

HAMMER'S SLAMMERS THE CRUCIBLE

Rules Supplement TWO

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



"There's support if you need it, Captain - if they're the ones that breach the contract... Keep the lid on, boy! Regiment out!"
Colonel Alois Hammer

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 Star Marines 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.



Above: This is the symbol of Wrangel's Legion

Below: Two Wrangel's Legion vehicles: on the left is an MW815-52A Gun System armed with a 9cm railgun. On the right is the ICV version of the same chassis, equipped with a 1cm Gatling railgun and 'Manta' light ATGWs. The ICV carries one TU of infantry.



"Are you mad?...

D'ye doubt
what those
tanks would do
to Haacin?

And do you doubt this
butcher would use them
on us?"

Paul van Oosten

Mayor of Haacin



Scales & Models



The Crucible is aimed at gaming in three scales: 25/28mm, 15mm and 6mm. However, because of production and manufacturing issues, some of the 25/28mm forces in the rules are not yet available in smaller scales.

These two forces have been specifically constructed using 15mm models only (from the GZG ranges) to redress some of that balance (and for those gamers who only play in 15mm!).

Suitable substitutes could be found for those who game in larger scales.

Above: Two Wrangel's Legion Walshbenz Geräteträger-12 'double buggies' armed with heavy support weapons and either auto-grenade launchers or 'Manta' light ATGW boxes in the trailer. They are passing a MW15-53A command vehicle and infantry mounted on trikes.

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.



Wrangel's Legion



Detachments and Points Cost

Points

MOWAG-Whittle MW15-52A Gun System Vehicle: 280pts; MW15-52M Medium ATGW Missile vehicle: 280pts; MW15-51A Infantry Combat Vehicle: 160pts; MW15-53A Command Vehicle: 100pts; MW15-51LM Mortar Support Vehicle: 270pts; MW15-50A APC (**Veteran**): 160pts; MW15-50A APC (**Trained**): 65pts; Walshbenz Geräteträger-6 with HSW: 65pts; Geräteträger-12 with HSW & Auto Grenade Launcher: 85pts; Geräteträger-12 with HSW & Light ATGW Launcher: 90pts; Geräteträger-12 with HSW & transport trailer: 75pts; Infantry: **Veteran** standard infantry: 30pts; standard infantry on trikes: 40pts; Support Squad or Tank Hunters: 35pts; Tank Hunters on trikes: 45pts. Infantry: **Trained** standard infantry: 15pts; Support Squad or Tank Hunters: 20pts.

Detachments

■ Veteran/Trained Mixed Detachment (13TUs)

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 (10TUs)

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 (10TUs)

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.



*"Lord's blood,
Sergeant,
are you so
damned proud of
killing one of the
poor bastards who
hired us to
protect them?"*

**Captain
Danny Pritchard**
Hammer's Slammers



*Above: An Ariete Division
I-M48 Lynx Fire Support
vehicle with 'Palug' remote
control units.*

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.



*Above: The twin 'fascines'
and black diamond form
the symbol of the Ariete
Division. Their motto and
battle cry is "Fregatene"
which, roughly translated,
means "Don't give a damn".*



Above: Three Ariete Division vehicles - an I-M216 Cougar tank armed with a 10cm heavy CAP gun and HSW; a Lynx I-M44 heavy APC and a Lynx I-M44c heavy command vehicle. The command vehicle has a 2cm auto-cannon and the APC has a twin mount of the same weapon and carries three times the number of infantry TUs.

Below: The 'Palug' remote unit is armed with buzzbombs and up to three may be controlled from a single I-M48 Lynx fire support vehicle.



■ 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.

Ariete Division



Detachments and Points Cost

■ Points

I-M216 Cougar medium tank or command tank: 250pts; I-M214 Lion Ground Attack/AA: 200pts; I-M44 Lynx heavy APC: 110pts; I-M44c Lynx heavy command vehicle: 100pts; I-M48 Lynx Fire Support/Remote Control vehicle: 110pts; I-M46LM Lynx light mortar: 170pts; I-M63 Puma light tank: 180pts; I-M63M Puma missile tank: 135pts; I-M68C Chariot command vehicle: 60pts; I-M68 Chariot light APC: 90pts. Infantry: standard infantry: 30pts; support squad 35pts. Heavy Infantry: 35pts; support squad 40pts; tank hunters: 40pts. 'Palug' remote controlled units: 20pts each.

Wrangel's Legion**Walshbenz Geräteträger**

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 6, S 6, R 6, T 6
Weapons	Light support buggy HSW Sh 2, FP 1/3 - F & S Arcs only.

VARIANTS

Double Buggy: As Light Buggy but with Auto-grenade launcher: **Sh 3, FP 3/1 - R & S Arcs only. No Short.**

Missile Buggy: As Double Buggy but replace Auto-grenade launcher with light ATGW missile pack: **Sh 1, FP 0/5 - R & S Arcs only. No Short Range**

Transport Buggy: As Double Buggy but no rear weapon, **Carries 1TU Infantry** who may fire Flechette Rifles **Sh 2, FP 3/1 Long R & S Arcs only** when mounted in vehicle.

Wrangel's Legion**Infantry Squad**

Type	Vet'n/Train'd: 4+/5+ C/As't: 3/1
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Flechette Rifle, Sh 2, FP 3/1 Long. Grenade Launcher: Sh 1, FP 3/1 No Short

Suppress remove suppression (UP TO **4/3**) on **4+/5+**

VARIANTS

Support Squad: Flechette Rifle **Sh 1 FP 3/1 Long & HSW: Sh 2, FP 1/3.**

Tank Hunters: Flechette Rifle: (as Support Squad) & Buzzbomb: **Sh 1, FP 1/6 (short range only).**

On **Tikes** for Tank Hunters or Standard Infantry **ONLY Move:** Fast, 2 Wheeled: **15cm** but still fight as Inf.

Wrangel's Legion**MW815-50A APC**

Type	Veteran: 4+/Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 8, R 7, T 7 (B8)
Weapons	2cm Auto-cannon, Sh 2, FP 2/3. Carries 2TUs of Infantry

VARIANTS

Infantry Combat Vehicle: with 1cm Gallig railgun **Sh 3 FP 1/3 & Manta** light Anti tank ATGW **Sh 1, FP 0/5 No Short Range** Carries 1 TU of Infantry

Command Vehicle: as per standard vehicle but **no Infantry.**

APC for Trained Infantry: as per standard vehicle but with reduced skill level: **Trained 5+**

Wrangel's Legion**MW815-52A Gun System**

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 8, R 7, T 7 (B8)
Weapons	9cm railgun, Sh 1, FP 2/7. plus HSW, Sh 2, FP 1/3. Carries NO Infantry

VARIANTS

Missile Vehicle: With Medium ATGW **Sh 1, FP 1/6 No Short Range** and HSW **Sh 2 FP 1/3 Carries NO Infantry**

Mortar Vehicle: With Twin barrel light mortar **Sh 6 FP 3/1 No short range** and HSW **Sh 2 FP 1/3.** Carries **NO Infantry**

Artete Division**I-M48 Lynx Fire Support**

Type	Veteran: 4+
Move	Medium, Tracked: 10cm
Defence	F 10, S 9, R 8, T 7
Weapons	1cm Railgun, Sh 3, FP 1/3. Carries 1 TU of Infantry

VARIANTS

Palug Controller: as above with **no Infantry carried.** May control up to 3 Palug remote controlled anti-tank units. **Each moves using 1,2,4 rule (1LP moves one unit, 2LP the 2nd, 4LP the 3rd unit).** Palug's Buzzbombs are **Sh 1, FP 0/6 short** and are independently targetable at minus 1QR (i.e Trained: **5+).** **DV: 6** all arcs. **Damage: ANY** hit destroys. **Max distance from I-M48 - Short (30cm) Move:** Fast, wheeled **15cm**

Artete Division**I-M216 Cougar Tank**

Type	Veteran: 4+
Move	Medium, Tracked: 10cm
Defence	F 10, S 9, R 9, T 8
Weapons	10cm Heavy CAP gun, Sh 1, FP 2/7 plus HSW, Sh 2, FP 1/3. Carries NO Infantry

VARIANTS

Command Tank variant: as standard tank

Lion Ground and AA variant: Twin Heavy Cone-Bore turret: **Sh 2, FP 2/5** plus HSW, **Sh 2, FP 1/3.** Carries **NO Infantry.** May fire in AA mode with effect as a medium laser. **▲**

Artete Division**I-M44 Lynx Heavy APC**

Type	Veteran: 4+
Move	Medium, Tracked: 10cm
Defence	F 10, S 9, R 8, T 7
Weapons	Twin 2cm Auto-cannon, Sh 4, FP 2/3. Carries 3 TUs of inf.

VARIANTS

Lynx Command variant: Single 2cm Auto-cannon, **Sh 2, FP 2/3.** Carries 1 TU of Infantry.

Lynx Mortar variant: Twin Barrelled Light Mortar, **Sh 6, FP 3/1.** No Short Range. Carries **NO Infantry.**

Artete Division**I-M68 Chariot Light APC**

Type	Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 9, S 8, R 7, T 7
Weapons	Light ATGW launcher, Sh 1, FP 0/5. No Short Range. Carries 1 TU of inf.

VARIANTS

Chariot Command variant: Unarmed - Carries **no Infantry.**

Artete Division**I-M63 Puma Light Tank**

Type	Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 9, S 8, R 7, T 7
Weapons	5cm CAP gun, Sh 1, FP 0/5 plus HSW, Sh 2, FP 1/3. Carries NO Infantry

VARIANTS

Missile variant: As above but replace gun turret with Medium ATGW launcher: **Sh 1, FP 1/6.** No Short Range.

Artete Division**Infantry Squad**

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Cone-bore Assault Rifle Sh 2, FP 1/3

Suppress

remove suppression marker (UP TO **4**) on **4+**

VARIANTS

Support Squad: with Cone Bore Assault Rifle & HSW: **Sh 3, FP 1/3.** **COMBINED FIRE ONLY**

Heavy Tank Hunter Squad: with Cone-bore Assault Rifle: **Sh 1, FP 1/3** Buzzbomb: **Sh 1, FP 0/6, Short, DV7** Heavy Infantry: as above but **DV7** Heavy Support Squad: as above but **DV7**

Walshbenz Geräteträger-12 ATGW



Wrangel's Legion

Iveco-Melara I-M216 Cougar Tank



Ariete Division

Infantry



Wrangel's Legion

Iveco-Melara I-M44 Lynx Heavy APC



Ariete Division

Mowag-Whittle MW815-51A ICV



Wrangel's Legion

Iveco-Melara I-M68 Chariot Light APC



Ariete Division

Mowag-Whittle MW815-52A Gun System



Wrangel's Legion

Iveco-Melara I-M63 Puma Light Tank



Ariete Division

Iveco-Melara I-M48 Lynx Fire Support



Ariete Division

Infantry



Ariete Division

■ 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.



*"You do not, and these fools **surely** do not, have a right to stop Colonel Barthe's transport"*
Sgt Major Oberlie
 Compagnie de Barthe



Above: An Ariete Division I-M68 Chariot light APC. Armed with a box of 'Manta' light ATGWs, it can carry just one infantry TU. The command variant carries no infantry.

Left: Ariete heavy infantry deploy with support weapons and buzzbombs.

Below: The Arietes also field the I-M63 Puma light tank armed only with a 5cm CAP gun.

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**.

OPTIONAL
 **RULE**



Expanded Movement Chart

Vehicle	Easy Terrain	Difficult Terrain	Impossible Terrain
Wheeled	Well maintained concrete and 'tarmac' roads	Mud, Light Vegetation, Sand, Shallow water	Swamp, Deep Water, Heavy Vegetation, Rocks/Rubble
2 Wheeled	Well maintained concrete and 'tarmac' roads	Heavy Vegetation, Rocks/Rubble	Swamp, Deep Water
Tracked	Well maintained concrete and 'tarmac' roads	Swamp, Heavy Vegetation, Rocks/Rubble	Deep Water
Light Hover	Well maintained concrete and 'tarmac' roads, paddy fields, flat open water, slow calm rivers, snow	Light Vegetation, Rocks/Rubble	Heavy Vegetation
Heavy Hover	Well maintained concrete and 'tarmac' roads	Rocks/Rubble	Deep Water, Heavy Vegetation
Light NoE	No Effect	Light Vegetation	Rocks/Rubble
Heavy NoE	No Effect	Rocks/Rubble	Heavy Vegetation

"I was afraid if I stayed in the Slammers I'd turn into an animal, like the dogs we trained back home to kills rats in the quarries"

Sgt Rob Jenne
Hammer's Slammers



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.

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.

Rules, layout & photography by John Treadaway