, that I thought I ought to generate some basic rules for them.

The third category requested is current, real-world modern (and even WW2) vehicles and troop types.

These are a few ideas built around those suggestions as guidelines for those who might like to use such systems within a cohesive whole. They aren't assigned to any mercenary company within the rules.

Power Armour – source *The Voyage*

This is an interesting one. Power armour is fairly self explanatory – personal armour that is heavy enough to render the wearer immobile without mechanical assistance. Power Armour TUs (PATUs) are effectively hybrids of small vehicles and human infantry and are based in pairs (or single figures no more than 5cm apart). The TU may carry up to two or three weapon systems, use the infantry suppression marker system **and** take damage like a vehicle.

Type	Suppression	DV	Weapon points	Weapon Arc	Close Assault	Move	Cost
Power Armour	+1	8	2	F, S	+1	Medium Inf	30pts
Heavy Power Armour	+2	9	3	F, S	+2	Slow Inf	40pts

Explanations and special rules

Suppression

A power armour suit will convey an defensive value to the wearer and it can be damaged just like a vehicle can in the standard rules, but there's still something personal about being fired at while you're wearing one: heavy incoming fire **still** has the sort of reaction that is likely to make a man duck! The infantry suppression system deals with this and is applied to a PATU in addition to the ability to damage the suit. Any hit that does NOT cause damage as it would on a vehicle TU gives the PATU a suppression marker instead – just like it would do to an Infantry

TU. However, wearing a big armour suit helps the morale of the user so this ability to be suppressed is given a **suppression bonus**.

A Standard PATU has a +1 which means that (for example) a Veteran PATU - which would normally be able to sustain up to 4 suppression markers as a regular infantry TU with a Veteran training level - can now sustain **4+1 = 5**. In addition, the first suppression point would **not** count against the PATU in terms of stopping it moving or reducing its abilities. Instead, this would happen when the 2nd counter is placed. When that 2nd suppression marker is laid, the PATU acts like it's the first (*page 116*) ie: it fights **one** training level down and can't move etc. This means a PATU can take more suppression but can be worn down by a hail of largely ineffective small arms fire.

For a Heavy Power Armoured TU, all of the above applies but at +2 suppression markers. So (in a similar example) a Veteran PATU could be hosed down by otherwise ineffective small arms fire until at his 6th suppression marker and removed on the 7th!

Damage

Suits can be damaged in just the same way as vehicles but – like regular infantry – the DV is an all round, 360 degree armour factor: there's no front, rear, sides etc. Any FP rolls that penetrate the DV means the TU takes a hit on the vehicle Damage Chart with the same results (including *Overkill* if you are using that optional rule).

Weapons available

A Standard PATU can only fire infantry style weapons from the Main Weapons Chart (plus buzzbombs) - It is assumed that the figures represented carry one weapon each. A Heavy PATU has some additions. These are usually the first weapon on the weapon list for the different categories. So it can use a 2cm tribarrel, a light 6cm laser, a 1cm gatling railgun, or a hypersonic missile pack. Only **ONE** of the weapon systems may be from this other list - the other two have to be from the Infantry Weapons section. In any event, it any PATU can only fire 2 weapons in a turn (ie one from each figure in the TU). The heavy PATU can select which two from the three weapons fitted it wishes to fire. ALL fire in three arcs: the side and front, but **not** rear. The TU can, of course, be pivoted on the spot during movement – like any vehicle – to present the arc of choice.

Close Assault

Power Armour should be mounted on a large base – around a pair on a 5cm for a 28mm figure, 2.5cm in 15mm and 1.5cm in 6mm. This gives an advantage in terms of frontage and base-to-base contact against both other infantry and vehicles of around two-to-one. That might mean that – against a standard vehicle, for example – instead of 4 regular infantry TUs you could get up to 8 surrounding a vehicle (should they so chose...). In addition, they get a +1 (or +2 for a heavy) in their Close Assault dice roll – so an Elite in heavy power armour would have a close assault of (4+2=) 6. Better gang up on him!

Defence

PATUs can hide like infantry (*page 114*) – Soft cover gives +1 DV and Hard cover gives +2.

Troop Transport

PATUs may be carried in vehicles exactly like infantry (*page 117*). A transport that can take, for example, 4 TUs of infantry (normally 16 figures) can take 4 TUs of power armour: 8 figures. All

other effects – the cost to debus, the chances of damage if the vehicle is attacked) are all identical to regular infantry TUs.

Cost

As they are not assigned to any particular mercenary force, and are scenario driven (even if the scenario is just “I fancy playing a game with power armour in it...”), the basic costs are for untrained PATUs with a selection of appropriate weapons. Add 5pts to that in ANY of the weapon choices are powerguns (as they are usually the best all round weapon types). Double the total cost if they are trained. Double it again if they are veterans. Double again if they are Elites. So an Elite heavy PATU with a tribarrel as it’s main weapon plus two powergun assault rifles as its secondary weapons is 360pts whereas a trained, regular PATU with a heavy support weapon and infantry laser is 60pts.

Mechs – sources *plenty!*

These are not dissimilar to big power armour but they are very much vehicles and not just guys in suits. They come in three sizes: small (up to 4m tall), medium (4m – 5m) and large (5m – 6m). They are faster than regular infantry just because of their longer legs and consistent, powered speed but their cumbersome nature doesn’t help much in movement or close assault. Mech TUs (or MTUs) are effectively small vehicles and are based singly. They may carry up to three weapon systems and take damage like a regular vehicle. They may still close assault, even though they are not infantry, if the situation allows.

Size of mech	DV	Weapon points	Weapon Arc	Close Assault	Move	Cost
Small	8	3	F, S	+1	Medium Inf	50pts
Medium	9	3	F, S	+2	Fast Inf	60pts
Large	9	3	F, S	+1	Medium Inf	70pts

Explanations and special rules

Damage

Suits can be damaged in just the same way as other vehicles. Any FP rolls that penetrate the DV (which – like regular infantry – is a one off armour factor, there’s no front, rear, sides etc) means the TU takes a hit on the Damage Chart with the same results (including *Overkill* if you are using that optional rule).

Weapons available

All MTU can carry three weapon systems.

A small MTU has the same weapons selection as a heavy power armour TU but may have one infantry style weapon and two from the heavier selection (see above). It may still fire only two of them - whether it is multi-crewed or not: Mechs are assumed to carry sufficient AI to assist the operator(s).

A medium MTU may have all *three* weapons from the heavier selection. It may still fire only two of them.

A large MTU may have two weapons from the heavier selection. It may also have a third weapon from the following list: 3cm Calliope, Medium 17cm laser, Light infantry mortar, Light ATGW. The heavy MTU can fire **all three weapon systems** in a turn

ALL weapons fire in three arcs: the side and front, but **not** rear. The TU can be pivoted on the spot during movement – like any vehicle – to present the arc of choice.

Close Assault

MTUs should be mounted on a large base. Small MTUs should be on the same size base as a PATU (see above) but larger MTUs should be on regular infantry TU size bases (10cm for 28mm, 5cm for 15mm and 3cm for 6mm). This gives an advantage in terms of frontage only for the small MTUs. In addition, MTUs get a +1 (or +2) in their Close Assault. No MTUs may climb on a vehicle roof (in the second round of Close Assault) but large MTUs may assault the roof of a vehicle TU from the first round.

Defence

MTUs are too big and inflexible to hide like infantry. Instead, they count – like vehicles – as partly hidden by terrain (*page 115*): buildings etc drop the attacker down a Quality level on their QR making MTUs harder to hit.

Troop Transport

MTUs may not be carried in vehicles unless they are specifically designed ‘tank transporter’ types. Normally, this would not happen in the combat zone.

Cost

The basic costs are for untrained MTUs with a selection of appropriate weapons, with no additions. Double the total cost if they are trained. Double it again if they are veterans. Double again if they are Elites. So an Elite light MTU with two tribarrels and a powergun assault rifle as its secondary weapon is 400pts whereas a trained, large MTU with two tribarrels and a calliope is 140pts.

I’ll save modern and WW2 vehicles for another article!

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