This update features two elements that are entirely compatible with the *Hammer’s Slammers: The Crucible* core rules.

**FORCES UPDATE**

**Wrangel’s Legion and The Ariete Division**

**Wrangel’s Legion**

- **Introduction**

Wrangel’s Legion was one of the earlier 4th century mercenary companies, predating the Slammers in their creation by some years. Created on the twin planets of the Ostrov system, things initially went well for the Legion and they evolved into a formidable infantry company. Their commander, Colonel Oliver Wrangel, chose his opponents and his battles carefully: he generally avoided conflicts where his men would be up against massed armour. However, on Montuak he made a mistake.

Montuak saw the Legion pitched against well-supported, heavily armed troops and – although scheduled to be fighting alongside friendly mercenary armour – this never materialised. Faced with a ‘meat grinder’ style battle, Wrangel’s Legion refused an order by their employers to assault the Confederation drop-zone on Montuak.

The Montuak government complained to the Bonding Authority and Wrangel’s bond was forfeited to the Montuaks and the Terran Authority Starmarines pursued Wrangel’s troops across the entire planet.

- **Post-Montuak**

After the Montuak debacle the Wrangel’s Legion ceased to be an effective fighting force: what had once been an effective light infantry force was no longer able to fight without support from the Bonding Authority and its remaining trained troops joined other mercenary companies where possible.
Vehicles and Equipment

Wrangel's Legion used light wheeled vehicles like the Walshbenz Geräteträger-6 and Geräteträger-12 for both infantry transport and support and flechette rifles with grenade launchers and heavy support weapons (HSW) and buzzbombs for anti-armour work. More powerful weapons consist of rail-guns of various calibres mounted on the MOWAG-Whittle range of eight wheeled AFVs. The Geräteträgers are well armoured underneath against mines (DV 8).

Organisation

The Legion mix trained and veteran detachments in the field, especially infantry units. Use Veteran officers and a ratio of at least 1 trained infantry TU to 1 veteran infantry TU and no more than 2 trained infantry TUs to 1 veteran infantry TU. A mixed detachment like this may field 13 TUs.

Detachments and Points Cost

Points

Detachments

- **Veteran/Trained Mixed Detachment (13 TUs)**

  **Trained.** 4 Infantry TUs (1TU standard infantry, 1TU support squad, 2TUs tank hunters), 2 APCs.

  **Veteran.** 4 Infantry TUs (1TU standard infantry, 1TU support squad, 2TUs tank hunters on trikes), 1 APC, 1 G12 missile buggy, 1 command vehicle, 1 Veteran Lieutenant at 20pts.

  **Total:** 730 points. Treat these as Veteran except for the specific TUs that are described as Trained.

- **Light Scout Detachment (10 TUs)**

  5 Infantry TUs (2TUs standard Infantry on trikes, 2TUs tank hunters on trikes, 1TU support squad), 1 ICV, 2 G12 double buggies, 1 G12 missile buggy, 1 command vehicle. A Veteran Lieutenant at 20pts and an optional paid for Sergeant at 10pts.

  **Total:** 755 points with the optional Sergeant. Treat these as Veteran.

- **Heavy Detachment (10 TUs)**

  2 Infantry TUs (1TUs standard infantry, 1TU support squad), 2 ICVs, 1 medium missile vehicle, 1 mortar vehicle, 1 G12 missile buggy, 2 ‘Gun System’ vehicles, 1 command vehicle. A Veteran Lieutenant at 20pts and an optional paid for Sergeant at 10pts.

  **Total:** 1715 points with the optional Sergeant. Treat these as Veteran.

Any two detachments from the selection can be fielded with a Captain. To field three - with a Major – **all detachments** must be included: a Heavy, a Light Scout and a Mixed. Cards for infantry and the APC give options for different experience levels.

The Ariete Division

- **Introduction**

  Like Wrangel’s Legion, the Arietes were formed in the early years of the fourth century TW.

  General Carlo Alberto Diaz formed the Ariete Division from various local militias in the Aldoni system. Peoples from the Italia-Swiss Confederation originally settled the Aldoni worlds (in actuality one primary world with its large inhabited moon).

  Finding, after some years, that recruitment in their home worlds was becoming ever harder, Diaz looked for willing troopers from other systems. He succeeded and the Ariete Division grew in both size and capability.

  Some fifteen years after its formation, at what it transpired was the peak of their power, the Division were hired by rebels on Paley to fight the PRA (the Paley Republican Army - a tough, well trained, regular force).

  The Arietes fought well but suffered over 30% casualties both in the fighting and subsequent aftermath: Republicans massacred over 15,000 mercenary prisoners after hostilities had ceased.

  The peoples of Paley ultimately paid an enormous price for its savagery as trade embargoes caused its culture to fail catastrophically in subsequent years.

  After the Terran Authority enforced sanctions against the Republicans, some of their vehicles and kit was returned to the Division and so - following Paley - the Ariete Division managed to stay in the mercenary business but as a much smaller unit.
Vehicles and Equipment

The division uses exclusively tracked light and heavier vehicles - usually manufactured by IVECO-MELARA. These typically feature a variety of heavy cone-bore, light rail-guns and Combustion Assisted Plasma (CAP) guns (sometimes in multiple mounts).

Their infantry favour cone-bore rifles. Unusually, the division uses a twin CAP weapon in an anti-artillery and anti-air role, as well as ground support. It is over gunned and slow to respond in the former role, and only marginally more effective against ground targets.

The Arietes use remotely controlled wheeled vehicles with buzzbombs mounted on them, directed from a Lynx Fire Support Vehicle (FSV). If the control suite is installed, the I-M48RC carries no infantry squad but instead may control up to three ‘Palug’ remote controlled vehicles within short range. One I-M48RC with one Palug counts as one TU. Two further Palugs count as a second TU.

Organisation

Troopers are either lightly armoured ‘Mountain’ Light Infantry or more heavily armoured troops in full body armour. They are organised into ‘Alpine’ or ‘Mountain’ detachments, Heavy Infantry detachments or Armoured Grenadier detachments.

Detachments and Points Cost

Points

Ariete Alpine or Mountain Detachment (10 TUs)
3 Infantry TUs (2TU standard Infantry, 1TU support squad), 2 Puma light tanks, 1 Puma missile tank, 3 Chariot APCs. 1 Command Chariot. A Veteran Lieutenant at 20pts and an optional paid for Sergeant at 10pts. Up to two Infantry TUs may be swapped for a sniper each at 70pts each.
Total: 950 points with the optional Sergeant but without snipers. Treat these as Veteran.

Ariete Heavy Infantry Detachment (10 TUs)
4 Heavy Infantry TUs (1TU standard infantry, 2TU tank hunters, 1TU support squad), 1 Lynx heavy APC, 2 Lynx Fire Support vehicle with one ‘Palug’ each (20pts each), 4 additional ‘Palugs’ (80pts total), 1 Lynx Command vehicle. A Veteran Lieutenant at 20pts. One Infantry TU may be swapped for a sniper at 80pts.
Total: 725 points without a sniper. Treat these as Veteran.

Ariete Armoured Grenadier Detachment (10 TUs)
2 Cougar tanks (including 1 command tank), 1 Lynx heavy APC, 1 Lion Ground Attack/AA vehicle, 1 Lynx Fire Support vehicle, 4 Heavy Infantry TUs (1TU standard infantry, 2TUs tank hunters, 1TU support squad). 1 Lynx Mortar vehicle. A Veteran Lieutenant at 20pts.
Total: 1265 points. Treat these as Veteran.

Two detachments can be fielded with a Captain, three with a Major.

Movement: new optional rules

Easy Terrain. This optional rule allows for faster movement on favourable terrain, for some vehicles and even infantry. You don’t have to use them but you probably will.

The expanded movement chart, detailing what qualifies as favourable terrain, is featured at the top of the following page.

Optional rules: Easy Terrain
Roads - especially tarmac and concrete finished roads - generally aid the speed of units travelling along them. In addition, flat, calm, shallow water, especially small lakes and slow rivers, are as useful as roads for Light hover vehicles (as is hard snow). However, NoE vehicles are generally unaffected by surfaces - as long as their path is unobstructed by what is classed as Difficult or Impossible Terrain they are not too bothered.

To qualify for movement on ‘Easy Terrain’ the TU has to start and end its move on the ‘Easy Terrain’ type.

For example: in multiple movements - either spread over more than one turn or even with multiple movements in the same turn using the 1-2-4 rule - a Wrangel’s Legion MW815-52a Gun System - normally a Wheeled, Fast vehicle - may move from flat ground onto a tarmac road at speed Fast, then make a second move along the tarmac road at speed Very fast and, lastly, a third move from the tarmac surface back onto flat ground at Fast.
**Expanded Movement Chart**

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<thead>
<tr>
<th>Vehicle</th>
<th>Easy Terrain</th>
<th>Difficult Terrain</th>
<th>Impossible Terrain</th>
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<tbody>
<tr>
<td>Wheeled</td>
<td>Well maintained concrete and ‘tarmac’ roads</td>
<td>Mud, Light Vegetation, Sand, Shallow water</td>
<td>Swamp, Deep Water, Heavy Vegetation, Rocks/Rubble</td>
</tr>
<tr>
<td>2 Wheeled</td>
<td>Well maintained concrete and ‘tarmac’ roads</td>
<td>Heavy Vegetation, Rocks/Rubble</td>
<td>Swamp, Deep Water</td>
</tr>
<tr>
<td>Tracked</td>
<td>Well maintained concrete and ‘tarmac’ roads</td>
<td>Swamp, Heavy Vegetation, Rocks/Rubble</td>
<td>Deep Water</td>
</tr>
<tr>
<td>Light Hover</td>
<td>Well maintained concrete and ‘tarmac’ roads, paddy fields, flat open water, slow calm rivers, snow</td>
<td>Light Vegetation, Rocks/Rubble</td>
<td>Heavy Vegetation</td>
</tr>
<tr>
<td>Heavy Hover</td>
<td>Well maintained concrete and ‘tarmac’ roads</td>
<td>Rocks/Rubble</td>
<td>Deep Water, Heavy Vegetation</td>
</tr>
<tr>
<td>Light NoE</td>
<td>No Effect</td>
<td>Light Vegetation</td>
<td>Rocks/Rubble</td>
</tr>
<tr>
<td>Heavy NoE</td>
<td>No Effect</td>
<td>Rocks/Rubble</td>
<td>Heavy Vegetation</td>
</tr>
</tbody>
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**New Elite Skills**

More skills that can be added to units or leaders to enhance your game.

- **Leadership**

  Defensive Stalwart: this officer favours static defensive stances and encourages his men to excel in this and to “hold their ground”. He can give a temporary increase in training level of **ONE** level (as in the Elite Skill “A Shaper of Men”) to **TWO** TUs per turn, but only if the selected units do not move.

- **Infantry Skills**

  Dig in: This unit are experts at finding cover - this skill turns **light cover +1** into **heavy cover +2** and **heavy cover** into **heavy PLUS light (+2 and +1=) +3 DV**.

  It also shifts the result on infantry when attacked in a building (see page 115 of *Hammer’s Slammers: The Crucible*). The damage to the building, if any, stays the same, but the infantry component of the result is shifted down one level of severity. **For example:** a roll of 1, 2 or 3 has **no effect** on the infantry; a roll of 4 gives **1 suppression**; a roll of 5 gives **2 suppression**; a roll of 6 gives **3 suppression** and a roll of 7+ kills all infantry in the building.

  If this infantry unit is hit in a transport vehicle or APC they get **no advantage**.

  This Elite Skill could also apply to a Towed Crew-Served Weapon - they would interpret **any** cover as **+3 DV** and add to their survivability in buildings as infantry.

- **Vehicle Skills**

  Pathfinder: This vehicle has a driver that is exceptionally skilled at picking a way through **Difficult Terrain**. All such terrain can be considered **Clear Terrain** - no Quality Roll is required to cross it. This skill has **no effect** on **Impossible Terrain**.

- **Vehicle or Infantry Skills**

  Double Tap: this TU is very well trained - it gets to use the “Rapid Fire” Optional Rule for just 1 **Leadership Point** - not the usual 3 LPS as required by the rules (see page 127 of *Hammer’s Slammers: The Crucible*). All other “Rapid Fire” optional rules are unchanged.

**Conclusions**

Both the Arietes and Wrangel’s Legion lack some sophistication: they have little provision for anti-artillery and ATGW/buzzbomb defence compared to later mercenary forces. However, both will acquit themselves well against regular outfits, especially if used in support of other troops.

The “Easy Terrain” movement rules give better reasons to use roads and other flat features in games.