

Big Weapons Sheet for Hammer's Crucible - 15mm



WEAPON	SHOTS	FP	MAX RANGE & NOTES
Musket	1	0/-	Medium > 120cm
Low Tech Assault Rifle	1	0/0	Long > 250cm
High Tech Assault Rifle	2	1/1	Long > 250cm
Railgun/Coilgun/Cone-bore Rifles	2	1/3	NA Infinite
Flechette Rifles	2	3/1	Long > 250cm
Flechette Shotgun/Airfoil	1	4/1	Short > 30cm
Powerguns (Infantry Rifles)	2	2/2	NA Infinite
Advanced Powergun Assault Rifles	3	2/2	NA Infinite
Powergun submachine guns	3	1/1	Medium > 120cm
Grenade launchers ●	1	3/1	NA (no short) 30cm - Infinite
Heavy support weapon	2	1/3	NA Infinite
Infantry laser rifle pack	2	2/1	Long > 250cm
2cm Tribarrel ● ▲	3	3/3	NA Infinite
3cm Calliope ● ▲	8	3/4	NA Infinite
10cm Powergun	1	2/5	NA Infinite
15cm Powergun	1	2/6	NA Infinite
5-9cm HI Powergun	1	2/6	NA Infinite
Combustion Assisted Plasma Gun	1	0/5	NA Infinite
20-22cm Powergun	1	2/8	NA Infinite
25cm Powergun	EOT*	4/9	NA Infinite
Twin 10 cm HI Powergun ●	2	3/8	NA Infinite
5-10cm Artillery in direct or indirect fire mode ●	1/6	4/4	NA Infinite
15-25cm Artillery in direct or indirect fire mode ●	1/6	5/6	NA Infinite
Light 6 cm Laser ▲▲	2	3/3	Long > 250cm
Medium 17 cm Laser ▲▲	2	3/5	NA Infinite
Heavy 25 cm Laser ▲▲	2	4/5	NA Infinite
1cm Gatling railgun	3	1/3	NA Infinite
2cm Gatling railgun	3	2/4	NA Infinite
2-3 cm Automatic Cannon	2	2/3	NA Infinite
6 cm Automatic Cannon	2	2/4	NA Infinite
9 cm Automatic Cannon	2	3/5	NA Infinite
Heavy Coil/Cone Bore Gun	2	1/4	NA Infinite
Dual-Feed Auto cannon ■	1	4/5	Short/NA > 30cm/Infinite
6cm Rail Gun	1	2/5	NA Infinite
9cm (or 22cm DS) Rail Gun	1	2/7	NA Infinite
Vehicle Mounted Flamethrower ■	1	3/3	Short > 30cm
Light Infantry Portable Mortar ●	3	3/1	NA (no short) 30cm - Infinite
Heavy Mortar/MLRS ▲	1/half tubes	5/4	NA (no sh't/med)120cm-Infinite
Vehicle mine strips (anti-buzz bomb defence) ▲	1	3/1	Close > 8cm
Vehicle mine box (anti-buzz bomb defence) ▲	1	2/1	Close > 8cm
Limpet Mine ■	NA	-/7	ZERO Range - hand placed
Hypersonic Missile	3	0/4	NA Infinite
Light ATGW missile ●	1	0/5	NA (no short) > 30cm - Infinite
Medium ATGW missile ●	1	1/6	NA (no short) > 30cm - Infinite
Heavy ATGW missile ●	1	3/8	NA (no short) > 30cm - Infinite
Buzz Bomb	1	1/6	Short > 30cm
Advanced Buzz Bomb	1	1/7	Medium > 120cm

INFANTRY WEAPONS

DIRECT FIRE VEHICLE POWERGUN WEAPONS

ARTILLERY WEAPONS

VEHICLE LASERS

GATLINGS AUTO CANON AND RAIL GUNS

MORTARS

STRIP MINES & BOXES

ATGW & HYPERSONIC MISSILES & BUZZ BOMBS

NA - Infinite (in game terms)

Long: 120 - 250cm

Medium: 30 - 120cm

3 cm - Point Blank: mines etc
Short: 0 - 30cm
8 cm - Close: strip mines etc

Using 'The whites of their eyes' rule - At Short range add 1 to a TU's quality. At Long range or greater subtract 1 from the TU's quality

NOTES

- Usually multiple shot depending on rate of fire or barrel numbers
- In indirect fire mode hits applied to top defence rating where possible. Usually 6 shots per battery. Not observed: QR -1. Radius from target 10cm.
- Light Mortars, Grenade Launchers and Anti Tank Guided Weapons (ATGWs) have a minimum range of medium - no short range
- ▲ Multiple Launch Rocket System (MLRS) launchers have an equivalence of 15 cm to 25 cm artillery pieces as off table items. On table, they fire as heavy mortars. **Heavy Mortars:** Minimum range is long - no short or medium range, one strike per tube FP 5/4 at **down one Quality** for the long range. For **Shots**, MRLS launchers count the tubes but only half of them can fire in any one turn so an MLRS launcher with 8 tubes can fire as 4 Heavy Mortars in a turn. Like all mortars, there is no AA defence against these rounds. All rounds hit within 10cm of aim point, max ONE strike per TU against top defence rating. Like artillery and light mortars, the QR goes down ONE MORE LEVEL if the target is unobserved.
- ▲ Some Powerguns and vehicle lasers (light, medium and heavy) with a suitable AI installed can perform as AA defence against artillery fire. Lasers: Heavy 2 shots, Medium and 1 shot, light 1/2 shot (need two to make 1 shot, round down). Infantry lasers cannot be used in this way. As with Calliopes and tribarrels, the number in the triangle is the number of shots in this role.
- ▲ Vehicle anti-mine defence systems have a maximum range of 8cm - they stop buzzbombs on a 3+ for the superior strip technology (as used by the Slammers) and a 4+ for the Mine boxes as used by some others.
- Vehicle Flamethrowers are FP 3/3 in the turn they hit. In the subsequent turn, that targeted TU gets a FP1/1 on it as residual effect. May not affect infantry, must be hand-placed on a vehicle or structure as a close assault action
- Variable FP against Infantry: 4 at short range, 2 at medium range or 0 at long - no effect at NA. 5 against vehicles at all ranges

EXPLANATIONS: CAP guns - Combustion Assisted Plasma Guns - are effectively 'poor man's' powerguns.
Hypersonic missiles these fire - effectively - as guns and not missiles, hitting and resolving damage in the same part of the turn
version 3.0 030211 EOT* - Fires every other turn