

Big Weapons Sheet for Hammer's Crucible - 25mm-28mm



WEAPON	SHOTS	FP	MAX RANGE & NOTES
Musket	1	0/-	Medium > 240cm
Low Tech Assault Rifle ●	1	0+1/0	Long > 500cm
High Tech Assault Rifle	2	1/1	Long > 500cm
Railgun/Coilgun/Cone-bore Rifles	2	1/3	NA Infinite
Flechette Rifles	2	3/1	Long > 500cm
Flechette Shotgun/Airfoil ●	2	3+1/1	Short > 60cm
Powerguns (Infantry Rifles)	2	2/2	NA Infinite
Advanced Powergun Assault Rifles	3	2/2	NA Infinite
Powergun submachine guns ●	3	1+1/1	Medium > 240cm
Grenade launchers ● ■	1	3/1 (0/5)	NA (no short) 60cm - Infinite
Heavy support weapon	2	1/3	NA Infinite
Infantry laser rifle pack ●	2	2+1/1	Long > 500cm
2cm Powergun - including Tribarrels ● ▲	3	3/3	NA Infinite
3cm Powergun - including Calliopes ● ▲	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
Enhanced 20cm Powergun	1	3/9	NA Infinite
7cmECAP	2	3/5	NA Infinite
9cmECAP	2	3/6	NA Infinite
12cmECAP	2	3/7	NA Infinite
14cmECAP	2	3/8	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 > 500cm
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
Heavy Rapid Fire Coil Gun ▲	4	1/4	NA Infinite
Dual-Feed Auto cannon ■	1	4/5	Short/NA > 60cm/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 > 60cm
Light Infantry Portable Mortar ●	3	3/1	NA (no short) 60cm - Infinite
Heavy Mortar/MLRS ▼	1/half tubes	5/4	NA (no sh't/med) 240cm-Infinite
Vehicle ADS Panels (anti-buzz bomb defence) ▼	1	4/1	Close > 15cm
Vehicle ADS strips (anti-buzz bomb defence) ▼	1	3/1	Close > 15cm
Vehicle ADS box (anti-buzz bomb defence) ▼	1	2/1	Close > 15cm
Limpet Mine ■	NA	-7	ZERO Range - hand placed
Hypersonic Missile	3	0/4	NA Infinite
Light ATGW missile ●	1	0/5	NA (no short) > 60cm - Infinite
Medium ATGW missile ●	1	1/6	NA (no short) > 60cm - Infinite
Heavy ATGW missile ●	1	3/8	NA (no short) > 60cm - Infinite
Buzz Bomb	1	1/6	Short > 60cm
Advanced Buzz Bomb	1	1/7	Medium > 240cm

INFANTRY WEAPONS

Infantry TUs may fire more than one weapon type per turn
 +1 on infantry FP for Sub-machineguns, Lasers, Shotguns and Low-tech assault rifles indicates a +1 FP against infantry targets and an additional +1QR against all targets at CLOSE RANGE ONLY

DIRECT FIRE VEHICLE POWERGUN WEAPONS AND COMBUSTION ASSISTED PLASMA & ENHANCED PLASMA GUNS

Power guns treat all light cover as heavy cover for fire against infantry

ARTILLERY WEAPONS

MINUS -1QR in Direct Fire Mode

VEHICLE LASERS

May use Laser Burn Through rules if technologically able

GATLING AUTO CANON AND RAIL GUNS

MORTARS

STRIP MINES & BOXES

ATGW & HYPERSONIC MISSILES & BUZZ BOMBS

NOTES



Usually multiple shot depending on rate of fire or barrel numbers - typical are Tribarrels and Calliopes
 In indirect fire mode hits applied to top defence rating where possible. Usually 6 shots per battery. Not observed: QR -1. Radius from target 20cm.
 Light Mortars, Grenade Launchers and Anti Tank Guided Weapons (ATGWs) have a minimum range of medium - no short range. Hit TOP DV
 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 20cm 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) and other fast firing projectile weapons 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. A red triangle means they shoot at their QR, a Blue triangle means they shoot at their QR Minus 1.
 Vehicle ADS (Automatic Defence Systems) have a maximum range of 15cm - Panel and Strip systems intercept buzzbombs or hit vehicles or infantry on a roll of 3+ (not a QR). For ADS Boxes this is a 4+. They are also effective against infantry and unarmoured vehicles (check their FP).
 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
 +1 FP against infantry and additional +1 QR for short range (meaning short range for these weapons is +2 QR in total).
 Advanced Grenade launchers may have a specific Anti-Armour warhead (0/5). These attack Side Armour and are intercepted by ADS strips

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

NA - Infinite (in game terms)
 Long: 240 - 500cm
 Medium: 60 - 240cm
 Short: 0 - 60cm
 5 cm - Point Blank: mines etc
 15 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