Big Play Sheet for Hammer's Crucible - 15mm

TURN SEQUENCE
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1 Order? Roll a die for each leader - add **LV**.

2 Get **LP**s: Roll 2D6: add on **LV** of detachment (minus **TU**s lost so far).

3 Allocate AA status of some weapons

4 Use **LP**s to **MOVE** then allocate **LP**s for other tasks (Artillery & Con-fire etc)

5 Direct fire (plus mortars and ATGWs):
- *5a. Check it has **LOS** (and in range)*
- *5b. **QR** for firing **TU**s weapon.*
- *5c. **AR** for each successful **QR**. Suppress on fail for Infantry **TU**s*
- *5d. **DR** if Vehicle **TU**, Kill Infantry **TU**s*

6 Close Assault

7 Result of *a* ATGWs, *b* Mortars & *c* Artillery
- *7d. Call Artillery for next Turn*

8 Dice to remove Suppression on Infantry

9 Remove Destroyed TUs

Movement & Ranges for 15mm
PAGE 109

Supp 2 TERRAIN TYPES

Vehicle Type	Easy: +1 Band	Difficult: QR*	Impossible ⊖
Wheeled	TM	*M; LV; S; SW*	Sp; DW; HV; R
Two-Wheeled	TM	*HV; R*	Sp; DW
Tracked	TM	*Sp; HV; R*	DW
Light Hover	TM; S/CW	*LV; R*	HV
Heavy Hover	TM	*R*	HV; DW
Light NoE	No Effect	*LV*	R; HV
Heavy NoE	No Effect	*R*	HV

TERRAIN KEY — *M: Mud, **LV**: Light Vegetation, **S**: Sand, **SW**: Shallow water; **HV**: Heavy Vegetation, **R**: Rocks/Rubble **DW**: Deep Water; **Sp**: Swamp; **S/CW**: Snow/Calm Water; **TM**: TarMac*

Infantry are unaffected by terrain but some is impassable - sheer cliffs, deep water, acid etc

Movement BANDS

SLOW/INFANTRY	8cm
MEDIUM	10cm
FAST	15cm
VERY FAST	25cm
EXTRA FAST	35cm

*Terrain crossing QR rolls can be retaken using the 1-2-4 rule PAGE 113

RANGE BANDS for ALL WEAPON SYSTEMS USING THE WHITES OF THEIR EYES RULE.

P-Blank: 3cm; Close: 8cm; Short: > 30cm; Medium: 30 - 120cm; Long: 120 - 250cm NA: Infinite

At **Short** range **ADD** 1 to a firing TU's quality. At **Long** range or greater **SUBTRACT** 1 from the TU's quality

DAMAGE ROLL 1d6 + OVERKILL
PAGE 117   PAGE 111

1	Stalls: no move or fire next turn
2	Transmission busted: no moving ever
3	Weapon destroyed - target chooses
4	Weapon destroyed - attacker chooses
5	Target destroyed but hull stays.
6+	Blows up. All Inf. in 8cm suppressed

Defence and Cover for Infantry & Vehicles
PAGE 114-115

ONLY Infantry TUs get an additional factor added to the defence rating dependent on their cover. It is divided into:

- ✚ *Light cover (light vegetation, wooden buildings etc)* = *+1*, and…
- ✚✚ *Heavy cover (heavy vegetation, stone/concrete buildings, rubble, trenches etc)* = *+2*

For specific structures such as bunkers you may wish to use a Defensive Value (DV) for the building itself: ie **Light/Medium/Heavy** Building - DV**6/7/8**; **Light/Heavy** Bunker - DV **7/9**

NOTE: *Powerguns treat light cover for infantry as heavy cover: this reflects the greater dissipation of powerguns rounds by light cover.*

ONLY Vehicle TUs that are **partly** obscured by hard terrain, buildings etc force the firer to alter its quality by one level down.

Close Assault
PAGE 112

Infantry v Infantry: After movement & firing, infantry TUs whose bases are touching **any** other Infantry TU. Roll a die for **each** TU and add its **assault factor (see card)**. If 2 or more allied TUs are in assault, add all the numbers together to get a total. Highest total wins and the loser's TU(s) is destroyed and removed from the table; re-roll ties.

Infantry v Vehicles: Only use one infantry TU per quarter of the vehicle (maximum of 4 unless it's a really big vehicle!). Even though it will be out of sequence, if the vehicle has anti-personnel defensive systems fitted (Strip mines or Box) roll an attack against Infantry as they close before they can attack the vehicle and apply damage to infantry **before** they make contact. When (and if) they do make contact with the vehicle, roll two dice for the assault and add that to the infantry TU's Close Assault factor. If the vehicle's DV for that quarter is equalled or exceeded the vehicle is damaged, so roll a die on the damage table. Do **NOT** use Overkill in this instance. If the infantry and vehicle survive to a second round of combat, one infantry unit is deemed to be on the vehicle roof: attack using top DV.

Troops involved in a close assault cannot fire or be fired upon.

Quick reference notes - PAGE NUMBERS IN GREEN

Mortars 124 & Artillery 123: Land in phase 7 (same turn for on-table mortars [and **ATGW** 122], next turn for off table mortars & artillery). Rounds **10cm** spread from aim point, max 1 round per TU, firer's target choice. Stopped by powerguns and lasers on vehicles with an AI and when set on **AA defence**.

Mines 121: Damage: **Light Mine 3/1** *Always set off*; **Medium Mine 3/5** *Infantry TU sets it off on a 6, vehicles **always** set it off;* **Heavy Mine 5/8** *Infantry TU do **not** set off, vehicles **always** set it off.*

Command detonated mines: Bowl a **QR** to set off the mine if it is observed by Mine controllers, -1 quality if not directly observed. If the mine is set off, an **automatic hit** is achieved with a mine: a die roll is **NOT** required. Mines attack **TOP** DV. **Destroyed automatically** at 3cm with Anti-Mine equipment.

ATGW 122 & Buzzbombs 120: Former stopped by **some** powerguns and lasers (on vehicles with an AI), latter by Strip mines and boxes. ATGWs hit **top** of vehicle.

Snipers 120: may designate for ATGWs, spot for Artillery (both +1 QR) **or** fire. 1 suppress disables sniper, 2 = dead. Roll to locate once used on a 5+ for Elite/Veterans and 6 for others. Sniper fire = 2d6.

Flame Throwers 118: For **infantry** it's +1 in Close Assault, +2 against vehicles or infantry in hard cover. With **Vehicle** Flame Thowers the FP **3/3** and 2 suppression markers against infantry and gets a **free second** hit in the following turn against the same target at FP **1/1**.

Strip Mines (ADS): Automatic fire range **8cm, 3+** to destroy buzzbombs, **Sh 1**, FP **3/1** against TUs.

Drozd (ADS) 120: System is similar to Strip Mines but less effective: **4+** against buzzbombs, **FP 2/1**

Transporting troops 117: 1LP to de-bus or mount troops. Vehicle hit: if DR result is a 6+ troops killed. DR: 1-4 Infantry de-bus if they chose. If DR is 5, dice for effect against infantry using the original weapon's attack value against the infantry TUs in the vehicle, -1 if vehicle is armoured.

Spending Leadership Points (LP): Costs: *Concentrate fire* 114: **2LP**; *Barge similar sized or smaller vehicle aside, smash fence etc* 109: **1LP**; *Spot, designate or fire sniper* 120: **1LP**; *Mine detection* 122: **1LP** at *3cm* range; *Move* 109: **1LP**; *Move 2nd time*: **2LP**; *Move 3rd time* **4LP**; *Hitch/Unhitch* 119: **2LP**

Reasons for spending more LPs: Cross difficult terrain or detect mine after failing QR first time: remember the **1-2-4 rule** 113 for successive attempts. Calling Artillery 123 (add to a pot depending on scenario). Rapid Fire: **3LP** - a 1 on 2d fire QR blows gun/suppresses Inf. Some optional rules use LPs.

DEFINITIONS & TRICKY TERMS TO REMEMBER

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QR Quality Roll: Roll against the quality of a troop type (Elite, Veteran etc). Used to HIT target

FP Fire Power: A bonus to add to the dice score when making an **Attack Roll AR**

AR Attack Roll: Roll by an attacker against the **Defensive Value DV** of the target to 'penetrate'

DR Damage Roll: Roll by a defender after a successful **AR** on a vehicle **Tactical Unit TU**

LV Leadership Value: Bonus for detachment leader, used to generate **LP Leadership Points**