

# Route 66: Terminus - *The attack on Clyde City*

## Set up

The game at [Colours 2013](#) was to a great extent a continuation of the game we set up at [Salute 2013](#). At Salute there was a 36 foot table and the Slammers had landed at the Starport and were fighting their way down the eponymous Route 66 heading towards the city. However, at the end of the day, they didn't make it all of the way to their objective (10 metres or so is a long way to travel in 1/100<sup>th</sup> when you are demo-ing a game and having audience members participate!).

At Colours we decided to play out the final attack on the city itself and so set up the last half of the table - around 16 feet - with just the city itself with its residential and slightly industrial areas served by the monorail and the (delightful) swampy areas adjacent to the urban conurbation.

Terrain was both scratch built and adapted from model railway scenery (*Kato*, usually). Vehicles in use on the day were from *Ainsty*, *Brigade*, *Antenociti*, *Critical Mass*, *Old Crow*, *GZG* and *Khurasan*. Figures were from *GZG*, *Eureka*, *Armies Army*, *Old Crow* and – again – *Khurasan*.

## The scenario

The planet Cullen has become a battleground. Consortiums from the Antargran worlds, the New Ukrainian system and the Solace Federation had developed a lucrative business in anti-agapic drugs grown in deep in forested valleys in the northern continent by local farmers and life for the indentured workforce had become intolerable since they were both denied the drug themselves and were being worked to death to produce it.

The farmers had previously benefited from the consortiums turning a blind eye to their extramural sales to off-world traders who would land small freighters in forest clearings and deal only in cash, but now the big players had clamped down on even this 'perk'. So the farmers argued and the arguments turned to violence. The local Cullen forces kicked off and the farmers kicked back. So the consortium first sent in their own forces and then hired mercenaries to back them up.

Then the farmers took all of their savings and bet everything they would earn for most of their foreseeable futures and hired the Slammers.

Colonel Hammer had landed armoured forces on a number of locations all over the less forested western continent of Cullen that, fortuitously, also boasts the administrative capitol of Clyde City. Connecting many of the local townships is the extensive highway system enabling shipments of raw product to processing plants and the space port.

'Route 66' is the adopted name of the transcontinental highway (no one seems to remember where the name came from) that passes by both the space port and leads past Clyde City and Colonel Hammer's sent his troops down route 66 on a 'Thunder Run' to smash their way through whatever local and consortium forces exist and take the administrative complex in the capital or destroy it in the process.

## Troops and deployment

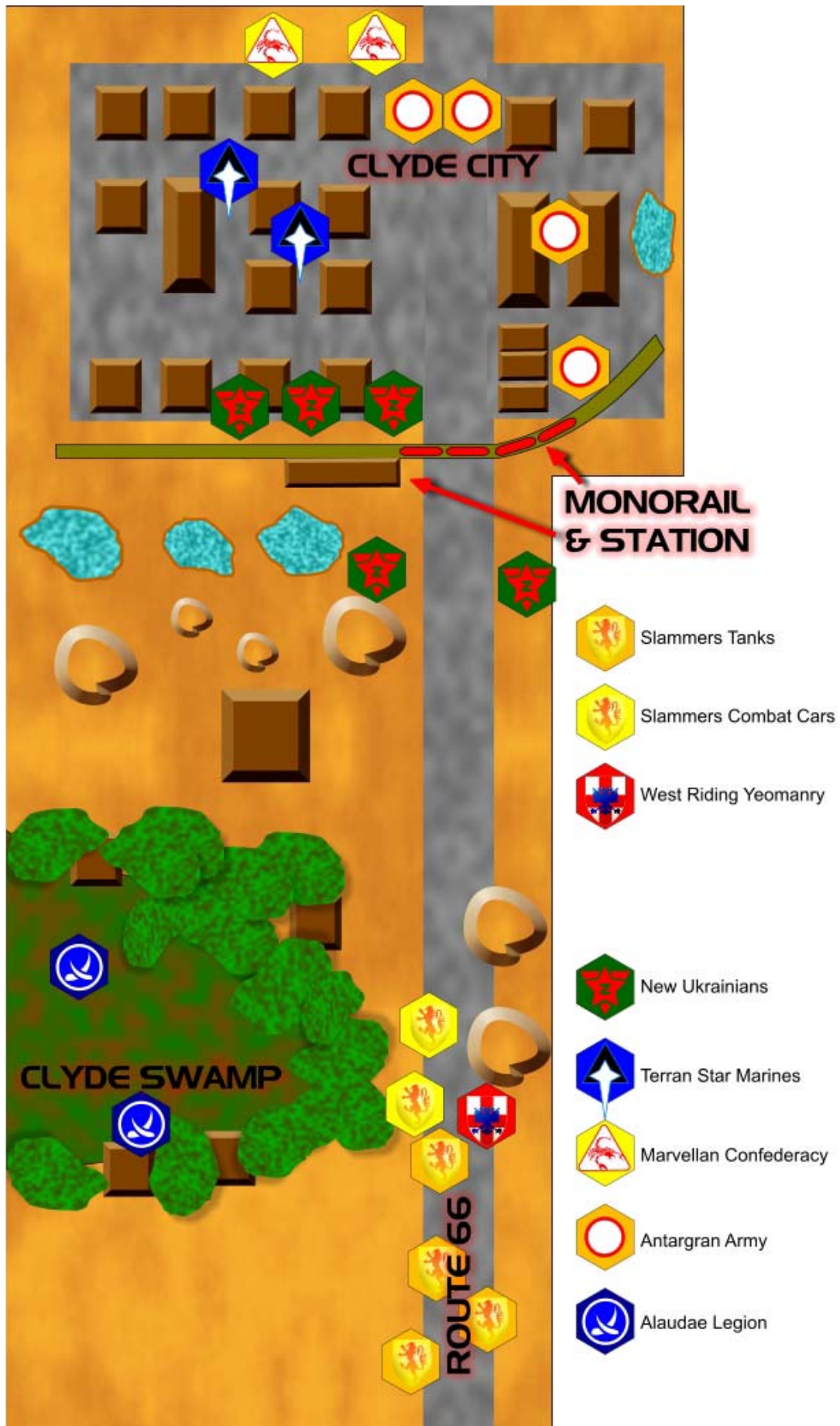
The [Slammers troops](#) had a detachment of [eight combat cars under Lt Huber](#). This is a 'Prime' detachment – in the rules they may employ [Elite skills](#) which will help them gain the advantage. These include special firing skills, some speed enhancements, the ability to use ground cover to more effectively protect their vehicles from attack and excellent field mechanic skills to effect minor repairs on the move (*Dead Eye, Snap Shot, Hull Down, Path Finder, Field Mechanic*). They are leading four [troops of blower tanks](#), (so sixteen in total) each led by a sergeant, two being noted leaders (Sgt Sparrow and Sgt 'Ripper Jack' Scratchard – also with variations of *Dead Eye and Snap Shot*).

Finally they have a single detachment of lighter mercenaries in support: the [West Riding Yeomanry](#) led by Colonel Nightingale. Militarily, the Colonel is in charge of the force, what with being the highest ranking officer. But we all know that's not going to mean squat...

Opposing them are around double their forces: The [Antargran Army](#) and their [New Ukrainian Army](#) allies are positioned in the city and the entrances to it with two detachments each and the Antargrans have Colonel Brandt leading them and snipers set up in buildings to designate for their missile armed vehicles. The Antargrans are only basically trained but there are a fair number of them and they carry a *lot* of missiles... The New Ukrainians are elite forces with the very latest heavy armour (the Slammers – in comparison – are using rather older vehicles from their reserves). The Ukrainians have even wheeled out an artillery piece to fire over open sights and two anti-aircraft guns to do similar work. Finally, the [Marvelan Confederacy](#) have stepped in at the last moment to bolster the forces on Cullen. They are ex-mercs: Veterans assembled from the remains of the defunct Heliodorus Regiment of mercenaries and use well armoured MICVs to deliver troops with devastating modern shoulder launched ATGWs.

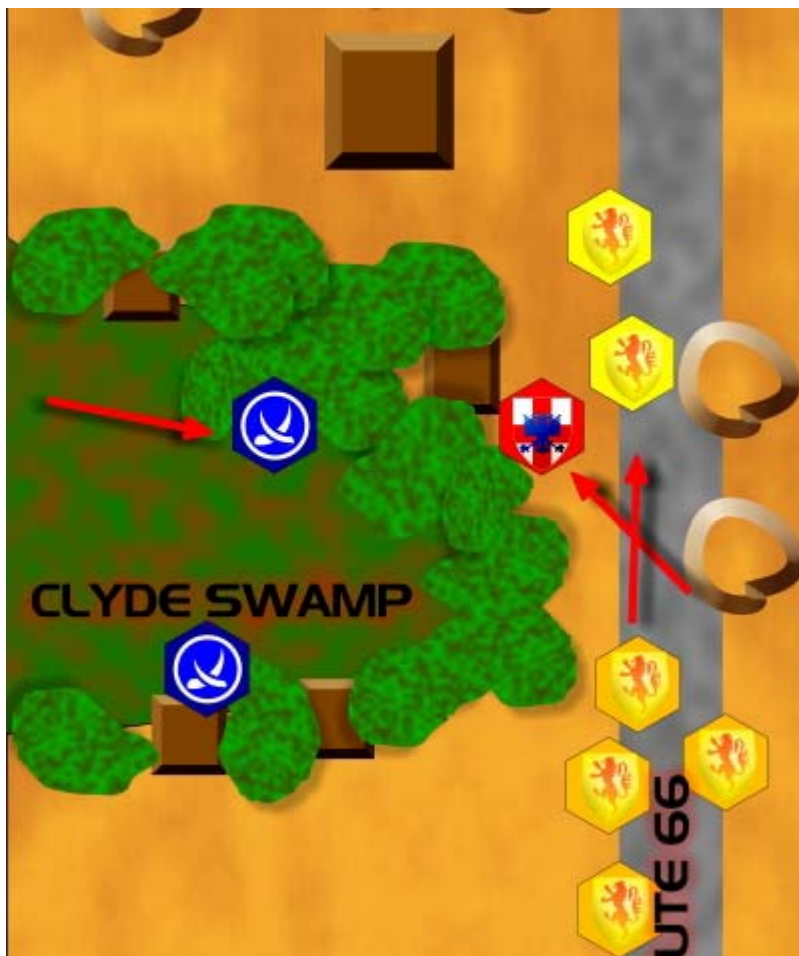
They've also employed mercenaries to bolster these forces: two detachments of elite [Alaudae Legion are hidden in the swamp](#), their medium hover tanks with lasers are positioned to attack the combat cars and they are well motivated and led as they have their Colonel Dark with them.

And - as if that wasn't enough – there is a unit of Bonding Authority [Terran Star Marines](#) in the city ensure that no breeches of the mercenary's contracts take place. They shouldn't get directly involved in a slugging match – they are only a lighter 'police' force after all - but they have the very latest vehicles and equipment and if someone is stupid enough to throw a punch...

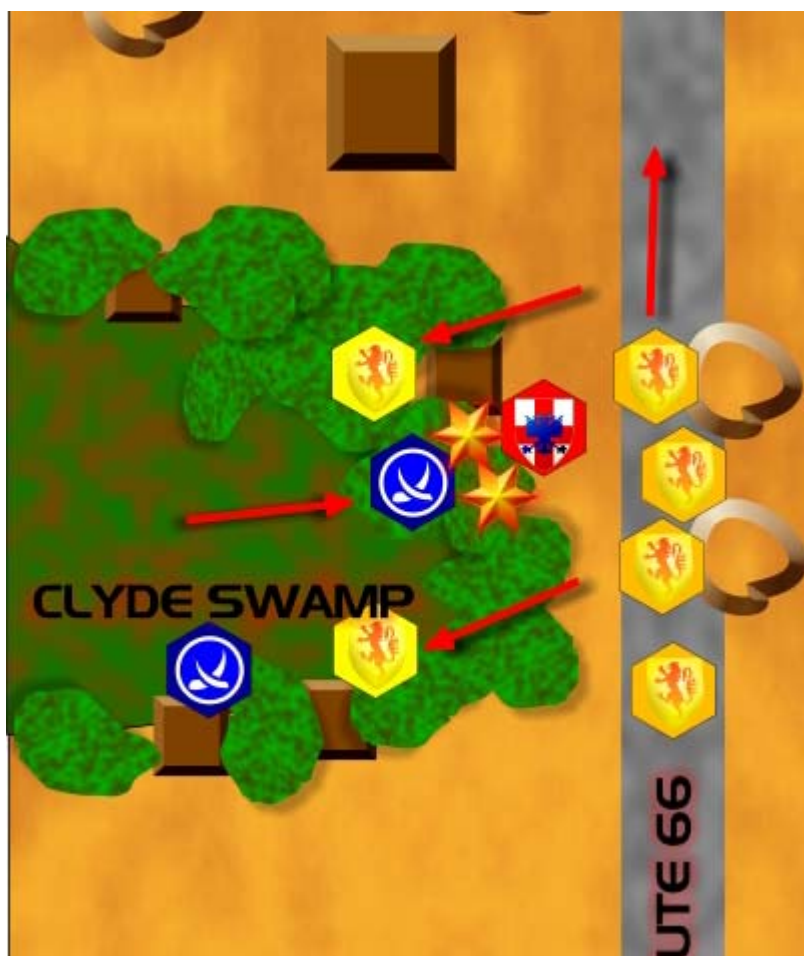


## ***Initial Movement***

The [West Riding Yeomanry](#) (WRY) spotted the [Alaudae moving in the swamp](#) and thought it would make a good target for its detachment, if supported by Huber's combat cars. Unfortunately, Nightingale forced his unit across the main road in front of the Slammers causing them all to slow and allowing two things to happen: firstly his forces came under fire from two directions – both the Alaudae *and* forces from the city (specifically the New Ukrainians who had a clear shot down the main road) opened up on him. Secondly it [stalled the advance](#) of the Slammers, including Huber's combat cars which were slow to respond (probably figuring that – if the Colonel was *stupid* enough to go haring off like that, he deserved all that was coming to him!).



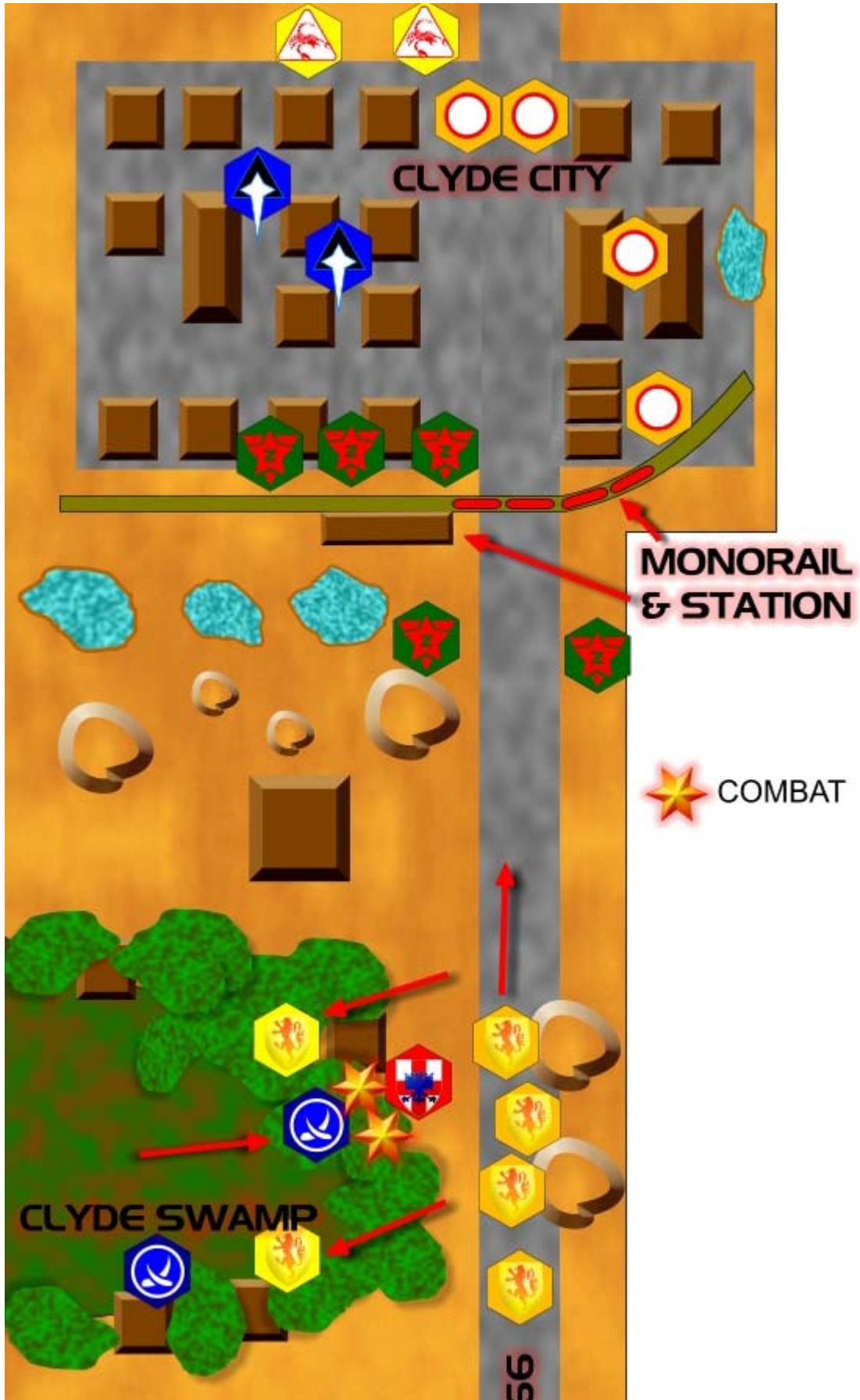
And it did indeed 'come to him': with little damage inflicted to Colonel Dark's hover tanks, Nightingale's force, caught in the crossfire, was [decimated](#) – some even ran when forced through losses to do a morale check and they spent almost the rest of the battle hiding in an industrial unit: the Colonel had been killed in the attack and the two infantry units and one APC weren't going *anywhere* fast. The only good news they had was that their opponents largely ignored them after that, figuring – quite rightly – that they had more important targets. But – at the end of the day – their finest hour was to occur!



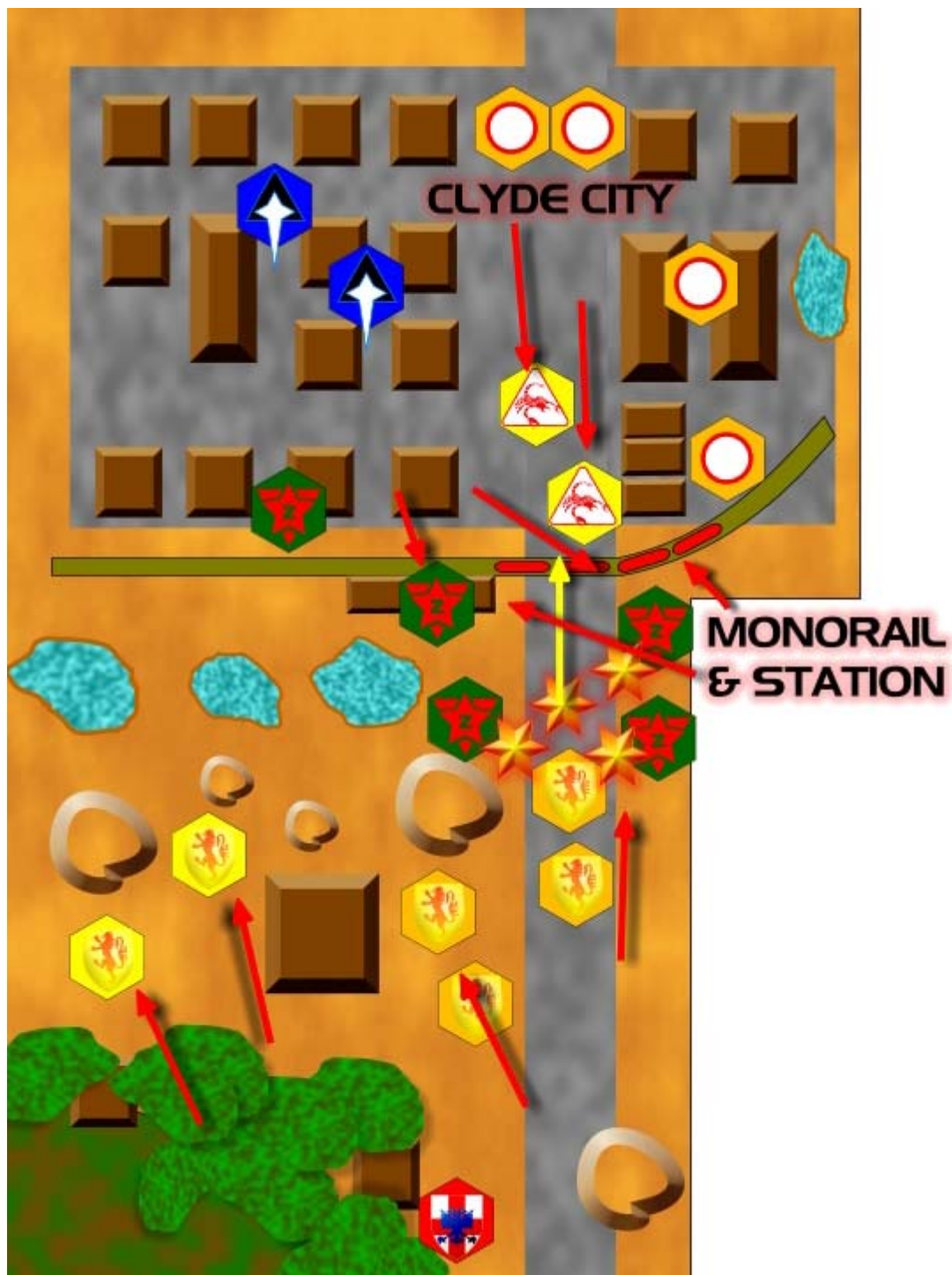
Meanwhile, Huber's detachment peeled off into the swamp and then pursued the Alaudae. The Slammers made quite surprising progress through the [swamp](#) and proceeded to chase Dark's forces throughout its murky depths.

While that was going on, Scratchard and Sparrow led their troops of [tanks](#) up the road towards Clyde City.





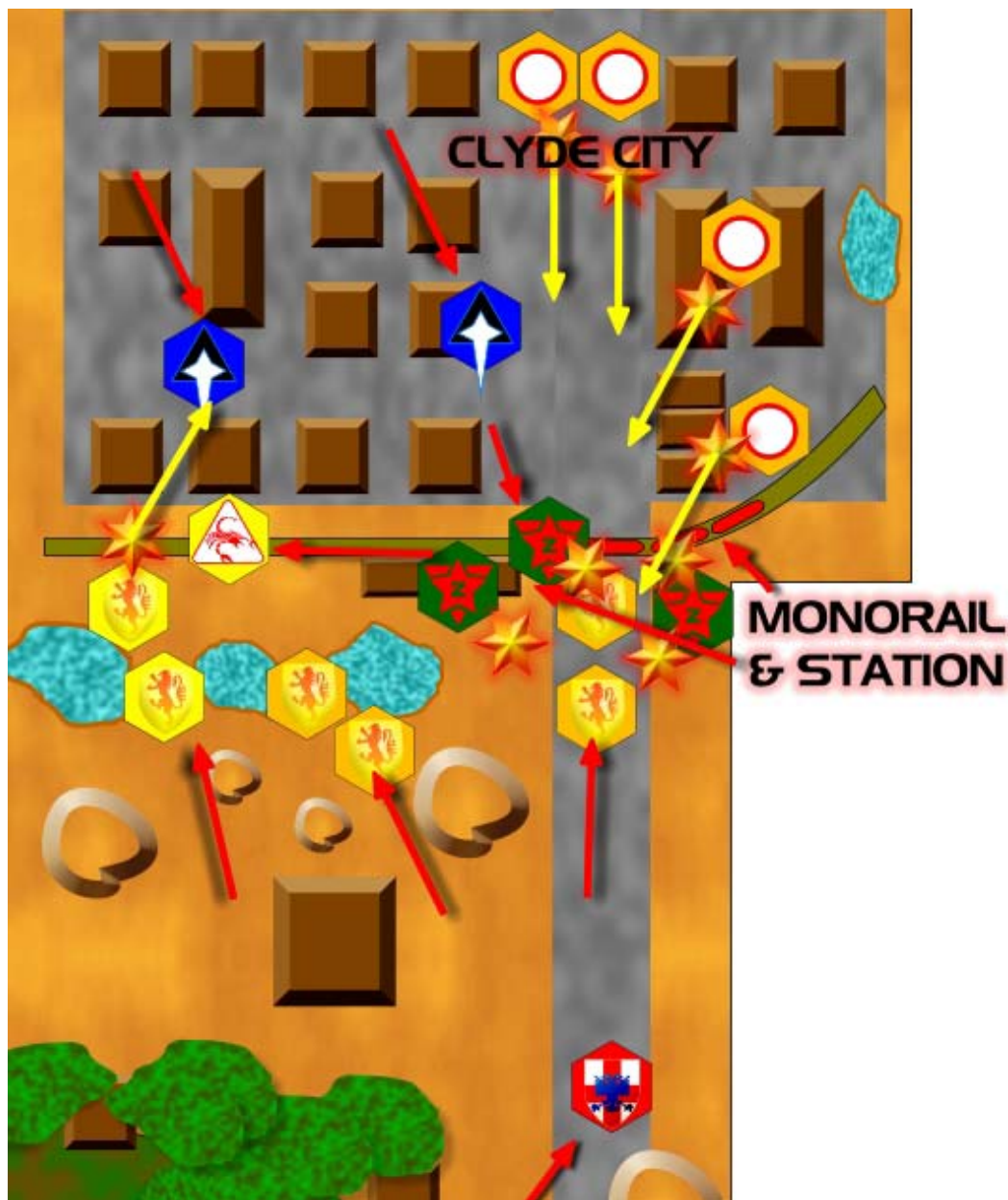
Huber's force of Combat Cars were highly skilled – making use of every scrap of terrain they could in the swamp – and the Aluadae had terrible trouble even *hitting* them. When they did, however, even though the force had *excellent* mechanical repair skills – fixing holed plenum chambers in a swamp was obviously too much for Huber's men. Despite their best efforts, the French mercenaries only managed to stop two vehicles in the swamp but Huber had to leave them behind and press on. The Aluadae were devastated by this whirlwind Slammers attack and – when the Colonel was taken out – they bugged out, but not before they had destroyed a Slammers Blower Tank with an almost suicidal attack with a buzz-bomb team.



Leaving the remains of the WRY behind the Slammers pushed on towards the city with Huber taking his six functioning cars to the left, Scratchard sending his tanks to the right on a Thunder Run along the road, and Sparrow pushing his tanks off road through the gap between the two.

The Ukrainians had positioned their [Buran Anti-Aircraft tanks](#) either side of the main road and moved up their [Molot heavy tanks](#) to support them. These engaged the Slammers Blowers and took two out but suffered heavy losses themselves in the process.

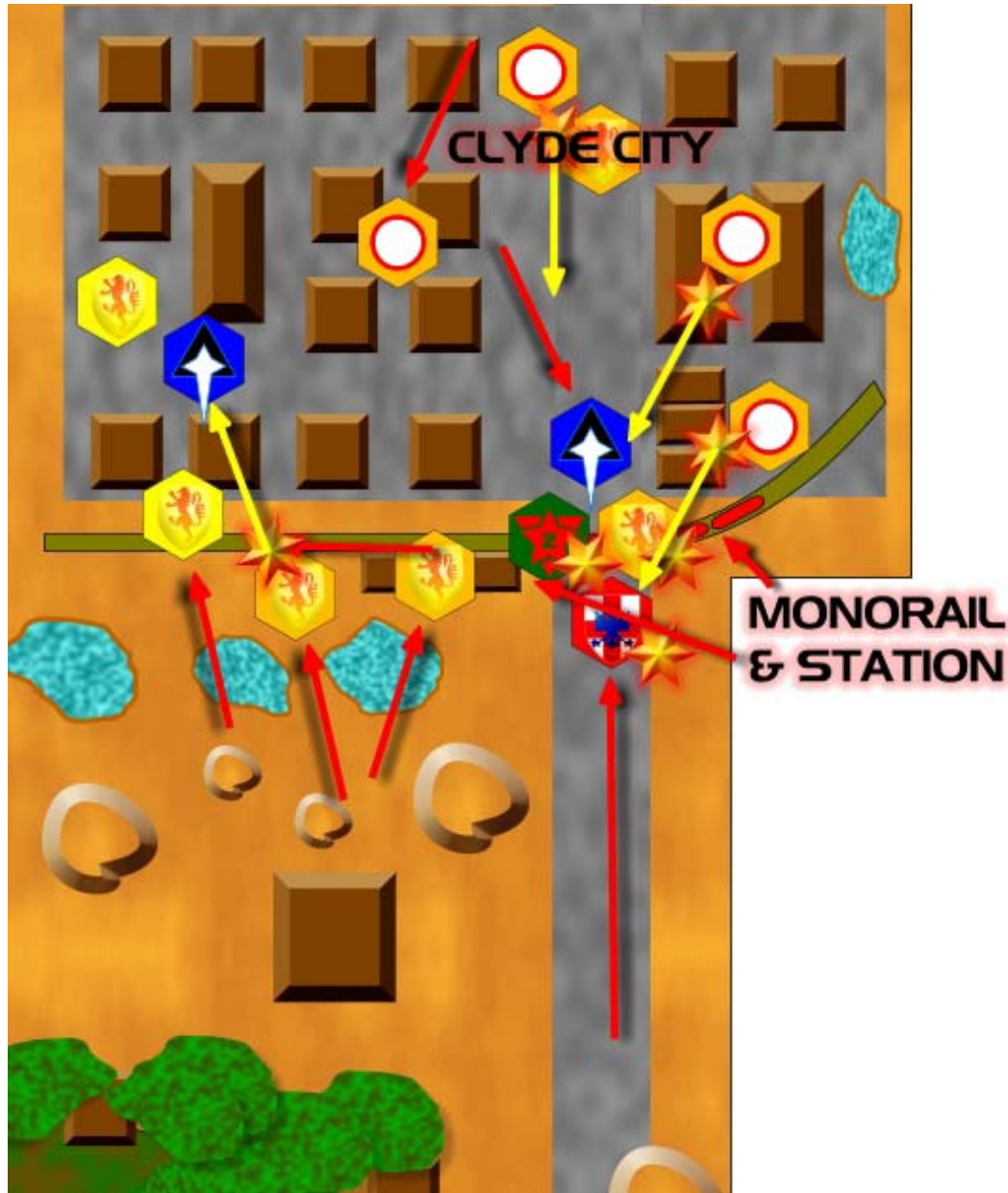
At the same time the Marvelan Confederacy (MCEC) were sent ahead of the Antargrans and made a rush through the city to attempt to deploy their infantry close enough to engage the Slammers. Furiously firing their weapons and risking jams and burnt out barrels (rule *Rapid Fire*) they succeeded in scoring hits, but doing little damage, destroying just one Blower tank, and soon fell foul of the hail of powergun fire coming from the Colonel's iridium monsters.





As Huber's Combat Cars and Sparrow's Tanks hit the left of the town several things happened. Firefights broke out with the remaining Ukrainians and the Blower Tanks – especially those under Scratchard on the road. Into that melee, the Antargrans wheeled out their two big Zentaur tanks and proceeded to drench the Slammers forces with rapid firing missile launcher attacks from their Ajax APCs, designated by hidden snipers (that – despite their best efforts - the Slammers never located). And then Huber's force engaged the TAS skulking in the city...

In a final surprise move, the WRY eventually found their backbone (i.e. they put down their tea they'd been brewing) and (following a good leadership roll) remounted their vehicle and set off at speed up Route 66 towards the city in [support of their allies!](#)



## The Final Curtain

The Ukrainians were all washed up or dead, even having had their infantry – who had been hiding in the Monorail station and popping up and buzz-bombing Slammers as they went past – annihilated. One last [Molot tank, broken down under the station](#) and acting as a ‘pill box’ was finally reduced to slag by a Slammers Blower.

The Antargrans were also suffering big time: they lost one of their Zentaur tanks to a long range shot from the main gun on a Blower and another of Scratchard’s finest had crashed through the [underpass beneath the monorail](#) and – even though it had no tri-barrel and no main gun - it was reduced to setting off its strip mine buzzbomb defence system at the rear of vehicles and at any infantry it found, crashing around the city like a wounded animal, even ramming vehicles until eventually it was ‘put down’ with missile fire.

The TAS, no doubt enraged by being targeted, moved to attack the Slammers. Light as they were compared to TAS heavy armour, their fast moving - and fast *firing* – vehicles were capable of destroying even a Slammers Blower with ease, and this they proceeded to do but they paid a price for it.

The [Wraith and Ghost tanks](#) were despatched from the rear and sides even by combat cars but the TAS made some spirited attacks. Most of the infantry were more suited to police work but the anti-tank capable infantry rushed from a building to fire a hail of advanced buzzbombs at an advancing blower, all defeated by its ADS system. A TAS [Banshee light missile](#) jeep rushed into view and delivered two missiles to a Slammers Blower but lost lock when the jeep was unceremoniously [ripped apart](#) by a tri-barrel powergun from a Blower. Finally, a Wraith APC, despite having no infantry inside, [rushed to bring it's guns to bear](#) on the side armour of a Scratchard’s Blower when the WRA pulled up in their APC, [deployed their infantry](#), lined up their Buzzbomb team and saved the Slammer’s day by reducing the TAS APC to a pile of twisted metal!

## Conclusions

The TAS were beaten and Huber’s Combat cars drove into the town and took the [administrative building](#). The Antargrans admitted defeat, The Ukrainians and Marvelans were largely gone and the remains of the Aluadae had long since thought better of sticking around.

However, the Slammers had lost more than *half* of their Blowers although two or three were still on the field and might be recoverable to the victors later (which Colonel Hammer would be very glad about). Huber had some cars disabled but had lost none and the WRY had “*taken a terrible drubbing, old boy*” but were claiming - of course - to have saved the day with their [last minute dash](#) and Buzzbomb attack.

Jack Scratchard looked on askance at this claim but was secretly very pleased that he had not had to have his tanks soft under belly ripped apart by the TAS and is hoping for a weapons upgrade soon!

## Thanks

Many thanks to Roger Dixon for building so much of the scenery and for Kevin Dallimore, Peter Merritt, Ivan Congreve and Jim Clark – and Roger – for playing through the game. Finally thanks to the South London Warlords for assisting with getting us to the show and for Colours for having us.

**John Treadaway**

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