

Big Play Sheet for Hammer's Crucible - 6mm



TURN SEQUENCE 107

- 1 Order? Roll a die for each leader - add LV.
- 2 Get LPs: Roll 2D6: add on LV of detachment (minus TUs lost so far).
- 3 Allocate AA status of some weapons
- 4 Use LPs to **MOVE** then allocate LPs 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 TUs weapon.
 - 5c. **AR** for each *successful* QR. Suppress on *fail* for Infantry TUs
 - 5d. **DR** if Vehicle TU, Kill Infantry TUs
- 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 6mm

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Vehicle Type	TERRAIN TYPES		
	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
Heavy NoE	No Effect	R	HV

Movement BANDS

SLOW	5cm
MEDIUM	7cm
FAST	10cm
VERY FAST	17cm
INFANTRY	5cm

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

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

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

P-Blank: 2cm; Close: 5cm; Short: > 20cm; Medium: 20 - 80cm; Long: 80 - 170cm 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

- 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 5cm suppressed

Close Assault

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.

Defence and Cover for Infantry & Vehicles

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 - DV6/7/8; 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.

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 **7cm** 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 **2cm** 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 **5cm**, **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 2cm 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). Some optional rules use LPs.

DEFINITIONS & TRICKY TERMS TO REMEMBER

- 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**