HAMMER'S SLAMMERS

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CREDITS

Writer
Gareth Hanrahan

Editor
Charlotte Law

Layout and Graphic Design
Will Chapman

Cover Illustration
Chris Quilliams

Interior Illustrations
Lonny Chant, Furman, Chris Quilliams
& Phil Renne

Hammer's Slammers Logo
Will Chapman & Chris Quilliams

Art Direction
Charlotte Law

Special Thanks
David Drake, Matthew Sprange

Proofreader
Richard Ford

Tank and Vehicle Designs
Old Crow Models

Copyright Information

FOREWORD
By David Drake

I was very pleased when I got the materials for the Hammer's Slammers role-playing game. The text had been written by someone familiar not only with my fiction but also with life in the military (which to me is a much more important consideration).

I like the art as well but that leads to a different question: does it look the way I meant it to? The truth is that I write from the mental pictures I formed in the field in 1970 with the 11th Armored Cavalry Regiment and I wasn't thinking much about US equipment then.

An M48 tank (for example) was something I rode on, having generally mounted by climbing the bow slope. I spent much more time looking from tanks than at them. Therefore I write from the viewpoint of people who don't think much about the appearance of their own vehicles or fellow crewmen and whose view of the surrounding landscape is primarily concerned with potential ambush sites and whether the fellow with the hoe in the rice paddy has a Kalashnikov hidden nearby.

The art in this booklet is fine. In a way, you're seeing more of an armoured cavalry regiment than I describe in my stories and more also than I saw when I was a part of one.

I was an interrogator at squadron level (what would be battalion level if we'd been infantry or armour instead of armoured cavalry). That meant most nights I was in the firebase where however many of the six self-propelled howitzers (Hogs) were operational, along with Headquarters Troop (which included support as well as combat vehicles) and one of the squadron's line troops or (more often) the tank company for additional security. (Technically, this was a Fire Support Base, an FSB; I never once heard any term except firebase used until long after I'd left Vietnam.)

I was very shut down in 1970 (and for that matter, for a lot of years after I came back to the World). I didn't keep a journal nor did I own a camera (there's one picture of me at the time, taken by a buddy when I was with 1st Squadron).

You see things in the field that you don't expect until you've been there. Very little got through the mental shields I had up but I'm going to mention five things that did. You won't find them or their like elsewhere in this booklet or in my own fiction.

I don't know where they happened or even in what order they occurred. Some were probably in Cambodia, with the rest after we withdrew into Vietnam.

Particularly during the monsoon season, the sunsets in Southeast Asia were gorgeous, although they were extremely brief compared to those I was used to in higher latitudes. One evening I was sitting outside our six-man tent, writing a letter. The sky directly above was clear but there were low clouds on the western horizon and a huge bank of thunderheads in the eastern sky.

As the sun set, it shone through holes in the clouds to the west to throw three enormous keyhole-shaped patches of red on the eastern cloudbank. Then it went below the horizon. The sky almost instantly became blacker than you can imagine if you haven't been in a Third-World jungle.

We generally travelled by road, occasionally on four-lane concrete highways built by the US government but

we always placed our firebases in undeveloped country. Bulldozers, some with Rome Plow land-clearing blades, cut a path through the jungle and then cleared a circular area large enough for the number of vehicles involved. After clearance, the engineers threw up an earthen berm around the whole area.

The combat vehicles were placed around the berm with their bows facing outward. The command group, the Hogs, the support vehicles and tents for people like the intelligence section (we had a trailer for the tent and gear but no vehicle of our own) were inside that ring. Everybody was pretty close together.

Each firebase was on bare dirt (generally clay; rain forest soils are very shallow) which minutes before had been a thriving jungle. The local wildlife didn't vanish but every new firebase seemed to have different fauna.

One night I walked out of the tent in the dark to take a leak at the piss tube. This was a metal casing that had held the bagged charges of 155-mm howitzer propellant. Ideally the lower end was sunk into a box of gravel but realistically nobody worried about that in the field. We displaced frequently, after all.

I could see the path by moonlight. As I approached the tube wearing flip-flops (shower sandals), something jabbed the big toe of my left foot. I yelped and hopped back inside to lantern light: there was a cut an eighth of an inch long in the toe. I was sure I'd stumbled into a coil of barbed wire.

I pulled on my boots and took care of my business but the next morning I checked for the obstacle. There wasn't any barbed wire, but large ants had worn a visible trail in the clay (which here had a purple cast like no dirt I've seen anywhere else). The trail went all around the berm.

I followed it with a can of insecticide, squirting each ant I came across. It made as much sense as anything else I was doing while I was in the Country.

One of the firebases was full of wolf spiders with leg spans of three inches and more. These spiders run down their prey like, well, wolves: they don't use webs like most spiders or hide in holes like tarantulas.

Three of the six guys in the intelligence unit went by Mitch, so I won't embarrass anybody by saying that Mitch said he was really afraid of spiders. I thought, well, who isn't? I sure was.

An unusually large spider ran across the dirt floor of our tent. We all – except Mitch – jumped to our feet and shouted. Mitch froze in his folding lawn chair.

The spider ran up the inside wall of the tent, onto the sloping roof and then stopped directly over Mitch. We laughed. I said, "Better move, Mitch. He's getting ready to jump on you."

Then I realized Mitch was crying and mumbling, "Please, please. I'll die. Please."

I grabbed my steel pot; my helmet (they weren't Kevlar then) and swiped the spider to the floor, then crushed it. Mitch thanked me but I felt bad about joking. I'd never met anybody face to face with a full-blown phobia before.

During the days in the field, I often sat outside the tent reading or writing letters. It was the closest thing to privacy I had at the time. There were people and moving vehicles all around but nobody was likely to bother me. That was good enough, because it had to be.

One firebase had many praying mantises in it. I was reading a book on the roof of a trailer of some sort, it wasn't the stake-bed that held the intelligence section's gear but as I said above, I didn't pay a lot of attention to our own equipment in the field. I was probably as high a point as anything for 20 yards around.

A mantis at least six inches long landed on my left shoulder. Her body was bright green but her wings were brown and barely translucent. I turned my head to look at her but because of the angle I had to close my right eye to focus on her with my left: otherwise I got a headache.

She cleaned herself and waited. Eventually I went back to reading. It was painful to try to look at something so close and nothing much was happening. She flew away after a few minutes.

So; there are five memories I brought back to the World with me. When you prepare your campaigns, keep in the back of your mind the fact that each setting has its own unique natural features. They'll come to you even if you're not looking for them.

I wish the only vivid memories I had of that time were those involving the natural phenomena of Southeast Asia.

Dave Drake
david-drake.com

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INTRODUCTION

From the mast of Command Central, a flag popped unseen in the wind. It bore a red lion rampant on a field of gold, the emblem of Hammer's Slammers, the banner of the toughest regiment that ever killed for a dollar.

- The Butcher's Bill

IT IS THE FAR FUTURE.

Humanity has spread to the stars and colonised hundreds of worlds.

The bonds of politics, trade and culture that once united the human worlds are now tearing them apart, as the galaxy plunges into anarchy. Civil war, trade war, invasion, rebellion – a tide of conflict is sweeping across known space.

Warfare is dominated by the most advanced weapons of destruction ever created. Iridium-armoured supertanks, driven by sun-hot fusion engines and armed with lethal powerguns. These vehicles are so expensive to run and so complicated to operate that few worlds can afford to maintain their own tank regiments.

Mercenaries equipped with these tanks are therefore the ultimate weapon in all those hundreds of wars. The side that hires mercs wins – unless the other side hires more or better mercenaries. In all the galaxy, there is no better mercenary unit than:

HAMMER'S SLAMMERS!

The Hiring Hall Is Open!

The Hammer's Slammers roleplaying game is a game about mercenaries in the far future. The Player Characters are mercenaries – either members of the Slammers or part of a mercenary unit of their own design. They travel from world to world, fighting for pay against insurmountable odds as the galaxy burns around them.

To use this book, you also need the Traveller Core Rulebook. A copy of the Mercenary sourcebook is not required but will be very, very useful. You should also read the Hammer's Slammers novels by David Drake that this game is based on.

Chapter 1

THE UNIVERSE

The theory behind faster-than-light travel was developed in the closing years of the second millennium but it was not until late in the 21st century that it became practicable to hurl spaceships across the gulf between stars. Building a starship and establishing an offworld colony was expensive but not prohibitively so and the rewards were more than worth it. Terra was suffering from a terminal lack of resources, having nearly exhausted its reserves of metals and petrochemicals. Offworld colonies offered an apparently inexhaustible supply of resources.

Just as importantly, colonies were a sign of power and prestige, of vitality and strength. The impression given was that the galaxy beyond the Sol system was an infinite new frontier of wealth and opportunity.

In the initial race to the stars, the old powers of the West and the rising powers of China and India were the first to establish colonies but it was a big galaxy and there were plenty of habitable planets. Third-world countries, declining nations and corporations also leased or bought starships and mortgaged their futures to set up their own offworld colonies. These smaller colonies were almost invariably mono-national, under-capitalised and divided by class and religion even more strongly than their mother countries.

The colonies survived, in general but few thrived and fewer still were able to repay the vast costs of setting them up in the first place. Life on many of the new colonies was a hard scrabble for food and drinkable water, while back on Terra the parent nations fumed at the spiralling costs and the apparent laziness of the colonists that they had sent out.

In cases where a colony did manage to become self-sufficient, the Terran backers immediately demanded a return on their investment. If the colony agreed to ship resources back to its Terran mother-state, then it found itself devastated by endless taxes and demands that it supply its produce at a fraction of the market price to repay the cost of the initial settlement. Most successful colonies, therefore, rejected rule from Terra as soon as they became self-sufficient and instead sold their produce on the open market, using the money to build defences against the inevitable Terran military response.

A second phase of colonisation followed the initial wild spurt. This phase of colonisation was driven more by economics

Faster-than-Light Travel

Starships travel faster-than-light by teleporting from one system to another. Jumping is a delicate manoeuvre, one which can only be undertaken well away from a planet's gravity well and only after extensive calculations have been performed, ensuring that the ship's mass and energy can be safely subtracted from the universe in one place and added in another location a dozen light-years away. Despite centuries of research, it has proved impossible to successfully jump within a gravity well using artificial means, although some species can do it naturally, such as the Molts.

Jump travel is not instantaneous – the time spent in jump is related to the distance travelled according to an abstruse formula. In general, it takes a week or more to move between one world and other. The power of a ship's engines or the accuracy of its calculations can affect the transit time considerably. The earliest starships took months to cross relatively short distances – a modern Terran or Ssu-mani vessel could make the same journey in hours.

While in transit, a starship does not exist in our universe and so cannot be detected or contacted by any means. As soon as it reaches its destination (or when its fuel is exhausted or its drive switched off), it precipitates back into normal space accompanied by a shower of neutrinos and a few heavier particles that can be detected easily.

Message Pods

It is impossible to directly transmit a message faster-than-light. Most messages are therefore carried by passing ships and retransmitted using conventional radio or laser methods as soon as the ship reaches the destination or a relay station. It can take weeks for a message to get to its intended recipient if the ship carrying it takes a circuitous route or the message is bounced through a series of relay stations. A faster but more expensive method is to use a message pod, which is a small robot pod with a jump drive. The message pod is launched using a rocket or carried into orbit by a departing starship, then teleports directly to its destination. The pod is then recovered and reused while the message travels using conventional means.

Via!

The Church of the Lord's Universe was founded in Minneapolis, Minnesota in the closing years of the 21st century by the merger of more than 200 Protestant congregations. It was created as a reaction to the rise in religious fundamentalism and sought to reach both back to the roots of faith and forward to the future. It resurrected many of the older traditions of Christianity, including the widespread use of Latin in liturgies but also taught that humanity must be a good steward to both the cradle of Earth and all of the worlds in the heavens. The priests and laity alike preached the salvation of Mankind through His works, that Man must reach the stars and there, among infinite expanses, find room to live in peace. God's bountiful universe could be made into a temporal paradise and in making this temporal paradise, man could win entry to the spiritual one.

The Doctrine of Salvation through the Stars gave the Universalist church an optimism and dynamism that won millions of converts, especially in an era of growing pessimism and unrest. Mounting food shortages, environmental collapse and a globe slipping inexorably towards war left little room for dreams of space flight or heavenly salvation. In the Food Riots of 2109, 300 Universalists were killed and eaten in Dakkah. Still, the Church persevered, absorbing other Christian sects into its numbers over time. Part of its success came from the *Book of the Way*, a slim book of philosophy and teachings commissioned at the First Consensus and officially adopted alongside the Bible as a core text of the Church at the Tenth Consensus. The *Book of the Way* incorporated aspects of many world religions, a syncretism that won followers across the planet. By the-mid 2200s, the *Via Stellarum* was the sixth largest religion on Earth and growing rapidly.

When humanity did reach the stars, the crews of the first colony ships were mostly members of the Church of the Lord's Universe, whose faith drove them to volunteer for an uncertain future offworld. On Earth, the *Via Stellarum* had been a vocal minority but out in the colonies they were often in the majority. As the offworld populations exploded, so too did the popularity of the Church.

While the Church's cherished belief that humanity would build a peaceful consensus once the limits on population and economic growth were removed by the bounty of the stars was proved to be untrue, the Church nonetheless became woven into the fabric of colonial culture on hundreds of worlds.

The high cost of interstellar communication made each planet its own sect and links between some branches became tenuous indeed. There have been rifts, schisms and heresies, although the Church's doctrines are deliberately loose enough to incorporate widely divergent beliefs.

Many uneducated peasants on agricultural worlds can recite passages from the *Book of the Way* by rote and 'Via!' is an oath on the lips of mercenaries across the galaxy. The Church still preaches that the stars will bring peace and security to Mankind, even as its believers fight on half a thousand worlds.

than by the chaotic land-grab of the early colonies. Instead, these new worlds were planted for specific purposes – a mining world here, a breadbasket there, harvesting a natural drug or cultivating a native plant there – and tended to be established by corporations or by the few thriving first-phase colonies instead of by Terran nations (which were already coalescing into the Terran World Government).

Often, these second-phase colonies were made up of mixed national and racial groups, drawn as they were from corporate offices in multiple nations or from two or more monocultural first-phase colonies. The colonisers believed they could control the colonists and prevent secession by restricting access to space transport. If the colonists were forced to sell their produce through a single channel, instead of on the open market, then they could not strike off on their own as the earlier colonies had done.

On some worlds, this scheme worked. On others, though, the situation quickly degenerated into warfare. Either smugglers would supply weapons in exchange for black-market produce and the colonists would rebel or cultural divides in the mixed colonies would erupt into violence, destroying the value of the colony to the corporations. The corporations could and did send in military forces to re-conquer the colony or quell the civil war but that created its own set of problems.

If you win a war against a few thousand unruly colonists, what do you do with them? Forcing them back to work is only a temporary solution; reforming the economic and governmental structures of your colony to conform to their demands invalidates the war that you have just won. Killing them all is illegal (assuming that you are caught). The solution used by most colonies was to use them as expendables in

another conflict. There was always another colony world in rebellion or civil strife – use the losers in the last war as cannon fodder in the next one. If they survive, then they can settle on the new world or move on again.

By the 2500s, many of these dispossessed warriors gathered into mercenary units. These mercenary bands had more combat experience than the rebels and conscripts that they usually fought and soon they were able to purchase better equipment too. Maintaining a standing army with powerguns, tanks and modern electronics was too expensive for any struggling colony but a mercenary unit could be brought in with all that gear and the knowledge to use it.

This created a vicious feedback loop. A small colony who tried to train and equip its own forces at the level of a successful mercenary unit would quickly bankrupt itself. A colony that was too poor, too proud or too stupid to hire mercenaries when attacked would lose to a foe that did bring in mercs. However, to maintain their edge in training and equipment, merc units had to charge exorbitant rates for their services. Colonies who could not or would not pay, got conquered by other worlds who hired mercs; colonies who did hire mercs nearly bankrupted themselves doing so. It is that 'nearly' that drives the ongoing conflicts – the only way to survive is to hire mercenaries when engaged in any military activity and the only way to afford the costs of mercenaries is to be as aggressive as possible economically, which usually leads to military conflict. Because of the pattern of colonisation, there were only a few planets that were not so tense that they might snap into bloody war given any impetus.

There are no winners in this spiral of violence. The established colonies, Terra and the corporations, grow rich by supplying weapons but each ruined planet is another market stunted or another source of some vital resource lost. Wars and the warriors they spawned are short-term solutions, binding the industrial worlds into a fabric of short-term solutions. In the long run, off-world markets are destroyed, internal investment is channelled into endless military development and the civilian population grows restive in the omnipresence of violence and a foreign policy directed towards its continuance.

As for the rural worlds and third-phase colonies, the result is nothing as subtle as decay. It is life and society shattered continuously by the sledgehammer of war.

THE WORLDS OF MANKIND
The vast majority of the worlds settled by mankind are Earth-like and therefore habitable without the need for life-support gear. There are a few colonies on airless moons or planets with poisonous atmospheres but they are rare. On most human-settled planets, the local flora and fauna have been largely supplanted by imported Terran stock. Sometimes, genetic engineer is needed to allow Terran plants or animals to thrive in an alien biosphere and there have been cases where some harmless local bacteria or parasite proved lethal to humans but for the most part, colonisation required no more effort than dumping a load of prefabricated buildings and disenfranchised workers on a planet's surface.

In addition to the standard Traveller information, each world is also designated an old (first-phase) or new (second-phase) colony. If a story's title is mentioned in italics after the world description, then that planet plays an important part in that story.

Terra
The homeworld of humanity and still the richest and most populous planet in the galaxy. Terra's teeming billions consume goods from all over the galaxy and the planet is at the heart of trade and commerce. Without offworld food and raw materials, the planet could not survive for more than a few hours, so the Terran World Government works ceaselessly to protect its trade links and other interests.

Terran culture is somewhat insular and quite different to other human worlds. Few Terrans pay much attention to colonial affairs, despite the massive influence exerted by Earth's economic and foreign policy on the colonies. The Terran World Government is the single most powerful institution in human space.

The Mercenary Bonding Authority is based on Terra, as are many of the great corporations. The mighty 170 ton iridium-armoured supertanks used by the Slammers are built on Terra, as is much of the advanced technology used throughout human space. The Terran army and space fleet is capable of crushing any one colony, although humanity is now too scattered and the colonies too powerful collectively for any Terran dreams of empire to be resurrected. Often, Terran military goals are established by supplying weapons, training and money to native forces instead of sending its own troops.

Terra: A877A45-C   Ga, Hi, Ht, In, Homeworld.

Nieuw Friesland
Founded by a Dutch trade consortium, Friesland is a wealthy and technologically advanced world, specialising in electronics and heavy industry. It was able to break its ties to Terra without a devastating war or equally devastating trade contracts, so it surged ahead of other colonies of a similar age to become one of the galaxy's most stable and richest planets. Although nominally democratic, the planet was ruled by a handful of oligarchic noble families, the Great Houses, who manipulated the political system to maintain the status quo.

AURORE [Old]
A867936-A

Kronstad [Old]
A874A46-A

GORGON WORLDS [Mid]
A7579D8-B

TERRA [Homeworld]
A877A45-C

NIEUW FRIESLAND [Old]
A877936-B

MONUMENT [Old]
A866A96-A

NEWLAND [Old]
A867A36-B

SSU-MA [Old]
A866899-C

WILEY [Old]
A7639C5-A

The beginning of the end for this status quo came decades ago, when Nieuw Friesland invaded the agricultural world of Melponome. The Nieuw Friesland forces included an auxiliary of offworld mercenaries and fighters, who were promised citizenship in exchange for their service. This force was commanded by Colonel Alois Hammer, then of the Friesland Defence Forces. When the Van Tromp government reneged on this promise and instead attempted to disband and abandon the auxiliaries, Colonel Hammer took his troops offworld along with their Friesland-supplied weapons and vehicles to form the mercenary unit Hammer's Slammers.

Years later, the Slammers were hired by one of the Great Houses during an attempted coup on Nieuw Friesland. The coup was successful in overthrowing the current government but the leader of the coup, President Theismann was killed by a 'stray shot'. Colonel Hammer took over the coup and hence the government of Nieuw Friesland. (But Loyal To His Own, Standing Down, A Death in Peacetime)

Nieuw Friesland: A877936-B   Ga, In, Old
(Under President Hammer): A8779A4-B Ga, In, Old

Newland
One of the oldest colonies, Newland prides itself on its cultural sophistication and rich heritage. Many Newlanders see their world as the rightful leader of all the colony worlds and a counterbalancing force to Terran dominance but few other colonies give Newland's claims any credit. For all Newland's pretensions and bluster, it has been largely eclipsed by worlds like Nieuw Friesland or Ssu-ma and is rapidly declining.

Newland does attract a fair number of tourists, drawn by the magnificence of the colony's antique architecture, the great Universalist cathedral and by the richness of Newland's culture. The planet is also quite wealthy, thanks to the corporations based here.

Newland: A867A36-B   Ga, Hi, Old

Ssu-ma
Originally founded as a corporate research facility, Ssu-ma managed to sever its links with Earth peacefully. Today, it is the most technologically advanced world in human space, specialising in the production of high-end electronics, pharmaceuticals and genetic engineer. The universities of Ssu-ma are central to the planet's success, attracting the most gifted students from across the colonies. There is steely realism behind this world's apparent utopian dream, though – the Ssu-mani space fleet exerts total control over all traffic in the system and the Ssu-mani government uses psychological engineer to exert equal control over the population. It is rumoured that Ssu-ma is actually ruled by

computers and that all citizens are watched over by these machines every minute of every day.

Ssu-ma: A866899-C   Ga, Ht, Old

Kronstad
Founded by Eastern European settlers, Kronstad is the industrial capital of the colonies. While Kronstad is not as advanced technologically as Terra or Ssu-ma or even Friesland, it makes up for it with sheer production capacity. The factories of Kronstad produce weapons and consumer goods for sale across human space and the teeming billions of the worker hives provide an eager workforce. Kronstad is rapidly falling into the same trap as Terra did before it – it is unable to support itself and is dependant on vassal worlds and trade partners to feed its industry and its population. Kronstad itself may be a peaceful world but it cannot allow any of its colonies to disrupt the delicate web of food and raw material ships even for an instant.

Kronstad: A874A46-A   Ga, In, Hi, Old

Wylie
Another stable world, Wylie is a wealthy agricultural planet ruled by a universally beloved family of hereditary monarchs. The Wylie kings invested centuries ago in a network of fortresses equipped with powerguns and claimed the authority to shoot down any starship that violated their airspace. This planetary defence grid is said to be capable of warding off any invasion before it begins, making Wylie secure and peaceful. Outsiders wonder how Wylie is able to afford the cost of such a massive defence grid without a correspondingly massive spending on defence. Some claim that the grid has decayed because of a lack of spending on maintenance but the true condition of the grid is a closely guarded state secret and no other colony has yet risked attacking without proof that the grid can no longer blow them out of orbit.

Wylie: A7639C5-A   Ga, Hi, Old

Monument
The industrial world of Monument has become notorious over the centuries for adventurism and conquest. Monument's 'pocket empire' consists of more than two dozen worlds, only eight of which were actually colonised from Monument. The rest were conquered by force or by economic strangleholds – whenever a world bordering Monument's sphere of influence shows the slightest sign of weakness or internal strife, it can expect to see its skies fill with Monument troops or with hired mercenaries.

Monument: A866A96-A Ga, Hi, Old

The Gorgon Cluster

The Gorgon Cluster is one of the most enigmatic human states. It exists on the border of human space and travel to and from the cluster is heavily restricted. Even the origins of the Cluster worlds are shrouded in mystery – the original colonists sent to Medusa somehow managed to settle five worlds and build a high-tech economy without outside aid in less than a century. The Gorgon worlds produce coilguns and other high-tech weapons.

Gorgon Worlds: A7579D8-B Hi, Mid

Aurore

Another elder colony, Aurore has an ongoing rivalry with Newland. Both worlds believe that they are the pre-eminent colony world outside Earth; indeed, many Aurorans believe that their planet should be the capital of human space.

Aurore: A867936-A Hi, Ga, Old

Noble Titles

One of the curious side-effects of colonisation was to throw several hundred years of social progress out of the airlock, as many colonies reverted to a system of hereditary nobility. On the older colonies, government representatives from Terra lorded it over the colonists and quickly adopted grandiose titles, as did corporate executives and managers on commercial colony worlds. Early colonists were also able to claim huge tracts of virgin territory, which they rented out to later colonists who became de facto serfs. By the time the second phase of colonisation came round and hundreds more worlds were stocked with poorly educated miners and farmers, a tiered social system seemed almost natural.

Not every world has hereditary nobility but it is surprisingly common throughout the galaxy.

Minor Worlds

Most of these worlds were colonised in the second wave of development. In addition to these worlds, there are hundreds more on the fringes of human space.

Melponome: (C867466-8) An agricultural colony world, subject to Nieuw Friesland rule. Hammer's Slammers were originally formed as an auxiliary unit in the Friesland military to put down a revolution on Melponome.

Ramadan: (C868D7-7) Settled predominantly by Muslim colonists from India, this colony was one of the first to break down into civil war.

Portales: (B86868-7) Tobacco growing colony, now subject to rule from Monument after a successful invasion by mercenaries from Ramadan. Today, the colony is divided between the aristocracy from Monument, the original Jamaican colonists and a Sikh middle class.

Kalan: (C764773-6) One of the earliest second-phase colonies, Kalan was established jointly by Hiroseke and Stewart to develop the world's extensive iridium deposits. Within five years, Scottish and Japanese colonists were shooting at each other. Despite repeated attempts to end the fighting, territorial brush wars over mining rights or old grudges explode on Kalan regularly.

Hiroseke: (B776925-A) Hiroseke was one of the first phase of colony worlds, established by a consortium of Japanese corporations. Disputes between corporate overlords escalated into open warfare and the people of Hiroseke took the opportunity to break away from Terra. The planet is notoriously unstable, both tectonically and politically.

Stewart: (B776874-A) This world, colonised primarily by Scots, has produced more first-class warriors than almost any other planet in human space. The mercenaries who come out of Stewart honed their skills in one of the endless disputes between the dozen small polities that rule this world.

Dunstan: (C877766-6). Dunstan is the breadbasket of its region of space, supplying food to four other worlds. The planet is best known for its vast croplands.

Thrush: (C8757A3-7) This world was formerly the home of an alien species; the Gedel. The planet was artificially chilled, possibly as part of a terraforming project. The Gedel were at the heart of a peaceful union of alien races and built a structure called 'Starhome' on the surface of Thrush.

When the planet was colonised by humans hundreds of centuries later, a religious order called the Densonites became fixated on the Gedel and Starhome. The Densonites vowed to stop any others from visiting Starhome and used military forces to carry out this promise. Hammer's Slammers were hired by a rival religious group to break the Densonite hold on Starhome; they were successful but the alien structures were destroyed in the fighting.

Kobold: (C866664-8) This mining world was settled jointly by Nieuw Friesland and Aurore. It has significant reserves of minerals.
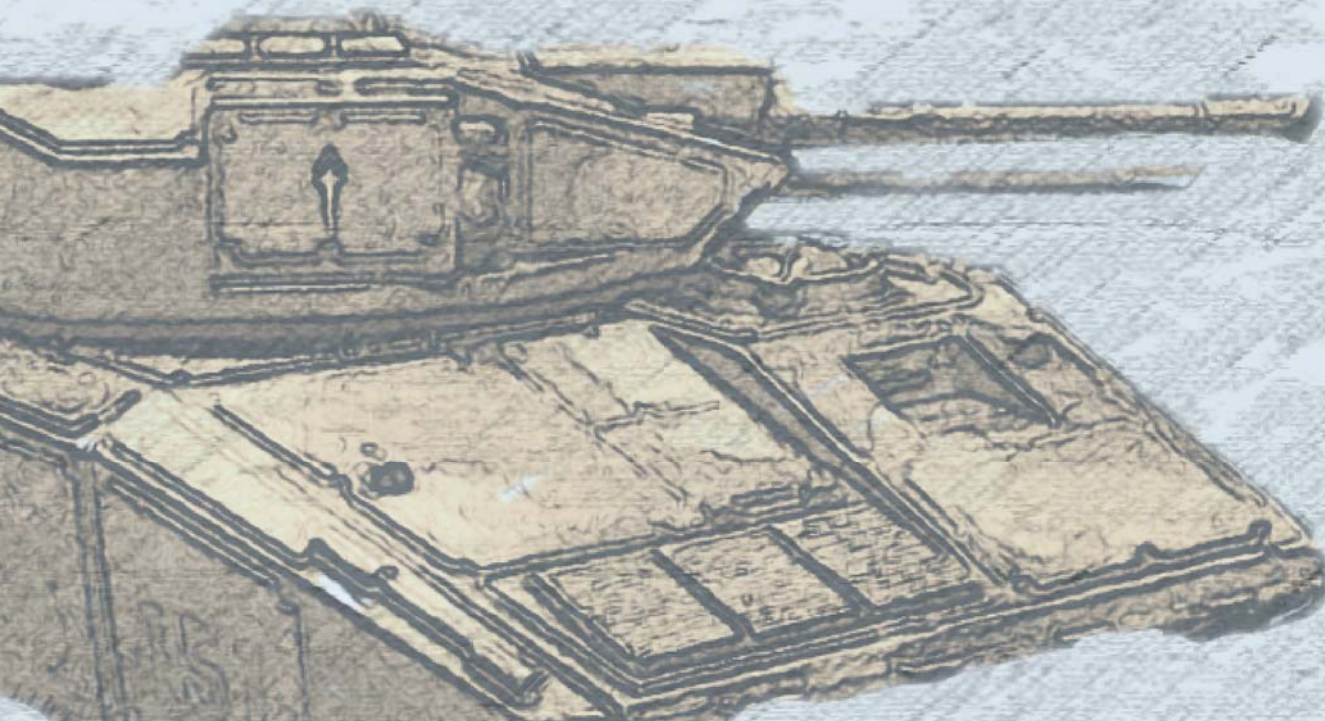
Oltenia: (B864834-8) One of the few planets with an intelligent native species, Oltenia is home to the teleporting Molts.

Chapter 2

THE MERCENARY BUSINESS

'Think you're going to like killing, boy?'
- Under The Hammer

It all comes down to economics.

An army equipped with powerguns, hover tanks, computer co-ordination and all of the other modern killing conveniences can always – almost always, anyway – defeat a less well-armed force of considerably greater size. However, the cost of maintaining such an army is prohibitively expensive for all but the richest worlds.

For the rulers of hundreds of lesser worlds, mercenaries gave assurance of victory in their own little brush wars and border disputes. The rebel faction on your southern continent might hold out for years if you rely on your own ill-trained and poorly equipped national army to do the job – but drop a regiment of mercs on the southern continent and you will be parading through the southern capital in triumph within six months.

Assuming, of course, that the rebels don't hire their own mercs…

The Bonding Authority

As the use of mercenaries grew, so too did the associated problems. Untrustworthy merc units would take the money and run, bailing out of a fight the instant they met resistance. Others turned on their own employers and joined the winning side in a war. Employers, too, often proved treacherous. Victorious mercenary units would be brushed off unpaid; defeated merc units would be trapped on a hostile world without pay when their ex-employer ceased to exist. A better arrangement was needed.

Early in the 2500s, several worlds involved in the Confederation War hired the Terran banking firm of Felchow und Sohn as an escrow agent for their mercenaries' pay – Felchow und Sohn was a stable foundation of Terra's banking industry and neither Terra nor the bank had any stake in the Confederation War. Payment was made in accordance with pre-arranged terms – the employer deposited the money into the bank before the war began and the mercs knew they would only be paid if they acted according to contract.

Over the next 30 years, Felchow und Sohn's involvement in the burgeoning mercenary sector continued to expand. The rules were codified and became commonly accepted, because they worked. The survivors of the Dalhousie debacle were able to buy passage off that world, despite the utter destruction of the Dalhousie Regency and the loss of 90% of the mercenaries fighting there. By contrast, when Wrangel's Legion broke contract by refusing to assault the Confederation drop zone, their pay bond was returned to the Montauk government and the Legion was hunted down and destroyed.

The Terran-based Hiring Hall at Felchow's became the premier place to hire merc units. Merc units not registered with Felchow's could find work only on the fringes of the galaxy with equally untrustworthy employers. The threat of being taken off the bank's rolls was tantamount to the threat of being disbanded for a reputable unit. The escrow business was massively profitable for the bank, as the escrowed money could be put to work and the bank's galactic reach allowed it to swiftly diversify into other mercenary services like shipping, recruitment and arms dealing. However, it was not until the Ariete incident that the power of the banks became apparent.

The Ariete was a mercenary division recruited from among the worlds of the Aldoni system. They were hired by the rebels fighting against the Republic of Paley. Their pay was banked with Felchow and both sides agreed to the terms of the conflict. The rebels lost, badly and while the Ariete fought bravely (taking 30% losses), they were eventually forced to surrender to the Republican forces.

The Republicans then slaughtered 15,000 mercenary prisoners, in defiance of all the Rules of War.

Felchow und Sohn had to act and their response would shape warfare in the galaxy for the next two centuries. They formed a cartel with other banks, offering them a cut of the massively lucrative mercenary business in exchange for cutting Paley off from the galactic economy. Only a fraction of Paley's trade was with other worlds but that tiny percentage was comprised entirely of high-tech goods and services. The banks did in a week what the rebels could not do in six years. The Republic of Paley fell into anarchy, a blazing warning beacon to other worlds of the consequences of endangering the mercenary business.

The Terran government could not officially tolerate such unilateral action by its banking sector, so it formed the Bonding Authority, an agency to review contracts and investigate disputes. The fees for the Bonding Authority are high but this ensures that its staff members are immune to bribery and corruption. The Bonding Authority even has its own military police to bring rogue merc units to heel.

Under the Bonding Authority, the mercenary business became a real industry – certified, quality-assured warfare across the galaxy.

'Merc Worlds'

The newest development in the mercenary business is the rise of the 'Merc Worlds' – planets who hire out large portions of their standing armies as mercenaries. Nieuw Friesland was the first to embark on this activity but other worlds such as New Ukrania are following suit. The Merc Worlds field some of the best-equipped and best-trained units in the galaxy but it is feared that their existence will only intensify the conflicts that engulf the galaxy.

Mercenary Life

The old adage of 'join the army, travel the world, meet interesting people – and kill them' applies doubly to mercenaries. For the average new recruit, mercenary life consists of cramped starship cabins, chaotic starports, prefab or decaying billets, strange backward planets and combat, interspersed with the occasional spot of shore leave where the young merc gets to spend his not inconsiderable pay packet on drinks, drugs, girls or whatever other entertainments will keep him sane. Mercenary companies are well aware of the stresses of combat and do their best to keep their men mentally intact. Psychotherapy sessions, sleep-hyponosis along with generous leave and pay do help but the average merc sees more combat in a year than most regular troops will see in their whole career.

Only the larger merc outfits can afford to maintain a training cadre; the rest recruit where they can, taking the survivors of disbanded merc units, regular soldiers looking for a pay raise and desperate men looking to escape their past. A lucky mercenary will survive to retirement and take his pension from the unit; a very lucky merc will do so with body and mind more-or-less intact. The majority of mercs CR out early, one way or the other – taking a job with a native army as a trainer or specialist or saving their pay and going home a wealthy man or shipping home as a box of flash-incinerated ash.

The stereotype of the mercenary among civilians is of a hardened warrior, strung out on stims and shell shock, out to raise hell when off-duty and with all the morals of a shark when on-duty. Native troops usually consider mercenaries to be overpaid, over armed brutes who have no idea how war is fought on this planet. Among mercs, the stereotype of most native soldiers is of parochial, clueless indigs who think their little war is an affair of galactic proportions and whose idea of tactics begins and ends with the massed charge. As for mercenaries and civilians, interactions fall usually into the categories of refugees, camp followers and collateral damage.

The Campaign From The Trenches

This is the typical experience of a Slammers infantryman.

Day 1: The LT informs the platoon that they are shipping out. The unit has to decamp and travel over 400 kilometres before dawn to get to the spaceport on time. Stims and coffee provide a poor substitute for sleep.

Day 2: The platoon arrives at the spaceport, only to find that the freighter that was supposed to be carrying them to the new assignment has broken down. Most of the regiment lifts on time; the infantry platoon and a few other vehicles are left behind with an overstressed lieutenant and a wad of CR to find alternate transport.

Day 3: Somehow, despite there not being enough room to transport the whole regiment, the genius computers in Logistics did manage to send the prefab billets offworld. The platoon is refused accommodation in the city (despite the mercs being treated as heroes only 72 hours earlier), so they camp on the starport's verge.

Day 4: Still nowhere.

Day 5: The lieutenant's aide finds a ship heading in roughly the right direction, as long as they leave immediately. The platoon and their vehicles are crammed into a hold shared with 32,000 embryonic pigs.

Day 6: The lieutenant distributes briefing cubes to everyone. Only three people bother to read them and two of them skip straight to the section about nightlife. Sleep-teaching tapes of the local language are also distributed.

Day 7: An unsecured jeep slides across the hold and an indeterminate number of embryonic pigs are crushed. The ship's quartermaster and the lieutenant engage in a protracted argument that touches on such diverse topics as safety, hygiene, compensation, at what stage a pig embryo becomes a pig, cloning and exactly what would happen if the cargo bay doors would happen to open, compared to the destructive capability of a 1 cm powergun that the lieutenant happens to be carrying.

Day 8: Still nowhere. Hyperspace jump. Still nowhere, only now it is a nowhere 300 light-years away.

Day 9: Still nowhere.

Day 10: The ship arrives in the target system and communications are re-established with the rest of the regiment. Base Alpha transmits landing co-ordinates; everyone digs out their briefing cubes and familiarises themselves with the terrain.

Day 11: Base Alpha changes the designated landing zone six times over the course of as many hours. Finally, as the ship approaches orbit, Base Alpha decides that it really needs the unit dropped within the warzone. While the platoon prepares for battle, the lieutenant arranges the change in landing zone with the merchant ship's captain, who understandably objects to flying into a warzone. There is another protracted argument, about insurance, risk, bribes and other unsavoury topics. Eventually, the captain sees reason after getting a personal assurance by the Colonel.

The ship hits the atmosphere, heading for the front line. The enemy targets it with rockets; anti-artillery fire from forward Slammers elements shoots the rockets down. Half the platoon disembark at 5,000 metres, as (unfortunately) do another few thousand pig embryos. The rest of the platoon and the vehicles hit the ground running as soon as the ship lands on a dirt field within spitting distance of an enemy firebase.

The platoon is the anvil that blocks the retreat of an enemy unit to the firebase; the rest of the Slammers are the hammer. Six hours of fighting leaves the firebase in Slammers hands.

Day 12: The platoon garrison the firebase. Six troops are killed by a booby trap in the mess hall. The rest of the day is spent searching the base for other traps.

Day 13: Still in the firebase.

Day 14: Still in the firebase. Base Alpha reports that enemy resistance in the area has completely collapsed and that the focus of the war has shifted to the north-east quadrant. Intelligence believes that there is not a single enemy combatant within 50 klicks of the base.

Day 15: The firebase is attacked by three platoons of motorised infantry. In heavy fighting, the Slammers prevail. After the battle, Intelligence transmits a correction to its previous report, suggesting that there may be an 'indeterminate number of scattered units' in the surrounding countryside.

Day 16: It is decided that the firebase will be destroyed to deny it to the enemy – and to show the power of the mercs. A nuke round is authorised. The infantry platoon leave the firebase and withdraw to a safe distance. A rocket hog half a continent away fires a 'red pill', annihilating the firebase.

Day 17: The platoon is assigned to sweep through the surrounding countryside, looking for enemy troops. The survivors of the attack on the firebase have gone to ground, taking shelter with civilian sympathisers or in the wilderness. To complicate matters, the civilian populace of the surrounding villages is terrified by the nuke round – some are so scared of nuclear retribution that they have taken to lynching their troops and laying the bodies out for the mercs to find. Others have vowed to resist and the Slammers face attack from both the scattered enemy troops and the natives.

Day 18: An enemy soldier has taken refuge in a local church. The unit has to get him out without violence.

Day 19: Still wandering the countryside.

Day 20: The last enemy troops in the sector surrender. Intelligence deems the sector all clear. The lieutenant reminds Intelligence of what happened the last time they said that. Intelligence throws a hissy fit.

Day 21: Still wandering the countryside.

Day 22: The platoon is ordered to make for the transcontinental maglev railroad and travel to the capital city. On the train, rumours about the 'indiscriminate use of nukes' run rampant, mutating into a wild story that the mercenaries have put a nuclear bomb on the train. The lieutenant orders a guard placed on the mercenaries' cargo to prevent sabotage or interference.

Day 23: Arrive at the capital city and given 24 hours leave. The next few hours are a blur but definitely involve the native liquor, a dance hall, a girl called Isa and something about a pig embryo.

Day 24: On the rails again, this time heading for the new front line in the northwest...

Day 25: The LT informs everyone that the Progressives have hired two merc units. Someone asks who the Progressives are. The LT reminds everyone that the briefing cubes made it clear that the Progressives are the enemy.

Day 26: The maglev train tracks are blown by enemy fire from the newly hired mercs. The platoon must protect the engineers while they repair the tracks. The enemy make several other attempts to destroy the train, which is laden with both supplies and reinforcements.

Base Alpha goes off the air. There are rumours of retaliatory nuclear strikes on the capital.

Day 30 (est.): The last few days have been a non-stop battle, as the front lines shift and dissolve. The Slammers armour elements are somewhere to the north-west, having pushed deep into enemy territory in an attempt to locate and destroy the hostile merc forces. The friendly natives have failed to push forward fast enough and the Slammers combat cars and infantry must stiffen the front lines until the tanks can fall back and solidify the position.

Day 31: The platoon is relieved by native troops and falls back to rendezvous with other Slammers, including Base Alpha. Progressive elements have seized the capital. The LT and other officers have a protracted argument about politics, spies, the incompetence of the local intelligence services and contract law.

The White Mice are seen heading back down the rail tracks to the capital.

Day 32: The push is back on. More heavy fighting.

Day 33: Word comes through that the progressive elements in the capital have fallen into disarray. Rumours that the treacherous minister of security was found dead in a locked room abound.

Day 34: The push continues and the Progressive's headquarters comes within range of the Slammers' artillery. The enemy mercs have calliopes dug in on Hill 554, though, so artillery cannot land a knock-out punch.

Day 35: The platoon is assigned the hazardous mission of attacking the calliopes on Hill 554. In the ensuing battle, the anti-artillery cover for the enemy headquarters collapses and the artillery goes to work.

Day 37: The Progressives surrender. The enemy mercs and Progressive forces are taken prisoner. The mercs are philosophical about this, although they regret the loss of their victory bonuses. The Progressives are terrified that they will be 'tied to a nuke and blown up, because that's what the Slammers do to prisoners.'

Day 38: The lieutenant and a friendly officer have a bitter and protracted argument over the treatment of mercenary prisoners. This is resolved by the lieutenant jamming his powergun into the officer's teeth and informing him that the mercs will be treated with respect.

Day 39: The platoon is recalled to the capital city, along with several new recruits from the defeated merc units. The Slammers have a new contract on another planet.

Day 40: Decanting of Horace the Pig, the platoon's new mascot.

MERCENARY CONTRACTS

The Hiring Hall in Bremen is perhaps the defining symbol of the modern age. A ferrocrete edifice that towers over the surrounding banks and skyscrapers, the Hiring Hall is the best place in the galaxy to hire mercenaries. You will not, of course, find any mercenaries there – or at least, no-one that you would recognise as a merc. The brokers and merc reps here wear finely tailored business suits or dress uniforms. The holographic displays in the Hiring Hall show the locations and ratings of merc units available for hire, as well as open contracts calling for mercs. The main display, which shows every human-colonised world, is an evolving map of a galaxy falling into chaos.

Every mercenary unit has a broker at the Hiring Hall. Larger units, like the Slammers, have their own dedicated staff in Bremen; smaller units must rely on brokers, who might have half-a-dozen merc bands on their books. Other brokers work on behalf of clients; the client sends a description of the merc force they need and the broker finds a suitable unit to take the contract. At every stage, fees are paid to the Bonding Authority. Some clients try to bypass the Hiring Hall by contacting the merc unit directly but a reputable mercenary unit will always tack on the Bonding Authority fees at some point.

Contracts

Once a hirer has found a suitable unit, the two must agree on a contract. The Bonding Authority provides a range of suitable boilerplate contracts that can be customised to suit the situation. Every contract mandates that the hirer provide enough money upfront to pay the mercenary unit for at least one month or until the contract is complete, whichever is shorter and to provide for transport offworld for the mercenary troops (not necessarily equipment) in the event of defeat. Both sides also agree to observe the Rules of War. These rules include:

- All prisoners are to be treated honourably.
- Weapons of mass destruction (nuclear weapons, biological agents, chemical weapons, exotic weapons, mass drivers) may not be used against civilian targets, nor may they be used in such a way to permanently damage the habitability of a settled planet.
- Surrenders and ceasefires are to be observed by both sides.

All contracts also agree to oversight and arbitration by the Bonding Authority.

Survey Missions

Increasingly, the larger merc units and merc worlds are literally looking for trouble, by sending small survey teams out to unstable worlds to look for clients. These survey teams identify trouble spots, gather intelligence on the terrain and local forces and make contact with potential clients. The Bonding Authority is rumoured to be unhappy with these survey missions, as it takes activity away from the Hiring Hall system.

Transport & Shipping

While some merc units have their own starships and there are transport companies who specialise in transporting merc units, the majority of mercenaries have to rely on ordinary commercial freighters to get from world to world. Hyperspace travel is expensive but quick – most human-colonised worlds are within a four-jump sphere of Terra and a freighter can jump once a day on average. The main bottleneck for transport is loading and unloading the unit.

Even a small merc unit with just a squad of combat cars and a dozen fighting men has a support staff of twice as many people and equipment. For a big mercenary unit like Hammer's Slammers, getting the regiment from A to B takes weeks of work.

Few civilian freighters are willing to do combat drops, so the hirer must provide a safe landing zone. If a starport is in the hirer's control, then this is easily accomplished but starships can land at local airports, provincial starports or even a sufficiently hard and flat field.

Command & Control

Invariably, one of the biggest headaches in any conflict is integrating the mercenaries into the regular army. Every world has its own communications protocols and methods; even if they use off-the-shelf technology (the problem is even worse if the world produces its own communications equipment). Keeping the whole merc unit together and leaving their communications networks to run in parallel to the regular one is not a solution, as running important status updates all the way up one network and down the other is much too slow and leads to friendly fire problems at the very least.

Communications problems are a mere technical issue; the chain of command is a much thornier one. The hirer must balance control of the new and highly expensive asset with maximising the use of the experience of the mercenaries; mercs want to maintain their own unit integrity and avoid being put under the command of an incompetent native general.

Rest & Relaxation

Mercenary units may be a crippling expense to the hirer but they are a huge boon to the planet's entertainment industry. Mercenaries are highly paid and they want desperately to live when off-duty. This leads to clashes with local authorities and the local authorities usually come off the worse in a clash with battle-hardened mercs. Military police, either local or mercs, should be employed to ensure there are no unfortunate incidents.
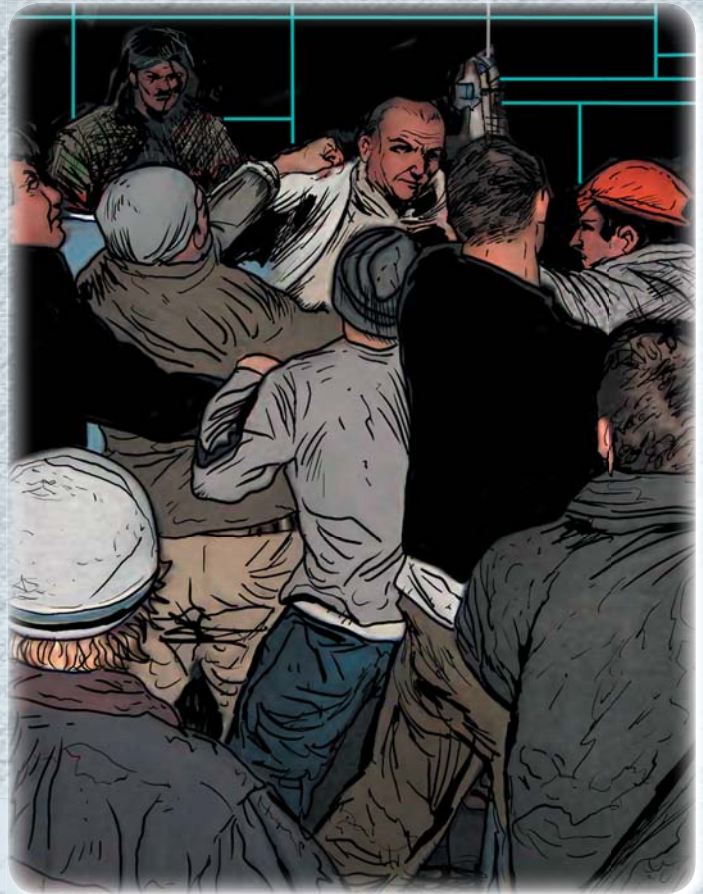
After The War

If the hirer wins, then the mercs enjoy a very brief break from the fighting before they leave the planet. Invariably, public opinion turns against the mercenaries after a victory; winners write the histories and hirers prefer to minimise the role the mercs played in the war. The mercs are happy to leave – the next contract or R&R on a more hospitable planet awaits.

If the hirer loses, the mercs face a more difficult prospect. A smooth surrender means the mercs can withdraw in good order but all too often a defeated hirer collapses completely in the last days of the war, forcing the mercs to fight their way back to the spaceport.

Mercenary Roster

This is a partial roster of notable mercenary units.

Unit	Rating	Size	Composition
Anders' Legion	C	Battalion	Light Armour, Infantry, Artillery
Apex Dragoons	B	Regiment	Light Armour
Baffin's Legion	A	Regiment	Heavy Armour, Light Armour
Compagnie de Barthe	B	Battalion	Infantry, Sappers
Division Legere	C	Battalion	Infantry
Fasolini's Company	C	Battalion	Infantry
Firelords	B	Battalion	Artillery
Flaming Sword Commando of the Holy Brotherhood	B	Battalion	Light Armour, Infantry
Foster's Mercenaries	B	Battalion	Artillery, Light Armour
Hammer's Slammers	A	Regiment	Heavy Armour, Light Armour, Infantry, Artillery
Harris' Commando	C	Battalion	Infantry
Helidorus Regiment	C	Regiment	Infantry
Lighting Division	B	Regiment	Heavy Armour, Light Armour, Infantry, Artillery
Sons of Mangala	C	Battalion	Infantry
Texan 101st Airborne	B	Regiment	Drones, Light Armour
Thunderbolt Legion	B	Regiment	Light Armour, Artillery
United Defence Batteries	A	Battalion	Artillery
Waldheim Dragoons	C	Regiment	Heavy Armour, Light Armour, Infantry, Artillery
West Riding Yeomanry	B	Regiment	Light Armour
Wolverines	B	Battalion	Infantry, Sappers
Zaporosikye Brigade	A	Regiment	Heavy Armour

Chapter 3

CHARACTER CREATION

Merc units recruit when and where they can. Most new recruits are farmboys from agricultural worlds, looking for a way off the rockball they call home but the Slammers have picked up new recruits from disbanded merc units, prisons, warzones and stranger places. If you've got the skills and the guts, then the Slammers will find a place for you. Any of the standard Traveller or Mercenary careers may be used for Hammer's Slammers characters.

Your Own Merc Unit

This chapter assumes that you are creating a character who is part of Hammer's Slammers. If you are creating a character that is part of another merc unit, then you should write up your own campaign events tables and just substitute your own unit whenever the Slammers are mentioned in the character creation rules.

If you are creating a character that is not currently part of a mercenary unit, then just carry out Traveller character creation as normal.

Joining the Slammers

There are two ways to join the Slammers during character creation. Firstly, you can apply to join the Slammers by entering the Tanker, Combat Car, Infantry or Support mercenary careers. This represents your character joining the Slammers by signing up with the unit as a new recruit.

Secondly, you may take the Slammers as a connection, as per the connection rules. This means that you ran into the Slammers at some point in your previous history and you then joined the unit then under unusual circumstances. You get a skill for this connection as normal (and it counts towards your limit of two skills for connections).

New Skill Specialities

Drive (Hover): For hovercraft and combat cars.
Driving a hovercraft across uneven terrain: 1-6 minutes, Dexterity, Difficult (-2)

Drive (Hover Tank): For blower tanks and other super-heavy air cushion vehicles.
Driving a blower under normal circumstances: 1-6 minutes, Dexterity, Difficult (-2)
Driving a blower across uneven terrain: 1-6 minutes, Dexterity, Hard (-3)

RANKS

All Slammers careers use the same rank table. A character moving from one career to another keeps his current rank. Not all ranks are available in all careers. Obviously, a character that is sent to liaise with an employer is not going to be a green recruit. A character who is not of the minimum rank number or above the maximum rank for a career suffers a -1DM per missing rank number when trying to qualify for that career. If a character qualifies for a career when he is below the minimum rank, he is promoted to that rank.

For example, the range for the Gunner career is E4 to E9 or O2 to O4. A character who is rank E1 would suffer a -3 DM to qualification rolls; a character who is rank O6 would suffer a -2 DM.

Some careers are only available to commissioned characters.

PREVIOUS SERVICE

You may enter a career by rolling to qualify as normal or by fulfilling the requirements listed under 'Previous Service'. Rolling for qualification is riskier but it is the faster route to high rank. Relying on Previous Service for advancement means that your character is taking the slower, steadier route through his career.

Rank Number	NCO	Rank Number	Commissioned
E1	Private		
E2	Private Second Class		
E3	Private 1st Class	O1	2nd Lieutenant
E4	Corporal	O2	
E5	Sergeant	O3	1st Lieutenant
E6	Staff Sergeant	O4	
E7	Sergeant Commander	O5	
E8	Master Sergeant	O6	Captain
E9	Sergeant Major	O7	
		O8	Major
		O9	
		O10	Colonel

TANKER

You drive one of the mighty blower tanks that are the iridium-armoured core of the Slammers' fighting force.

Enlistment: Int 6+.
If you are aged 30 or more, -2 DM.
Per previous career, -1 DM
Ranks: E1 to E5, O1 to O3.

Previous Service: Two terms as Army (cavalry) or Drive (hover) 1+.

Assignments: Choose one of the following:
- **Tank Driver:** You drove a hover tank into combat.
- **Tank Commander:** You commanded a tank and manned its powerguns.
- **Tank Specialist:** You were part of a three-man command unit, with enhanced commo and electronic warfare ability.

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer (Commissioned Only)
1	+1 Dex	Drive (hover tank)	Comms	Tactics (military)
2	+1 Int	Gunner (turrets)	Physical Sciences (any)	Admin
3	+1 Edu	Mechanic	Navigation	Advocate
4	Streetwise	Comms	Engineer (electronics)	Remote Operations
5	Carouse	Computers	Engineer (power plant)	Computers
6	Gamble	Sensors	Engineer (combat)	Leadership

	Specialist: Tank Driver	Specialist: Tank Commander	Specialist: Tank Specialist	
1	Drive (hover tank)	Gunner (turrets)	Comms	
2	Navigation	Heavy Weapons	Computers	
3	Gunner (turrets)	Comms	Sensors	
4	Recon	Computers	Remote Operations	
5	Sensors	Sensors	Navigation	
6	Drive (hover tank)	Tactics (military)	Engineer (electronics)	

Ranks and Skills

Rank	Skill or benefit	Rank	Skill or Benefit
E1	Drive (hover)	O1	Comms
E2		O2	
E3	Mechanic	O3	Leadership
E4			
E5	Jack of all Trades		

Mishap	
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	You make a tactical blunder that gets several people killed and the contract broken. Gain two Enemies – one is your commanding officer, the other is a survivor of the mission.
3	Your tank is destroyed in a particularly bloody engagement and you have to flee on foot. Throw Survival 8+. If you succeed, you are picked up by the regiment and may continue in this career. Fail and you are caught by the enemy and spend the rest of this term in a POW camp. Lose one Strength but gain a Contact.
4	During an urban combat, your tank is buried in rubble and trapped. If you abandon your tank, you automatically survive. If you stay with the tank, roll 1d6. On a 1-4, you are Injured – roll on the Injury table. On a 5+, your tank is recovered and repaired and you are not ejected from this career.
5	Your tank gets stuck in difficult terrain and has to be abandoned. Throw Mechanic 8+ to salvage what you can before it is lost. Succeed and you may keep your benefit roll from this term. Fail and your tank is captured by the enemy.
6	Injured. Roll on the Injury table.

Events

Roll 2d6	Events
2	Disaster! Roll on the mishap table but you are not ejected from this career.
3	Your platoon is sent on a dangerous mission to reinforce local troops. Gain one of Recon 1, Drive (hover tank) 1, Mechanic 1 or Leadership 1.
4	You participate in a major tank battle, with dozens of vehicles engaged. Gain one of Sensors 1, Gunner (turrets) 1, Tactics (military) 1 or Comms 1.
5	You are given a special assignment or duty in your unit. Gain a +1DM to any one Benefit roll.
6	Slammer's Event: Roll on the appropriate Slammer's Event table.
7	Life Event: Roll on the Life Events table.
8	Wartime Event: Roll on the Wartime Events table.
9	Your tank rolls over the opposition. Gain a +2 DM to your next Advancement check.
10	You are the spearhead of a Slammer's strike against a fortified enemy position. Roll 1d6. On a 1-3, you are Injured, roll on the Injury table. Gain either Gunner (turrets) or Drive (hover tank) and Recon 1, Tactics (military) 1 or Remote Operations 1.
11	You are forced to take command of your platoon when your commander's tank is disabled. Either gain Tactics, or take a +4DM to your next Advancement roll.
12	You display heroism in battle. You are automatically promoted or commissioned.

Mustering-Out Benefits:

Roll	CR	Other Benefits
1	-	-
2	1,000	Weapon
3	2,000	Minor Trophy or Contact
4	3,000	Vehicle or +1 Intelligence
5	5,000	Armour or Ally
6	7,500	Major Trophy or +1 Social Standing
7	10,000	Tank or +1 Education

Commission: Int 8+

	Driver	Commander	Specialist		Driver	Commander	Specialist
Advancement	Edu 6+	Int 5+	Edu 5+	**Survival**	Dex 6+	Int 7+	Edu 7+

COMBAT CAR

You served in one of the fast-moving hovercraft that make up Section II of Hammer's Regiment.

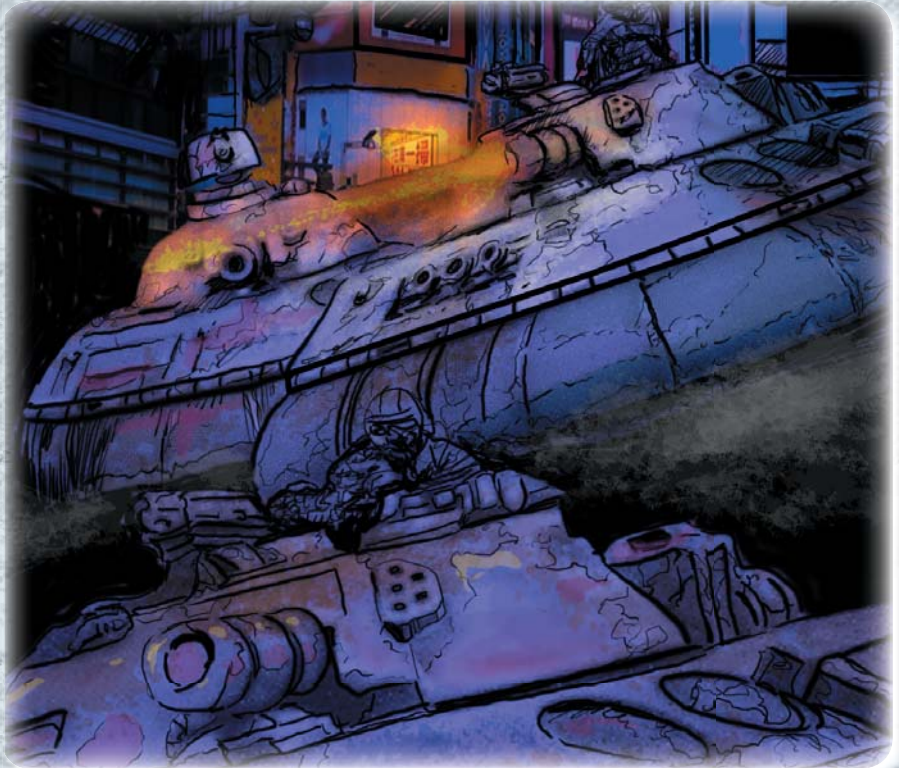**Enlistment:** Dex 5+.
If you are aged 30 or more, -2 DM.
Per previous career, -1 DM
Ranks: E1 to E5, O1 to O3

Previous Service: One term in any Army or Mercenary career.

Assignments: Choose one of the following:
- **Driver:** You drove the car, taking the lives of your comrades in your hands.
- **Gunner:** You manned a tribarrel powergun.
- **Commander:** You were a technician or officer on a command car.

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer (Commissioned Only)
1	+1 Dex	Drive (hover)	Mechanic	Admin
2	+1 End	Recon	Engineer (power plant)	Leadership
3	+1 Initiative	Sensors	Comms	Tactics (military)
4	Carouse	Heavy Weapons	Tactics (military)	Comms
5	Gamble	Mechanic	Medic	Heavy Weapons
6	Jack of all Trades	Navigation	Computers	Investigate
	Specialist: Driver	**Specialist: Gunner**	**Specialist: Commander**	
1	Drive (hover)	Drive (hover)	Drive (hover)	
2	Recon	Heavy Weapons (any)	Mechanic	
3	Navigation	Medic	Engineer (electronics)	
4	Mechanic	Gun Combat (any)	Comms	
5	Heavy Weapons (any)	Melee (unarmed combat)	Computers	
6	Drive (any)	Heavy Weapons (any)	Remote Operations	

Ranks and Skills

Rank	Skill or benefit	Rank	Skill or Benefit
E1	Drive (hover)	O1	Comms
E2		O2	
E3	Mechanic	O3	Leadership
E4			
E5	Heavy Weapons (man portable)		

Mishap	
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	Your car is hit by an enemy attack and one of your buddies is severely wounded. You hold his body together with your hands. Throw Medic 8+. If you fail, he dies and you fail to make pickup. If you succeed, he lives and guides you back to friendly forces. Gain an Ally and you are not ejected from this career.
3	Your car runs into an ambush that you should have spotted. Either roll on the Injury table or one of the other crew takes the hit and is killed.
4	A teenage kid runs towards your car, waving what looks like a satchel charge. If you shoot, your commanding officer accuses you of killing a civilian and has you CRiered. If you fail to shoot, the bomb blows up your car – roll on the Injury table.
5	You are cut off by a rapid enemy advance and forced to abandon your car. Gain Survival 1 or Recon 1 as you leave this career.
6	Injured. Roll on the Injury table.

Events

Roll 2d6	Events
2	Disaster! Roll on the mishap table but you are not ejected from this career.
3	You have an easy tour of duty at an urban base. Gain Streetwise 1, Stealth 1, Carouse 1 or a Contact.
4	You are sent to pacify a region where the natives know the terrain better than you are. Hostiles lurk behind every tree. Gain Recon 1, Sensors 1, Tactics (military) 1 or Stealth 1. Then roll Recon 8+; fail, and you are Injured (roll on the Injury table).
5	You are given a special assignment or duty in your unit. Gain a +1DM to any one Benefit roll.
6	Slammer's Event: Roll on the appropriate Slammer's Event table.
7	Life Event: Roll on the Life Events table.
8	Wartime Event: Roll on the Wartime Events table
9	You are assigned as a spotter for the artillery section. Gain Recon 1, Comms 1, Heavy Weapons (field artillery) or Remote Operations 1.
10	You are thrown into a brutal ground war. Throw Endurance 8+ to avoid injury; if you succeed, you gain Guns or Leadership.
11	You are assigned to the command car in your unit and work closely with your commanding officer. Learn Tactics and Leadership from him or take a +4DM to your next Advancement roll thanks to his aid.
12	You display heroism in battle. You are automatically promoted or commissioned.

Mustering-Out Benefits:

Roll	CR	Other Benefits
1	-	Minor Trophy
2	1,000	Weapon
3	2,000	Minor Trophy or Contact
4	3,000	Vehicle or Contact
5	5,000	Armour or Ally
6	7,500	Major Trophy or Ally
7	10,000	Combat Car

Commission: Edu 8+

	Driver	Gunner	Commander		Driver	Gunner	Commander
Advancement	End 7+	End 7+	Int 6+	**Survival**	Dex 7+	Int 7+	Edu 7+

SLAMMERS INFANTRY

You served as one of the Slammers' infantry, riding a personal hoversled into battle or providing vital close-in support to the cavalry.

Enlistment: End 5+.
If you are aged 30 or more, -2 DM.
Per previous career, -1 DM
Ranks: E1 to E5, O1 to O3

Previous Service: One term in any military career, age 34 or less.

Assignments: Choose one of the following:
- **Skimmer:** You were a grunt in the Slammers' infantry section.
- **Scout:** You were a field scout or sniper.
- **Heavy Weapons:** You hunted enemy tanks with a buzzbomb or rocket launcher.

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer (Commissioned Only)
1	+1 Str	Drive (hover)	Navigation	Tactics (military)
2	+1 Dex	Athletics	Comms	Leadership
3	+1 End	Gun Combat (any)	Engineer (combat)	Advocate
4	Gambler	Recon	Mechanic	Diplomat
5	Carouse	Stealth	Explosives	Tactics (military)
6	Melee (Unarmed combating)	Medic	Sensors	Admin
	Specialist: Skimmer	Specialist: Scout	Specialist: Heavy Weapons	
1	Drive (hover)	Navigation	Drive (hover)	
2	Recon	Recon	Heavy Weapons	
3	Stealth	Stealth	Explosives	
4	Mechanic	Streetwise	Comms	
5	Gun Combat (any)	Survival	Remote Operations	
6	Tactics (military)	Gun Combat (any)	Gun Combat (any)	

Ranks and Skills

Rank	Skill or benefit	Rank	Skill or Benefit
E1	Gun Combat (any)	O1	Comms
E2		O2	
E3	Stealth	O3	Leadership
E4			
E5	Admin		

Mishap	
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	You and a friend are surprised by an enemy tank. If you protect your friend, gain an Ally and any one skill but you are severely injured. roll on the injury table. If you fail to protect him, you gain nothing.
3	You are accused of treating civilians illegally. To defend yourself, throw Advocate 8+. Succeed and you may continue in this career but gain another officer as a rival, Fail and you must leave this career.
4	You suffer a psychological breakdown and are withdrawn from active duty. Roll Education 8+ to gain any one skill.
5	You get into a bar fight with the locals and someone is killed. If you were just defending yourself, then gain one of the locals as a Rival. If you provoked the fight, gain your former commanding officer as an Enemy.
6	Injured. Roll on the Injury table.

Events

Roll 2d6	Events
2	Disaster! Roll on the mishap table but you are not ejected from this career.
3	One of your squadmates is losing it and may pose a danger to the unit. If you report him, he is CRiered and forgotten about. If you do not report him, roll 1d6. On a 1-2, he screws up and gets an Ally of yours killed. Lose one Ally, if any. On a 3-4, nothing happens. On a 5-6, gain him as an Ally and gain any one skill.
4	You are assigned to security detail at a base when rioters attack the compound. Roll either Melee 10+ or Gun Combat 6+ to deal with the situation. Fail using either and you suffer a -4 DM to your next Advancement Roll. Succeed with Gun Combat and gain one of the survivors as an Enemy.
5	You are given a special assignment or duty in your unit. Gain a +1DM to any one Benefit roll.
6	Slammer's Event: Roll on the appropriate Slammer's Event table.
7	Life Event: Roll on the Life Events table.
8	Wartime Event: Roll on the Wartime Events table.
9	You are assigned to a strike mission behind enemy lines. Throw Recon 8+ or Stealth 8+ to gain any one skill and a +2 DM to your next Advancement Roll.
10	You are forced to take over a tank or combat car when its crew is killed. Gain Drive (hover or hover tank) and you may qualify for the Tanker or Combat Car career automatically next term.
11	Your commanding officer takes an interest in your career. Either gain Tactics or take a +4DM to your next Advancement roll thanks to his aid.
12	You display heroism in battle. You are automatically promoted or commissioned.

Mustering-Out Benefits:

Roll	CR	Other Benefits
1	—	Minor Trophy
2	—	Weapon
3	1,000	Armour
4	2,000	+1 End
5	3,000	Major Trophy
6	4,000	+1 Dex
7	8,000	Ally and Major Trophy

Commission: Int 8+

	Skimmer	Scout	Heavy Weapons		Skimmer	Scout	Heavy Weapons
Advancement	Edu 7+	Int 7+	Int 7+	**Survival**	End 7+	Dex 7+	Str 7+

FIREBASE

You provided vital intelligence, engineer ability or fire support to troops in the field from a forward base.

Enlistment: Int 6+.
If you are aged 30 or more, -2 DM.
Per previous career, -1 DM
Ranks: E1 to E7, O1 to O5

Previous Service: Two terms in any military career.

Assignments: Choose one of the following:
- **Artillery:** You fired rocket howitzers or guided missiles as directed by front-line troops.
- **Signals:** You jammed enemy communications and co-ordinated the front-line forces.
- **Combat Engineer:** You built bridges and blew up enemy fortifications.

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer (Commissioned Only)
1	+1 Int	Mechanic	Navigation	Admin
2	+1 Edu	Comms	Tactics (military)	Advocate
3	+1 End	Drive (any)	Engineer (any)	Tactics (military)
4	+1 Dex	Admin	Computers	Comms
5	Comms	Gun Combat (any)	Admin	Leadership
6	Survival	Engineer (any)	Sensors	Persuade

	Specialist: Artillery	Specialist: Signals	Specialist: Combat Engineer	
1	Heavy Weapons (any)	Comms	Engineer (combat)	
2	Gunner (turrets)	Sensors	Explosives	
3	Sensors	Computers	Heavy Weapons	
4	Drive (hover)	Recon	Drive (hover)	
5	Mechanic	Engineer (electronics)	Stealth	
6	Heavy Weapons (any)	Comms	Engineer (any)	

Ranks & Benefits

Rank	Skill or benefit	Rank	Skill or Benefit
E1	Mechanic	O1	Comms
E2		O2	
E3	Heavy Weapons (field artillery)	O3	Leadership
E4		O4	
E5	Computers	O5	Computers
E6			
E7	Jack of all Trades		

Mishap	
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	An accident blows up an ammunition dump nearby – do you risk your life to save others? If you do so, Throw Dex 8+. Fail and you are Severely Injured. Succeed and you are only Injured but gain an Ally from among the soldiers you save.
3	A miscommunication results in a front-line unit not getting the support it needs and their commanding officer blames you. Throw Comms 8+ or Advocate 8+; if you succeed, gain that officer as a Rival and you may keep your benefit from this term.
4	You are left for dead when your firebase is bombed by counter-battery fire. Gain Survival or Streetwise as you make your own way off-planet when your unit retreats.
5	You are hounded out of the service by a superior officer who takes a dislike to you. Gain him as a Rival.
6	Injured. Roll on the Injury table.

Events

Roll 2d6	Events
2	Disaster! Roll on the mishap table but you are not ejected from this career.
3	You are ordered to disable the life support systems in a fortress that is believed to be sheltering both civilians and enemy forces. If you refuse, you may not make a Promotion or Commission roll this term. If you obey, gain any skill and lose one Social Standing.
4	Your firebase is overrun by enemy forces. Roll Gun Combat or Stealth 8+ to avoid being captured.
5	You are given a special assignment or duty in your unit. Gain a +1DM to any one Benefit roll.
6	Slammer's Event: Roll on the appropriate Slammer's Event table.
7	Life Event: Roll on the Life Events table.
8	Wartime Event: Roll on the Wartime Events table.
9	You are ordered to pull back from your firebase but several of the unit's tanks have been disabled. Your CO calls for volunteers to hold the base until the tanks can be fixed. If you volunteer, roll Gun Combat 8+ or Mechanic 8+. Succeed and gain any skill. Fail and you are Injured (roll on the injury table).
10	You are forced to take over a tank or combat car when its crew is killed. Gain Drive (any) and you may qualify for the Tanker or Combat Car career automatically next term.
11	You are ordered to carry out a fire order that results in the death of one of your friends. If you obey, lose an ally and take a +4DM to your next Advancement roll.
12	You display heroism in battle. You are automatically promoted or commissioned.

Mustering-Out Benefits:

Roll	CR	Other Benefits
1	1,000	Weapon
2	2,000	+1 Edu
3	4,000	Armour
4	6,000	+1 Int
5	8,000	Minor Trophy
6	12,000	Vehicle
7	20,000	Vehicle and +1 Edu

Commission: Int 8+

	Artillery	Signals	Combat Engineer		Artillery	Signals	Combat Engineer
Advancement	Edu 7+	Int 7+	Int 6+	**Survival**	End 6+	Int 6+	Str 7+

TECHNICIAN

You supported the troops in the field with your technical skills.

Enlistment: Int 5+.
If you are aged 30 or more, -2 DM.
Per previous career, -1 DM
Ranks: E1 to E7, O1 to O3.

Previous Service: Mechanic, Engineer or Medic skills of 2+ or one term in any Army or Mercenary career.

Assignments: Choose one of the following:
- **Armourer:** You specialised in repairing and maintaining personal weapons, body armour and other man-portable equipment.
- **Mechanic:** You outfitted and repaired blower tanks and combat cars.
- **Medic:** You patched wounded soldiers back together.
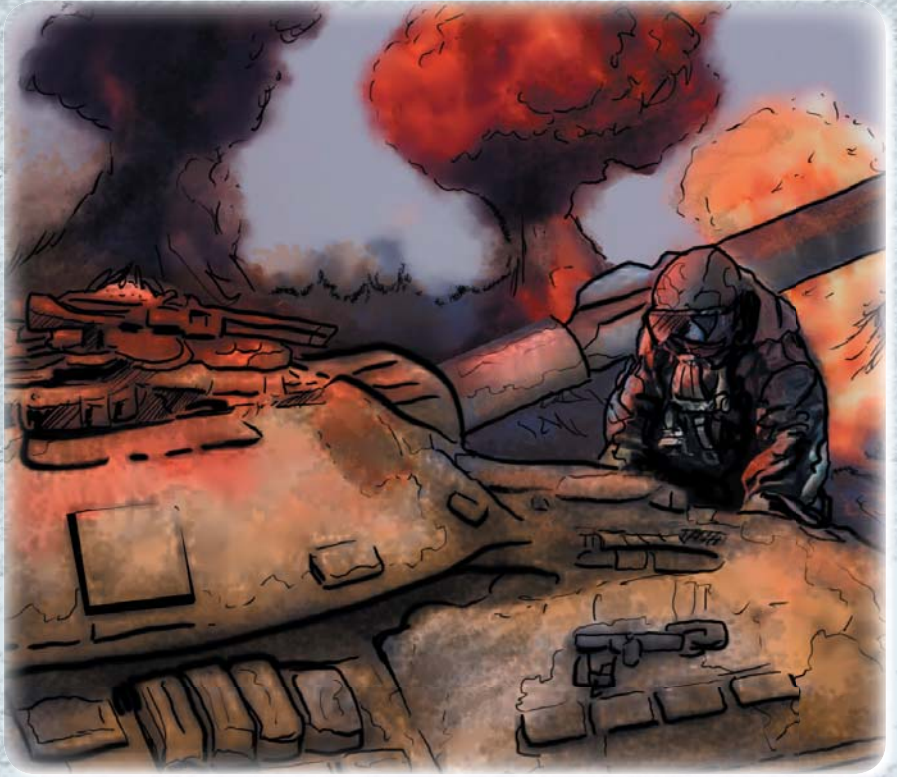
Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer (Commissioned Only)
1	+1 End	Mechanic	Engineer (any)	Leadership
2	+1 Int	Medic	Physical sciences (any)	Tactics (military)
3	+1 Edu	Comms	Life sciences (any)	Social sciences (any)
4	Contact	Drive (hover)	Remote Operations	Admin
5	Streetwise	Comms	Computers	Advocate
6	Carouse	Gun Combat (any)	Sensors	Comms
	Specialist: Armourer	Specialist: Mechanic	Specialist: Medic	
1	Mechanic	Mechanic	Medic	
2	Gun Combat (any)	Drive (any)	Life Sciences (any)	
3	Heavy Weapons (any)	Gunner (any)	Persuade	
4	Engineer (electronics)	Heavy Weapons (any)	Drive (any)	
5	Engineer (combat)	Engineer (any)	Life Sciences (any)	
6	Explosives	Engineer (any)	Medic	

Ranks & Benefits

Rank	Skill or benefit	Rank	Skill or Benefit
E1	Mechanic	O1	Admin
E2		O2	
E3	Engineer (any)	O3	Computers
E4	Admin		
E5	Computers		
E6			
E7	Jack of all Trades		

Mishap	
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	You screw up and others pay the price. Gain one of the survivors of your mistake as an Enemy.
3	One of your Allies is killed in front of you by a stray shot and his death haunts you to this day.
4	On a long campaign, you have the option of turning to stims to keep going. If you refuse to become addicted, you leave this career. If you use stims, you must pay 1d6x 1,000 credits per term from now on roll Endurance 8+. Succeed and you are not ejected from this career. Fail and you are still ejected.
5	A long campaign exhausts you and you are forced to take time to recuperate. You may keep your Benefit from this term.
6	Injured. Roll on the Injury table.

Events

Roll 2d6	Events
2	Disaster! Roll on the mishap table but you are not ejected from this career.
3	You pick up some useful tricks from the natives of a war world. Gain one of Streetwise 1, Engineer 1, Animals 1 or Recon 1.
4	A supply shipment goes missing, forcing you to make do with what you can scrounge. Throw Intelligence 8+; if you succeed, gain a Skill and a Contact among the locals.
5	Your quick thinking avoids a supply problem that would have impeded the regiment. Gain a +1DM to any one Benefit roll.
6	Slammer's Event: Roll on the appropriate Slammer's Event table.
7	Life Event: Roll on the Life Events table.
8	Wartime Event: Roll on the Wartime Events table.
9	You are given advanced training in a particular field. Throw Education 8+ to gain a new skill.
10	You are assigned to Base Alpha for the duration of a campaign, well away from the danger of combat. Gain one of Admin 1, Investigate 1, Carouse 1 or Streetwise 1.
11	Your commanding officer is wounded or his vehicle is disabled but you save the day. Either gain a skill or take a +4DM to your next Advancement roll thanks to his aid.
12	You display heroism in battle. You are automatically promoted or commissioned.

Mustering-Out Benefits:

Roll	CR	Other Benefits
1	—	Weapon
2	1,000	+1 Edu
3	2,000	Armour
4	3,000	+1 Int
5	4,000	Minor Trophy
6	5,000	Vehicle
7	10,000	Vehicle and +1 Edu

Commission: Soc 8+

	Armourer	Mechanic	Medic		Armourer	Mechanic	Medic
Advancement	Edu 7+	Edu 6+	Int 5+	**Survival**	End 5+	Str 6+	Dex 7+

SUPPORT

You were far from the sharp end in the Slammers, serving in the headquarters section.

Enlistment: Edu 7+.
If you are aged 34 or more, -2 DM.
Per previous career, -1 DM
Ranks: E3 to E5, O1 to O5.

Previous Service: Three terms in any Army or Mercenary career.

Assignments: Choose one of the following:
- **Liaison:** You dealt with clients and the Mercenary Bonding Authority, negotiating bonds and contracts.
- **Logistics:** You dealt with the nightmare of getting thousands of men and hundreds of fighting vehicles from one planet to another.
- **Legal:** You defended the Slammers in court and advised on the regiment's legal dangers.

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer (Commissioned Only)
1	+1 Int	Admin	Computers	Admin
2	+1 Edu	Comms	Space sciences (any)	Advocate
3	Gambler	Advocate	Advocate	Persuade
4	Carouse	Computers	Diplomat	Leadership
5	Contact	Diplomat	Social sciences (any)	Tactics (military)
6	Language (any)	Persuade	Engineer (any)	Carouse
	Specialist: Liaison	**Specialist: Logistics**	**Specialist: Legal**	
1	Language	Admin	Admin	
2	Streetwise	Computers	Advocate	
3	Recon	Comms	Diplomat	
4	Diplomat	Persuade	Persuade	
5	Broker	Drive (any)	Investigate	
6	Deception	Tactics (military)	Deception	

Ranks & Benefits

Rank	Skill or benefit	Rank	Skill or Benefit
E3	Comms	O1	Admin
E4		O2	
E5	Steward	O3	Advocate
		O4	
		O5	Diplomat

Mishap	
1	Injured. Roll on the Injury table.
2	You are targeted by an assassin. Throw Recon 8+ or Melee (any) 8+; if you fail, you are Serious Injured (roll twice on the Injury table and take the lower result). If you succeed, you are merely injured and may keep your benefit from this career.
3	You fail a difficult assignment due to insufficient support from a fellow officer. Gain him as a Rival.
4	You fall in love with a civilian and temporarily leave the unit. The relationship ends badly – gain a Rival.
5	Your ship is shot down by enemy fire, leaving you stranded in the wilderness. Roll Survival 8+ to avoid rolling on the Injury table.
6	You are offered a bribe to betray the Slammers. If you accept, you may roll twice on the CR table for this career but are forced to leave the unit. If you refuse, you may continue in this career but have a -2DM to your next Advancement check due to suspicion.

Events

Roll 2d6	Events
2	Disaster! Roll on the mishap table but you are not ejected from this career.
3	Your transport is disabled by enemy fire and you are forced to make your way cross-country. Gain one of Survival 1, Navigation 1, Stealth 1 or Recon 1.
4	You have to deal with a belligerent noble who is unhappy with the unit's actions. Throw Diplomacy or Steward 8+; if you succeed, gain any one skill and gain the noble as a Contact.
5	You are sent to investigate a potential client. The battle will be hard but the client is being oppressed by a cruel government. If you recommend that the Slammers take the job, gain the client as an Ally and roll 1d6. On a 1-4, the Slammers take heavy casualties and you must take a fellow officer as an Enemy.
6	Slammer's Event: Roll on the appropriate Slammer's Event table.
7	Life Event: Roll on the Life Events table.
8	Wartime Event: Roll on the Wartime Events table.
9	You are given extra training. Roll Education 10+ to gain an extra skill.
10	Base Alpha is hit by incoming fire. Roll 1d6. On a 1-2, you are hit – roll on the Injury table. On a 5-6, you save a high-ranking officer. Gain a Contact and a +2 DM to your next Advancement roll.
11	Your commanding officer takes an interest in your career. Either gain Tactics or take a +4DM to your next Advancement roll thanks to his aid.
12	You display heroism in battle. You are automatically promoted or commissioned.

Mustering-Out Benefits:

Roll	CR	Other Benefits
1	2,000	Weapon
2	5,000	+1 Edu
3	10,000	Minor Trophy
4	10,000	+1 Int
5	10,000	Vehicle
6	20,000	+1 Soc
7	30,000	+1 Soc, +1 Edu

Commission: Soc 8+

	Liaison	Logistics	Legal		Liaison	Logistics	Legal
Advancement	Edu 7+	Edu 6+	Int 5+	**Survival**	End 5+	Str 6+	Dex 7+

SPECIAL OPERATIONS

You were one of the handful of special agents attached to the regiment, performing dangerous or illicit missions at the Colonel's discretion. You win no glory here, as no-one will ever know what you did.

Enlistment: Int 8+.
If you are aged 30 or more, -2 DM.
Per previous career, -1 DM

Ranks: E3 to E8, O3 to O5.

Previous Experience: Three terms in any Army or Mercenary career, including at least one term in the Slammers.

Assignments: Choose one of the following:
- **Military Police:** You were one of the White Mice, serving directly under the infamous Major Steuben.
- **Commando:** You performed raids and covert operations behind enemy lines.
- **Intelligence:** You interpreted satellite reconnaissance data or even infiltrated enemy units to provide intelligence for front-line units.

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer (Commissioned Only)
1	+1 Strength	Gun Combat (any)	Comms	Admin
2	+1 Intelligence	Melee (any)	Computers	Advocate
3	+1 Education	Drive (any)	Engineer (any)	Comms
4	+1 Dexterity	Investigate	Explosives	Leadership
5	+1 Endurance	Deception	Admin	Diplomat
6	Jack of all Trades	Persuade	Sensors	Tactics (military)

	Specialist: Military Police	Specialist: Commando	Specialist: Intelligence	
1	Drive (hover)	Stealth	Stealth	
2	Heavy Weapons	Survival	Deception	
3	Melee (any)	Explosives	Sensors	
4	Gun Combat (any)	Navigation	Physical Sciences (any)	
5	Sensors	Gun Combat (any)	Comms	
6	Advocate	Flyer (any)	Computers	

Ranks & Benefits

Rank	Skill or benefit	Rank	Skill or Benefit
E3	Investigate	O1	Investigate
E4		O2	
E5	Gun Combat (any)	O3	Persuade
E6		O4	
E7	Stealth	O5	Stealth
E8			

Mishap	
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	You are accused of corruption or aiding the enemy. Throw Advocate 8+ to defend yourself and avoid gaining an Enemy.
3	You have a visit from Major Steuben, who is displeased with something you did. It takes you months to recover. Roll on the Psychological Injury table.
4	You are captured and tortured by the enemy. Roll on the Injury table and the Psychological Injury table and gain an Enemy.
5	You are severely wounded by a fellow Slammer. Roll twice on the Injury table and take the lower result and take him as a Rival.
6	Injured. Roll on the Injury table

Events

Roll 2d6	Events
2	Disaster! Roll on the mishap table but you are not ejected from this career.
3	You are ordered to investigate one of your Allies or Contacts in the Slammers and you discover they are guilty. If you turn them in, lose the Ally or Contact and gain any skill.
4	You remove an incompetent local commander before he can endanger the Slammers. Gain one of Stealth, Gun Combat (pistol), Deception or Streetwise.
5	You are forced to break heads when a group of mercenaries get rowdy. One of them dies of the injuries you inflict on him. Gain one of Medic, Melee (unarmed combat), Investigate or Persuade.
6	You operate behind enemy lines for an extended period. Gain Deception, Stealth, Navigation or Computers.
7	Slammer's Event: Roll on the appropriate Slammer's Event table.
8	Life Event: Roll on the Life Events table.
9	Wartime Event: Roll on the Wartime Events table
10	Your commanding officer takes a disturbing interest in you. Take a +4DM to your next Advancement roll thanks to his aid.
11	You learn a terrible secret during the course of an interrogation, one you have never revealed to another living soul. Gain Persuade.
12	You do what is needed in battle. You are automatically promoted or commissioned.

Mustering-Out Benefits:

Roll	CR	Other Benefits
1	1,000	+1 Int
2	2,000	Streetwise
3	5,000	Weapon
4	10,000	Contact
5	15,000	+1 Edu, Minor Trophy
6	20,000	+1 Int, Contact
7	50,000	

Commission: Soc 8+

	Military Police	Commando	Intelligence
Advancement	Edu 7+	Edu 6+	Int 5+

	Military Police	Commando	Intelligence
Survival	Int 7+	Dex 7+	Edu 7+

COMMAND

You were one of the Slammers' senior officers, working directly for the Colonel or taking command of a detachment personally.

Enlistment: Int 10+.
If you are aged 30 or more, -2 DM.
Per previous career, -1 DM

Ranks: O4 to O9.

Previous Service: n/a

Assignments: Choose one of the following:
- **Section Commander:** You commanded one of the battalions or other sections in the Slammers.
- **Operation Commander:** You commanded detachments in the field, taking on missions no other commander could handle.
- **Command Staff:** You were part of the Colonel's immediate command staff.

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Int	Comms	Advocate
2	+1 Edu	Remote Operations	Computers
3	+1 Soc	Tactics (military)	Sensors
4	Gun Combat (any)	Leadership	Language (any)
5	Heavy Weapons (any)	Drive (hover)	Admin
6	Carouse	Gunner (turrets)	Any Sciences (any)
	Specialist: Section	**Specialist: Operations**	**Specialist: Command Staff**
1	Leadership	Comms	Leadership
2	Drive (hover) or Drive (hover tank) or Stealth	Remote Operations	Diplomacy
3	Gunner (turrets) or Heavy Weapons (any) or Gun Combat (any)	Tactics (military)	Broker
4	Recon	Computers	Admin
5	Comms	Sensors	Advocate
6	Drive (hover) or Drive (hover tank) or Stealth	Leadership	Computers

Ranks and Skills

Rank	Skill or Benefit
O4	Leadership
O5	
O6	Comms
O7	
O8	Admin
O9	Tactics (military)

Mishap	
1	Injured. Roll on the Injury table.
2	A local noble takes a strong dislike to you and sabotages your career. Gain him as an Enemy.
3	A task force under your command is wiped out in an ambush. Lose 1-3 ranks and gain an Enemy.
4	Joachim Steuben takes a dislike to you. Gain him as a Rival when he arranges for you to be transferred away from Command.
5	A scandal taints your career. Lose one Social Standing.
6	Colonel Hammer sends you on a potentially lethal mission. If you refuse, you are ejected from this career. If you accept, roll 1d6. On a 1-3, roll on the Injury table. On a 4-5, you are captured by the enemy and spend several months in prison. On a 6, you succeed and are not ejected from this career.

Events

Roll 2d6	Events
2	Disaster! Roll on the mishap table but you are not ejected from this career.
3	You are given the opportunity to command your own mercenary group. If you accept, you leave the Slammers but gain your own mercenary command.
4	You are faced with a fiendish tactical problem. Roll Tactics 8+. If you succeed, you win a brilliant victory and gain a +2 bonus to your next Advancement roll. If you fail, many of he men under your command are killed. Gain a survivor as an Enemy and gain any one skill as you try to atone for your failing.
5	You are one of the inner circle of Slammers officers. Gain Carouse, Leadership, Tactics (military) or Diplomacy.
6	Slammer's Event: Roll on the appropriate Slammer's Event table.
7	Life Event: Roll on the Life Events table.
8	Wartime Event: Roll on the Wartime Events table.
9	You are given extensive training. Roll Education 10+ to gain any one skill.
10	A local noble tries to persuade you to aid his cause unofficially. If you accept, gain an extra three Benefit Rolls and roll Deception 8+. If you fail, gain Joachim Steuben as an Enemy.
11	You become one of Colonel Hammer's friends. Gain him as an Ally. Take a +4DM to your next Advancement roll thanks to his aid.
12	You do what is needed in battle. You are automatically promoted or commissioned.

Mustering-Out Benefits:

Roll	CR	Other Benefits
1	5,000	+1 Edu
2	10,000	Weapon
3	10,000	+1 Int
4	10,000	Weapon & +1 Social Standing
5	20,000	Major Trophy
6	50,000	
7	100,000	+2 Social Standing

Commission: Soc 8+

	Support	Infantry	Cavalry		Section	Operations	Command
Advancement	Edu 7+	Edu 6+	Int 5+	**Survival**	End 5+	Edu 6+	Int 7+

WARTIME EVENTS

Roll 2d6	Event
2	**Just a Flesh Wound:** The character is grazed by shrapnel or stray munitions. Roll twice the Injury table, choosing the higher result.
3	**Heartfelt Confession:** Someone close to the character, likely within his unit, is fatally wounded and dies in the character's arms. Whilst dying, he or she confesses something previously unknown to the character; from knowing about a traitor to explaining where stolen treasures might be.
4	**Stress:** War takes its toll on you. Roll Endurance 8+; if you fail, roll on the Psychological Damage table.
5	**Double-cross:** Someone on the character's side in a conflict turns on them at the last moment, causing tension and violence within the unit. This causes paranoia and distrust in the ranks for some time to come.
6	**Camaraderie:** You bond with your fellow soldiers. Gain 1d3 Contacts.
7	**New Ally:** The character gains a new Ally.
8	**Weapon Cache:** The character stumbles upon a stockpile of weaponry and armament. When no one is looking he manages to claim a piece of the find for himself. Add the Armour, Vehicle or Weapon bonus to any one Benefit roll result.
9	**Employment Offer:** The character is approached by a potential future employer and the unit is set up for another conflict before the current one is even concluded. You gain a +2 DM to your next Qualification roll.
10	**Heroic Stand:** The character is caught alone in a fire fight in which he holds off enemy forces for a prolonged period of time. Increase Social Standing by 1 and gain +1 to your next Benefits roll.
11	**Trouble with Authorities:** The character's unit is arrested and detained for supposed illegal wartime activities. Lose one Benefit roll or reduce your Social Standing by 1.
12	**Unusual Event:** Something odd has occurred. Roll 1d6: 1. You are separated from the regiment for several months. During this time, you are forced to survive on your own. Gain either Survival or Streetwise, and a debt of honour to someone who helped you. 2. Another soldier in the regiment attacks you in a fit of madness or jealousy. If you fight back, roll Melee or Gun Combat. Fail or refuse to fight' and you roll on the Injury table. Succeed, and you accidentally severely wound or kill the attacker, and suffer a -2DM to your next advancement roll. 3. You have a relationship with a local ruler or employer. Gain an extra Benefit roll. 4. You recruit a new member of the unit in very unusual circumstances. Gain an Ally. 5. The Mercenary Bonding Commission investigates your unit. Gain an Enemy in the Commission. 6. You find a piece of alien technology or equipment.

SLAMMERS EVENTS

Hammer's Regiment fought on dozens of worlds over its history and a soldier who serves with the Slammers may have been a key player in some of these famous engagements.

But Loyal to his Own (317 to 329) covers the early years of the Slammers, from their formation as an auxiliary to the Nieuw Friesland military to their early missions.

Under The Hammer (330-339): The rise of Hammer's Slammers, from just another merc unit to one of the best fighting forces in the galaxy.

Rolling Hot (340-347): The glory days of the Slammers, during their most intense campaigns, up until the return to Nieuw Friesland.

Wearing the Lion (348 and later): After the Slammers become the Frisian Defence Force once more and Colonel Hammer takes on the mantle of President.

But Loyal To His Own

Roll	Event
2	You were severely injured in battle. Roll twice on the Injury table and take the lowest result.
3	You fought in the jungles of York, working with an interrogation team. Gain Medic or Persuade and roll on the Psychological Injury table.
4	You were one of the few survivors of Firebase Bolo on Squire's World, which was attacked by primitive natives that were wiped out using K3 nerve gas. Gain Explosives or Survival and roll on the Injury table.
5	You fought in the brutal campaign on Curwin, where guerrilla attacks took a heavy toll on the Slammers. Gain Recon or Sensors and roll on the Injury table.
6	You have fought on more worlds than you can count but all you remember is the landscape framed in the sights of a 2cm powergun. Gain any skill.
7	You were wounded in battle. Roll on the Injury table.
8	You had a brief and lustful affair with one of the alien Dolls in Liberty Port. Gain Carouse.
9	You participated in the fateful attack on Melpomone spaceport that birthed Hammer's Slammers. Gain Tactics (military) or Heavy Weapons (field artillery).
10	In the jungles of York, you saw the awesome power of nuclear weapons against foes too poor to use damper screens. When you sleep, you sometimes recall the bright flash of atomic destruction. Gain Explosives or Recon.
11	You saved the life of one of your squadmates when he tripped a booby wire in a bunker on Curwin. Gain an Ally.
12	You were one of the first people recruited into the Nieuw Friesland Auxiliaries and dreamed of winning citizenship on a new world, only to be cruelly betrayed. You have been with the Slammers since day one. Gain Colonel Hammer as a Contact. He can provide you with a +2 DM to any throw made during your career.

Under The Hammer

Roll	Event
2	You were severely injured in battle. Roll twice on the Injury table and take the lowest result.
3	You carry off a souvenir from a battlefield. Gain a Minor Trophy.
4	You fought in the caves of Oltenia against teleporting natives. Roll Sensors or Recon 8+ to avoid Injury. If you succeed, gain a +4DM to your next advancement roll or gain Tribunal Radescu as an Ally.
5	You were captured by fanatics on Ambiorix and held for weeks. Roll on the Psychological Injury table and gain one of Gambling, Deception, Persuade or a Contact.
6	You befriend one of the other Slammers. Gain an Ally.
7	You were wounded in battle. Roll on the Injury table.
8	One of your comrades is wounded. Roll Medic 8+ to save him; if you fail, lose an Ally or Contact.
9	On Greyfriars, a building collapses on you, trapping you and several other members of your platoon. Gain an Ally and one of Mechanic, Medic or Streetwise.
10	During the Ambiorix Insurgency, you meet a priest of the Way and he awakens your religious beliefs. Gain him as a Contact and gain one of Recon, Survival or +1 Endurance.
11	On Bamberia, you are faced with a choice of using nerve gas to root out an enemy stronghold or else going in on foot. If you choose the former, roll on the Psychological Injury table. If you choose the latter, roll on the Injury table and lose one Ally. Either way, gain a +4 DM to your next Advancement roll.
12	You have a relic of the Gedel race taken from Thrush, a token of aliens long-vanished from the universe. It brings you luck. Once during each adventure, you may re-roll one skill check.

Rolling Hot

Roll	Event
2	You were severely injured in battle. Roll twice on the Injury table and take the lowest result.
3	During the campaign on Plattner's World, you have the opportunity to smuggle anagathic drugs offworld. If you accept, roll Deception 8+. Succeed and gain three Benefit rolls or free Anagathics for three terms. Fail and you suffer a -4DM to Advancement rolls this term.
4	Dutch settlers on the mining world of Kobold beg you to aid them against French attackers. If you agree, gain the settlers as an Ally and one of Drive (hover), Tactics (military) or Recon. Then, roll 1d6. On a 1-2, your involvement with the settlers is discovered by your superiors and you suffer a -4DM to your next Advancement roll.
5	You fought in the campaign on Kerwi and were dubbed a knight there by one of the petty kings. Gain Melee (blade), Animals (riding), Carouse or +1 Social Standing.
6	You befriend one of the other Slammers. Gain an Ally.
7	You were wounded in battle. Roll on the Injury table.
8	You become involved with a forester on Plattner's World but it turns out that your new friend is a spy for the other side in the war and you are nearly murdered. Gain Carouse, Gamble or Survival and then roll Melee (unarmed combat) 8+. Fail and you are Injured.
9	Angry natives protest outside your unit's base. You may either roll Diplomacy 8+ to calm them, or order your troops to fire over the crowd. If you fail or refuse to fire, your base is attacked, and you suffer a -2DM to your next Advancement roll. If you calm them, you gain a +1 DM to your next Advancement roll. If you fired, gain an Enemy
10	During the Kerwi campaign, your unit is betrayed and your commanding officer murdered. You have to take to the streets to survive. Gain one of Streetwise, Stealth or Investigate.
11	You are approached to spy on the Slammers by the Mercenary Bonding Authority. Refuse, and gain a +2 DM to your next Advancement roll. Accept, and gain one of Computers, Investigate, Stealth or Deception. Then roll Deception 8+. If you succeed, gain an extra three Benefit rolls. Fail, and you suffer a -4DM to your next Advancement roll and also gain Joachim Steuben as an Enemy.
12	You were part of Task Force Ranson during the doomed march on Kohang. Gain one of Drive (any), Heavy Weapons (any) or Navigate and a +4 DM to your next Advancement roll.

Wearing the Lion

Roll	Event
2	You were severely injured in battle. Roll twice on the Injury table and take the lowest result.
3	You are offered a place in President Hammer's government. Next term, you may automatically qualify for the Noble career.
4	You fought to liberate Friesland in the final battles. Gain any one skill. If you are a native of Friesland, lose one Social Standing as you are forced to conquer your own homeland.
5	You fight a series of bloody street battles. Gain Streetwise or Tactics.
6	You befriend one of the other Slammers. Gain an Ally.
7	You were wounded in battle. Roll on the Injury table.
8	Places open up in the regiment during the reforms. You gain a +4DM to your next Advancement roll.
9	You are given extra training to cope with the new requirements of the unit. Roll Education 10+ to gain any one skill.
10	Returning to Friesland, you have a chance to settle some old scores. Remove one Rival or Enemy.
11	You are approached to spy on the Slammers by the Mercenary Bonding Authority. Refuse, and gain a +2 DM to your next Advancement roll. Accept, and gain one of Computers, Investigate, Stealth or Deception. Then roll Deception 8+. If you succeed, gain an extra three Benefit rolls. Fail, and you suffer a -4DM to your next Advancement roll and also gain President Hammer as an Enemy.
12	You know secrets about President Hammer's government. At any time, you may spend this secret to gain a +4DM to your next Advancement check or Benefit roll; if you do so, gain President Hammer as an Enemy.

SLAMMERS INJURY TABLE

The brutal nature of warfare in the 27th century means that injured characters are more likely to suffer permanent damage or be incapacitated for a long period of time. This table replaces the usual Injury table found on page 37 of the Traveller Core Rulebook for Hammer's Slammers games.

Injury Table

Roll	Event
1	**Nearly Killed.** Reduce one Physical Characteristic by 1-3, reduce both other Physical Characteristics by 1 or reduce one of them by 2. Also, roll on the Psychological Injury table.
2	**Missing Limb.** Reduce Strength or Dexterity by 1, gain a prosthetic replacement. Roll 1d6 - 1 : left leg, 2: right leg, 3: left arm, 4: left arm, 5: both legs, 6: both legs and one arm.
3	**Head Injury.** Roll 1d6; 1-2: Lose an eye, -1DM to all perception-related checks; 3-4: Heavily scarred, -1DM to all appearance-related checks; 5-6: Roll on the Psychological Injury table.
4	**Severe Burns.** Roll 1d6; 1-2: -1 to all Physical Characteristics; 3-4: -1 to one Physical Characteristic; 5-6: permanent scarring, no other effects.
5	**Severe Trauma:** Reduce Endurance by 1.
6	**Flesh Wound.** No permanent effect.

Medical Treatment

The regiment offers medical treatment to the wounded but cannot fully restore damaged limbs or organs. The revised Injury table incorporates the effects of medical treatment. All medical bills are paid by the regiment.

PSYCHOLOGICAL INJURY TABLE

Roll	Event
1	**Post-Traumatic Stress:** You suffer from what was termed shell shock in another age. You suffer a -1DM to all skill checks involving non-combat situations.
2	**Coping Mechanism:** You have an addiction to alcohol or drugs or another coping mechanism to deal with your trauma.
3	**Flashbacks:** You sometimes experience vivid hallucinations of past events.
4	**Major Quirk:** You have developed a quirk or habit that significantly affects your day-to-day life, like always carrying your powergun or a phobia of fire.
5	**Hypervigilance:** You are always ready for combat. You have a +4DM to your Initiative roll at the start of any encounter, as long as your first action is an attack. If your first action is not an attack, you have a -4DM penalty instead.
6	**Mild Quirk:** You have developed a minor quirk, like never trusting a civilian or always sleeping in your tank.

MUSTERING OUT

The Slammers give a generous pension, as per the standard Traveller rules.

Colonel Hammer's Legacy: After the Slammers return to Nieuw Friesland and Colonel Hammer becomes President Hammer, all characters also gain the following benefits upon retirement.

Rank	Benefits
Enlisted	Housing on Friesland, Frisian citizenship.
Officer O1 to O5	Housing on Friesland, Frisian citizenship, offer of a post within the Frisian government.
O6+	Housing on Friesland, Frisian citizenship, offer of a noble title.

New Benefits

Vehicle: The character is given a decommissioned combat vehicle. Roll 1d6 to determine the vehicle.
1-2: Infantry skimmer
3-4: Jeep
5-6: Combat jeep

Minor Trophy: The character picked up a trophy or souvenir from a world he visited. Either create your own trophy or roll on the following table. Minor trophies are never worth more than 5,000 credits and are not actually useful items.

1. Animal head or other hunting trophy.
2. Lucky talisman or trinket.
3. Unique blade or other weapon.
4. Shard of metal or shell casing from a memorable battle.
5. Jewellery or other treasure.
6. Tattoo or other body modification.

Major Trophy: The character picked up a trophy of significant importance or value from a previous campaign. Major trophies are worth 5,000 to 30,000 credits (1d6x5,000) and can be useful items. Either create your own or roll on the table below.

1. Valuable work of art.
2. Religious icon or talisman.
3. Exotic or highly advanced weapon.
4. Patent of nobility, blackmail evidence or other documentation.
5. Valuable jewellery or other treasure.
6. Alien artefact.

Chapter 4

HISTORY OF THE SLAMMERS

Niuew Friesland was one of the few stable worlds in a galaxy sliding into chaos. The industrial world had a booming economy, a government that enjoyed solid support and a military that was one of the best equipped fighting forces outside of Terra. There was only one problem.

That fantastically well equipped and powerful fighting force could not actually fight its way out of a paper bag.

No other world could dare threaten Nieuw Friesland directly, so the army's skills had atrophied through lack of use. Positions in the army's command structure became a matter of family prestige and connections, not skill or intelligence. The tactics and training programs were hopelessly outdated and the soldiers lacked any courage or fighting spirit. If the army had been a purely defensive fighting force, its deficiencies might never have come to light but then in 2702, the agricultural colony of Melpomone rebelled against the Nieuw Friesland government.

The bluebright plant was a native crop harvested for processing into stim drugs. The processing was done by Friesland biochemical corporations, who paid the farmers of Melpomone a pittance compared to their profit margin on the stims. Repeated attempts by the farmers to negotiate a better deal were ignored by the corporations and eventually the farmers took up guns and rebelled.

Friesland sent one regiment to quell the rebellion.

Six months later, they sent another three.

Within a year, elements of a dozen regiments were fighting a rebellion of a 'few hundred dirt-grubs'. The Army of Melpomone lacked the hovertanks and powerguns of the Friesland forces but they knew the terrain, they had the sympathy of the civilian population and they fought with every weapon and every dirty trick at their disposal. The Friesland forces were restricted to a handful of heavily fortified bases scattered around the starport and Capital City. A new tactic was needed.

The Auxiliary Armoured Regiment

Alois Hammer was a Friesland-born commoner, the son of an insurance adjuster and a nurse. His grandfather, a former soldier, arranged for the driven young man to get a place in the Friesland Military Academy, an officer's school normally reserved for the children of the nobility. There, Hammer excelled despite his lack of family influence, demonstrating a true genius for set-piece engagements and a ruthlessness that was quite alien to the Friesland military of that era. After proving himself in various minor wars, he was promoted to the rank of Executive Officer of the prestigious Guards of the Republic, the elite armoured unit of the Friesland Military.

During a conference to discuss the Melpomone situation, Hammer suggested forming a regiment of mercenaries and offworlder soldiers and equipping them with modern weapons, to fight the desperate, war-hardened Army of Melpomone with equally skilled and tough soldiers. The proposal was initially dismissed but Hammer volunteered to lead the regiment himself. Certain elements within the Guards of the Republic saw this as a chance to rid themselves of a

The Fires of Melpomone

The first and last battles of the Melpomone campaign both took place at Melpomone Starport. The 12th Friesland Dragoons under Colonel Cornelisz seized the spaceport in a 'lightning' raid, although given that there was a delay of over an hour between his assault shuttles landing and the troops and tanks actually disembarking, lightning is something of a misnomer. The Melpomones offered only light resistance, as Capital City was still leaning towards supporting Friesland.

After landing, Cornelisz sent troops to seize the Melpomone Parliament and the media stations. He then made a public broadcast to the 'rural insurgents', informing them that this war was about loyalty to Friesland not commerce. To prove his point, he ordered an artillery bombardment to fire on the warehouse district, where harvested bluebrights were stored for transport.

The bombardment destroyed the warehouse district – but numerous incendiary shells overshot their targets, landing in the heavily populated South Landing area of the city. Over 1,000 civilians died in that initial barrage; hundreds more were injured in the fires that raged through Capital City. As panic seized the city, Cornelisz ordered his troops to contain the civilians, resulting in more shootings on the streets. The civilian population took up arms against the invaders, leading to yet more carnage.

This early blunder, committed within 24 hours of landing, set the tone for the Melpomone campaign. Cornelisz's accidental firestorm galvanised local resistance and pushed the civilians solidly behind the farmers.

boorish commoner, so Hammer's proposal was approved by President Smol. As a reward for their service, Smol promised that the survivors of the Melpomone campaign would be given Friesland citizenship.

The call went out and Hammer spent three months vetting, culling and training 'the dregs, the gutter-sweepings of a galaxy' as one fellow officer put it. The Auxiliary Regiment landed on Melpomone in March of 2704 and by the rainy season they had hunted down and destroyed the bulk of the enemy forces. The Slammers' tactics were often brutal and questionable. Villages concealing Melpomone rebels were destroyed with nerve gas. Hostages were taken from civilian families to dissuade guerrilla forces. Powergun-armed combat cars swept through the countryside, rooting out enemy strongpoints that were then bombarded with artillery or nuked.

STATION

PARLIAMENT

CAPITOL CITY

STATION

SOUTH LANDING

WAREHOUSE DISTRICT

STARPORT
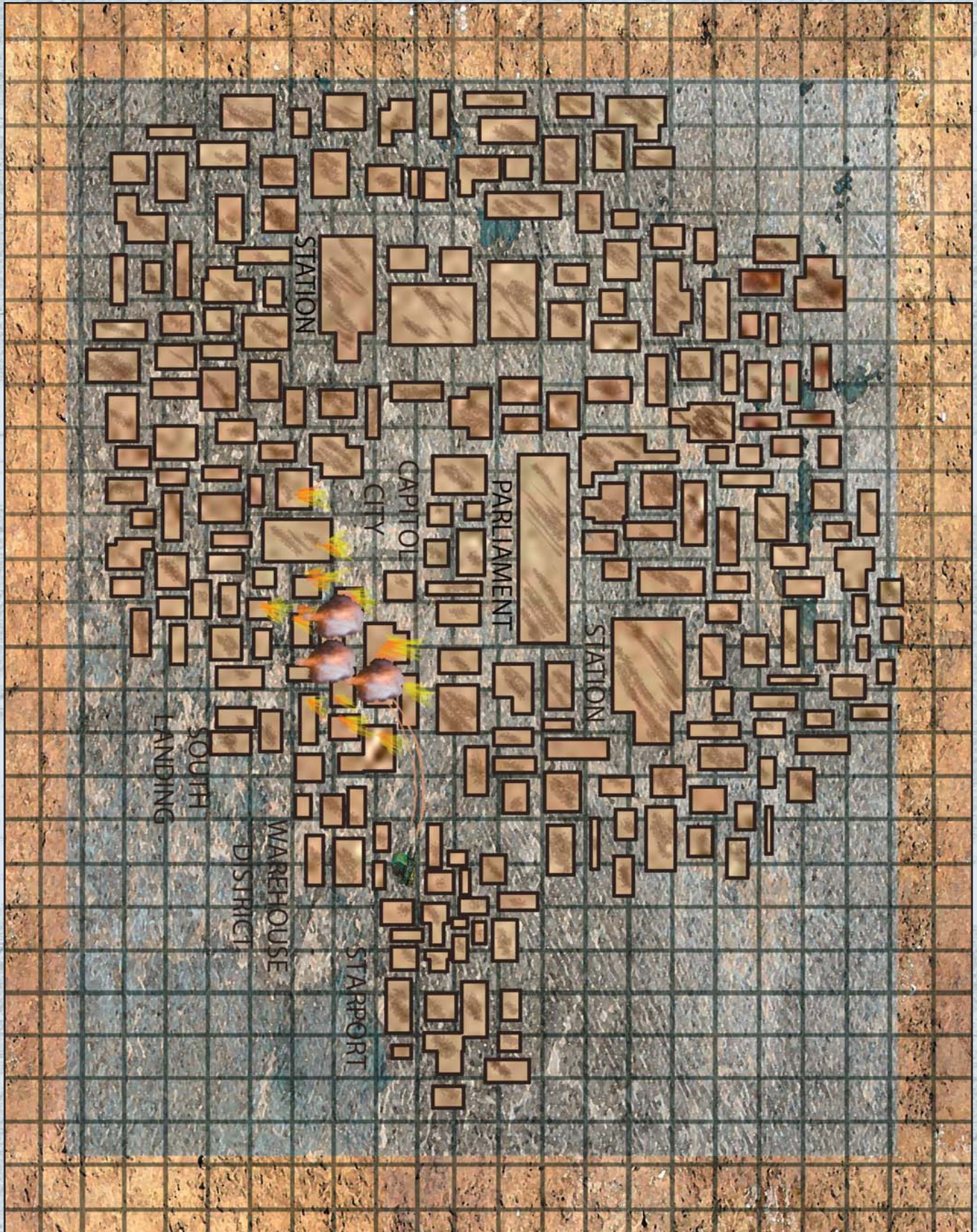
It was a dirty war and the Slammers won it. Emboldened by this success, Friesland regulars swept out of the capital city to secure the countryside. By early 2705, the fighting was almost over.

Born in Fire

'You did your duty' the big civilian agreed, 'and I'm going to do mine by refusing to open Friesland to five thousand men with the training you gave them. Lords and Martyrs, Colonel, you tell me we're going through a period when more governments are breaking up than aren't – what would happen to our planet if we set your animals loose in the middle of it?'
– But Loyal To His Own

Secretary Tromp, the second highest official in the Friesland government and the power behind President Smol, landed at Melpomone one year to the day after the Auxiliaries took to the field. By then, the unit's unofficial nickname had entered into common usage even among the regular forces – everyone called them 'Hammer's Slammers'.

Colonel Hammer met with Secretary Tromp, ostensibly to make arrangements for the Auxiliaries to return to Friesland and be disbanded. Tromp refused to countenance the idea of giving the Slammers citizenship, citing the danger posed to the civic order. Hammer had expected that the Friesland government would withdraw the promise of citizenship, so he offered a compromise – keep the Auxiliaries together as a fighting unit and hire them out as mercenaries. A trained fighting force backed by Friesland money and technology would be in huge demand in a war-torn galaxy.

Tromp rejected this suggestion, arguing that such a unit would be loyal to its employer, not to Friesland. The mere existence of such a mercenary unit would pose a danger to Friesland. The Melpomone campaign had shown the weakness of the Army of the Republic – if another colony world rebelled, then they could stiffen their defences by hiring the Slammers or a similar mercenary unit and win against Friesland's supposedly elite army. Tromp could not even risk letting the Slammers disband; as trained mercenaries with a grudge against Friesland would be instantly snapped up by some enemy power. As far as Tromp was concerned, the only option was for the Slammers troops to be disarmed, platoon by platoon and then eliminated.

'Lives are cheap, Colonel, lives are very cheap! You've got to have loyalty to something more than just men.'

Tromp was wrong. Returning to his quarters, Hammer contacted Tromp and informed him that the Slammers were leaving with their gear the next morning. A freighter was en route to pick up the regiment at 0700 the next morning – they would pay for the tanks and other equipment from the proceeds of their mercenary tickets. If the regiment of Guards holding the spaceport surrendered immediately, they would be spared.

It seemed an empty threat – the Guards outnumbered and outgunned the Slammers, had more artillery and had better anti-artillery protection. Furthermore, Hammer and his command staff were at the spaceport, cut off from their troops and unable to direct any attack. Unfortunately for the Guards, Alois Hammer had anticipated Secretary Tromp's response. Hammer had been the Executive Officer of the Guards and knew their every tactic and every asset. The battle of Melpomone Starport was very, very short.

Secretary Nicholas Tromp died at 0114 that night, the victim of 'Melpomone assassins', although he was actually executed by Hammer's aide Joachim Steuben. At 0700, as Hammer had promised, a freighter landed at a spaceport littered with the remains of the Guards of the Republic and the mercenary unit now officially called Hammer's Slammers took ship for the stars.

THE MERCENARY CAMPAIGNS

Over the next 20 years, the Slammers fought on dozens of worlds. To the soldiers riding in the combat cars and tanks, the only difference from one world to the next was the view through the gunsights. Local troops were always incompetent, whether they were hirers or hostiles. The food was always bad, the weather worse and worse. The only constants, other than one's fellow Slammers, were the other merc units also working the same wars.

The Slammers were the hammer-blow that broke enemy resistance, the spearhead that thrust deep into enemy territory. The cost of hiring the regiment was staggering - normally, an employer would mortgage a decade of their planet's gross planetary product to pay for the Slammers – but not paying the piper meant that the other side would hire mercs and win.

The York Jungle Campaign

'Follow all the tunnels,' Smokey must have directed, because Griffiths had the unusual experience of merger with a psyche which split at every fork in the underground system. Patches of light wavered and fluctuated across as many as a score of simultaneous images, linking them together in the unity in which the subject's mind held them.
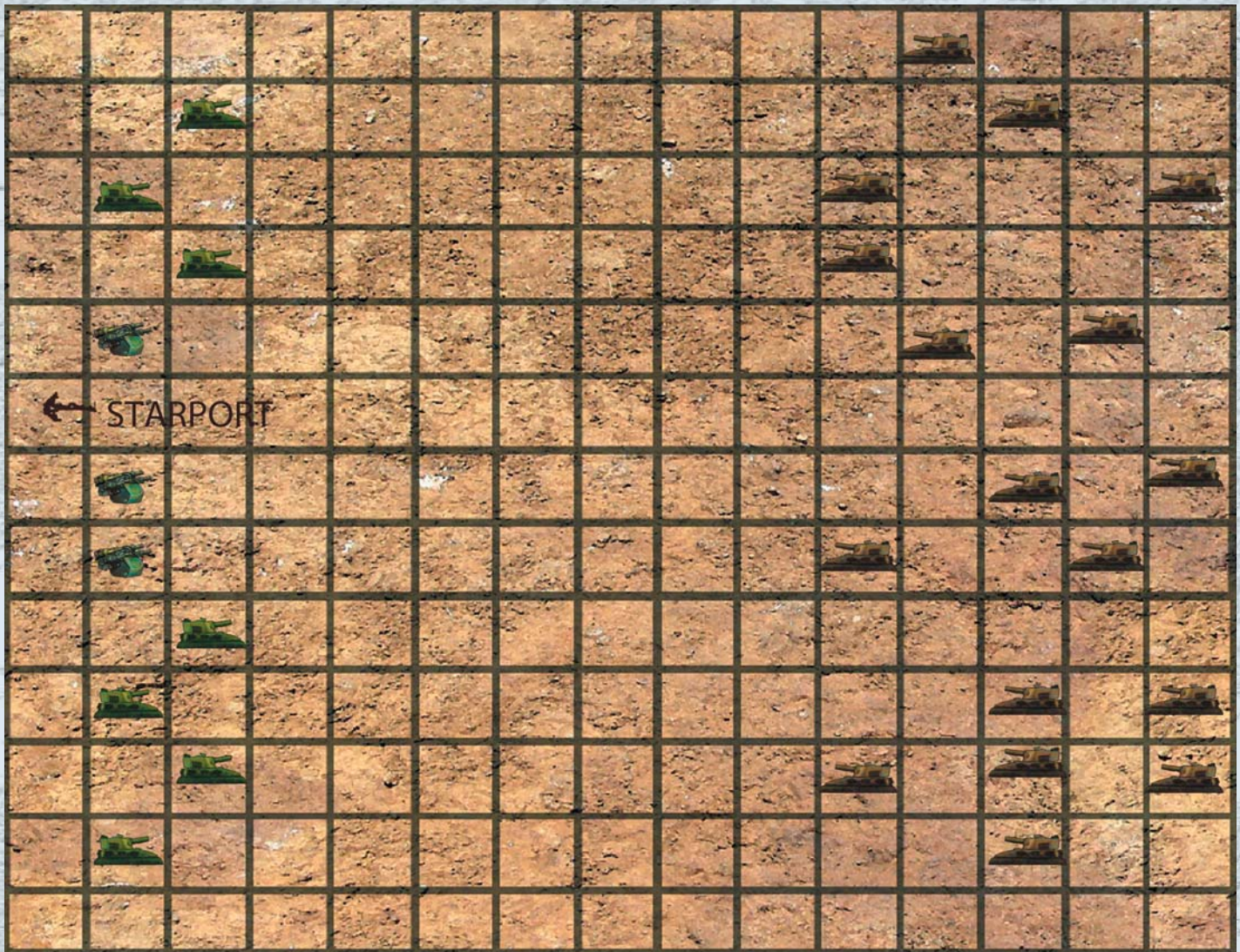– The Interrogation Team

Like Melpomone, the York campaign was about drug production. The thick jungles of York produced dozens of useful chemicals that were used as raw materials in drug production. The Central Marketing Board in York's capital

The Battle for Melpomone Starport

At the start of the battle, the bulk of the Slammers forces were situated 20 kilometres away, while a few tanks and combat cars were on the hills overlooking the port. The Guards were scattered around the spaceport, clustered around their anti-artillery calliopes.

Hammer's plan to seize the starport consisted of a three-phase assault. An initial artillery strike is easily dealt with by the Guards' calliopes but the Slammers' tanks used this fire to precisely locate the calliopes, which sat exposed on the tarmac. Powerguns at 20 kilometres are not strong enough to punch through tank armour but they can take out an artillery piece or a calliope – or better yet, the ammunition trailers nearby. A few shots were enough to eliminate the Guards' calliopes and howitzers, as well as a considerable percentage of the rest of their troops.

With their artillery cover gone, the Guards tanks were open to attack from Slammers' rocket hogs. Their tanks therefore left their current position and moved out of the spaceport, so they could not be targeted by artillery fire. Slammers' tanks engaged Guards' tanks on the open fields, slaughtering them.
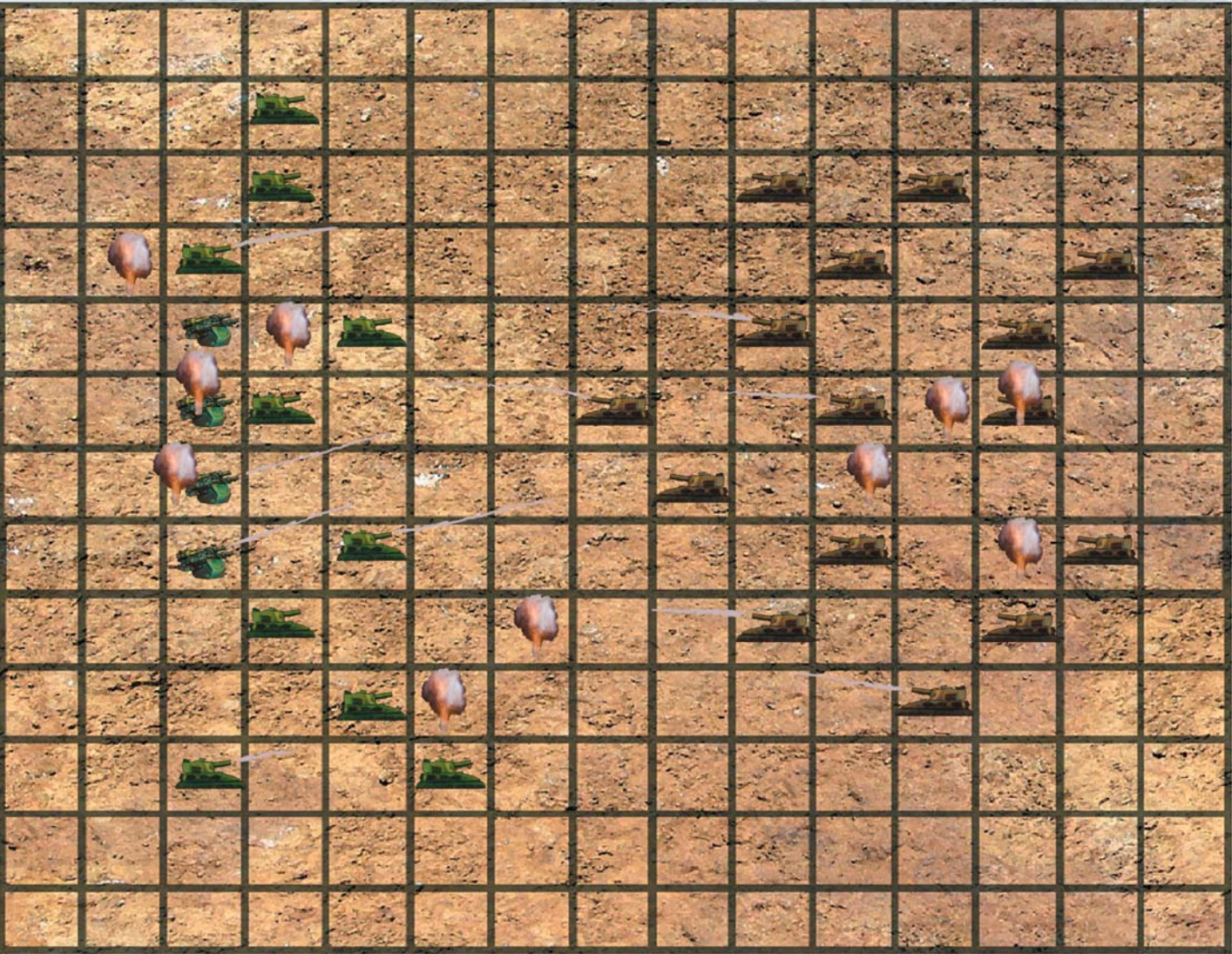
Meanwhile, Slammers' combat cars moved ahead of their armour, seizing control of the spaceport and mopping up any Guards' infantry resistance.
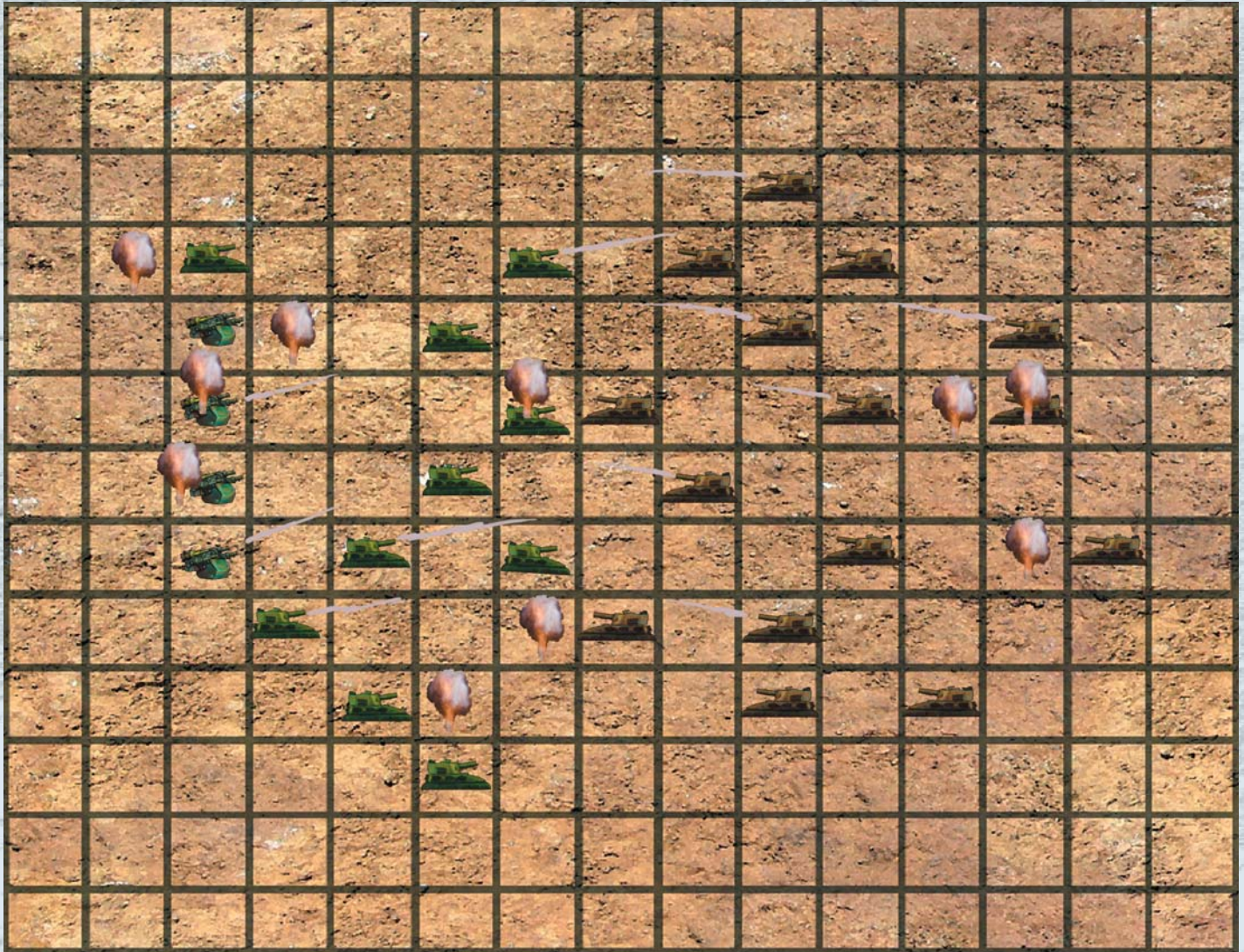
tried to crack down on trade ships doing business with the mountaineers and jungle harvesters directly and when the harvesters fought back against the middleman, the Board brought in the Slammers.

The harvesters had little in the way of heavy weapons but they knew the jungle better than anyone else. Unwilling to risk his men in jungle warfare, Colonel Hammer ordered mechanical interrogation teams to locate the harvester villages and training camps.

Not only did the harvesters have no heavy weapons, they also had no nuclear dampers or chemical-warfare suits. Artillery guided by the interrogation teams destroyed the harvesters' ability to fight and the Slammers collected their first paycheck. It was during the York campaign that Hammer placed his aide Joachim Steuben in charge of the interrogation teams; this command quickly evolved into the White Mice unit.

Interrogation

While conventional and chemical interrogation techniques remain preferred, the Slammers do have the capacity to use other methods. A psychic interrogation (aka mechanical interrogation or psychomp) team consists of an interrogator and an observer. The observer and the subject of the interrogation are both injected with a psychoactive chemical. Helmets are then placed on both subject and observer, which pick up on the subject's brainwave patterns and replicate them in the observer. In effect, the observer can read the subject's mind, although this experience is disorientating and highly subjective. Getting useful information out of such an interrogation session requires that both the interrogator and the observer can judge the subject's mood and guide his drugged hallucinations to important events or locations.

Under normal circumstances, the connection between observer and subject is terminated as soon as the helmets are removed and an antidote to the hallucinogen is injected. On rare occasions, a connection can 'spark' for several hours afterwards.

The subject looked so much like his infant daughter that Griffiths had no control at all over the image that sprang to his mind: the baby's face lifted to the sky which blazed with the thermonuclear fireball detonating just above the canopy and her melted eyeballs dripping down her cheeks.
–   The Interrogation Team

Weststar War

'I never looked back. Colonel Hammer docked in on the same day with the Regiment and he took us all on spec. Six years ago, now, that's seven standard… and not all of us could stand the gaff and not all who could wanted to. But I never looked back and I never will.'
–   The Butcher's Bill

Weststar was originally settled by Scots from Dunstan. Later settlers were predominantly Hindi and soon they threatened to outnumber the original inhabitants. When a Hindi party won the planetary election, war broke out. Weststar was a wealthy world and it drew mercs like flies. The Slammers were one of the few units to survive that campaign intact – the Scots hired the elite Hoplites from the Gorgon Cluster to fight their war and those well-equipped mercs chewed up the Hindi irregulars and cheap mercs. The Hindi government, backed by funding from Hagener, hired the Slammers.

In the aftermath of the war, the Slammers recruited many soldiers from disbanded and defeated merc units. Among these recruits was young Danny Pritchard, who would go on to have a stellar career with the Slammers.

Squire's World

'Lord and martyrs, Top,' Bonmarcher burst out, how long after we start shooting is it going to be before the Feds figure out where the shells are coming from? Sure this cap –' he thumbed towards the plastic support four metres over the rock by thin pillars' hides us now. But sure as death, we'll loose one off while the satellite's still over us or the Feds'll triangulate radar tracks as the shells come over the horizon at them. Then what'll happen?'

'That's what our combat cars are for,' Horthy said wearily.
–   Cultural Conflict

Squire's World's North Continent was settled by colonists from the Trident Federation; the south continent was wild and largely unexplored. The colonists bypassed the expected life cycle of a new colony by jumping straight from 'minor grumblings about self-rule' to 'hiring mercenaries and shoving independence down the throats of their former masters'.

The Trident did not dare engage the Slammers directly; instead, they waited until the little independent government of Squire's World had bankrupted itself trying to pay for the Regiment. When Squire's World ran out of CR, the Slammers departed and the Federation moved back in – an easy paycheck for the Regiment, as the only fighting was a minor scuffle with native life forms in the South Continent.

Rude Awakening

The Slammers dropped onto the night side of Weststar and quickly deployed to the front lines – so quickly that they caught the Hoplites on the hop. This is exemplified by the battle for Morag's Crossing.

Morag's Crossing was one of the few bridges across the Abbot River that could bear the weight of the Hoplite's laser tanks. Overlooking the approaches to the bridge was the fortress called the South Rock. The Rock was held by a mix of Hindi and mercenary troops, none of which were deemed to be much of a threat by the approaching Hoplites. However, the Hoplites were primarily armed with lasers, which were of minimal effectiveness against the Rock. The Hoplites wanted to capture the bridge and fortress as quickly as possible.

During the night, a platoon of Slammers combat cars and two tanks, Living Legend and Paper Doll, arrived at the Rock. Slammers recon drones detected the approach of a Hoplite artillery unit, carrying K3 shells. It was obvious that the Hoplites intended to gas the Rock and then seize the bridge. Lieutenant Gray sent the Slammers combat cars across the river an hour before dawn ordering them to wait behind hills south of the road to the bridge. The two tanks took up positions in the fortress, overlooking the bridge.
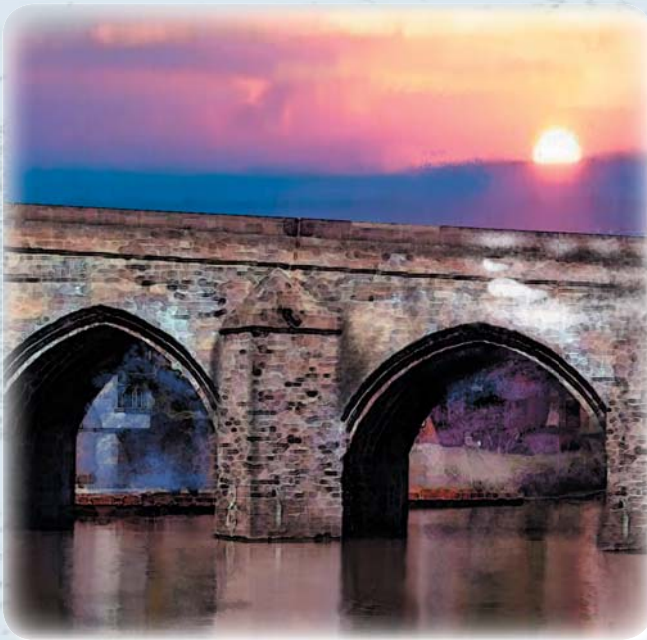
Unaware of the Slammers' presence, the Hoplites set up their artillery pieces behind the cover of the same hills. They then launched a nerve gas attack on the Rock. The nerve gas rockets were shot down by the tribarrel powerguns of the combat car company.

The Hoplites immediately located the source of the anti-artillery fire and sent their fast tracked tank hunters in pursuit. The Slammers combat cars raced back to the river, pursued by the faster tank hunters.

The blower cars were able to cross the river immediately, thanks to their amphibious capabilities. The tracked tank hunters, however, had to head for the Morag Crossing. With the Rock still manned, the tank hunters would come under fire as they crossed but the Hoplites gambled that the Hindi gunners would be unable to inflict serious damage in the brief time that the tank hunters would be exposed to fire.

As the lead tank hunter approached the end of the bridge, the tanks Living Legend and Paper Doll opened fire. The lead and rear tank hunters were both crippled, trapping the other vehicles between them on the bridge. The hunters returned fire, severely damaging Living Legend but a combination of fire from Paper Doll and the Hindis destroyed the remaining Hoplites on the bridge.

Meanwhile, the combat cars looped around and came at the Hoplite artillery from the south, capturing the launcher and command post.

Squire's World Natives

The primitive aborigines of Squire's World resemble scaly monkeys. They are about 1.5 metres tall on average, not including the long tails used for balance. They are omnivorous but primarily subsist on nuts, roots and fungi. Their primary weapons are their sharpened thumb claws. The natives have a telepathic connection to the Trees of the forest and exist in symbiosis with them. The natives carry the pollen from one tree to another, as the winds over the Southern Continent are too weak and infrequent to be a reliable transmitter.

The natives are organised into Septs of roughly 1,000 males (hunters and gatherers), a few hundred maidens (child tenders) and many more grubs (young). There are also a handful of breeders (sexually active males) and mothers (sexually active females). Males and maidens only become breeders and mothers after feeding on a special sap secreted by the Trees. The strongest male is the Caller of the Sept and leads wars and hunting parties.

During the Squire's World campaign, the Slammers used K3 nerve gas to wipe out the massed packs of 28 Septs when the natives attacked. The Squire's World aborigines and their Trees are now in steep decline and will become extinct unless preventative action is taken within the next decade. Any such action has been made vastly more difficult by the natives' newly developed hatred of humanity.

Type	Habitat	Str	Dexterity	End	Int	Ins	Psi	Pack
Squire's World Native								
Pouncer (Omnivore)	Jungle Walker	5	12	5	3	10	8	15
Recon 2, Athletics (Dexterity) 2, Stealth 2, Melee (Claw) 2, Survival 1, Telepathy 2, Clairvoyance 2								
Claws (2d6+2), Scaly Hide (2). Number encountered: 5d6								
The Squire's Worlders can only use telepathy on each other and can only use clairvoyance within the jungle.								

Bailey's World

'Lieutenant,' Dex Grieux said in the same measured, deadly voice as before. 'We oughta go out and nail the bastards. That's how we can save these Federal pussies.'
   – The Warrior

Bailey's World was one of those wars that every merc hates – it was a civil war between two rival governments, where both sides had modern weapons but not the guts to use them and the hirers tried to integrate the mercenaries into their forces. Slammers units found themselves strung across the Federal front lines while Colonel Hammer argued with the Federal Government.

After several months of stalemate, Federal spies discovered that the Republicans were getting supplies from offworld, including powerguns. A combined force of Federal and Slammer agents located these suppliers and convinced them of the value of neutrality. The Slammers eventually regrouped and led an assault on the Republican capital when the enemy's heavy artillery and powergun emplacements ran out of ammunition.

Primavera Insurgency

Primavera in the springtime is one of the most pleasant worlds in human space. The seas glitter as if gemstones are scattered across the waters. The air is warm and scented with jasmine.

Primavera in the winter is grey and miserable – especially when 12 battalions worth of mercenaries and seven regiments of local troops tangle in the fog. The Federal Government put down the rebellion in the river deltas with force and the Slammers provided that force.

The following spring, the air was warmer and scented with K3 nerve gas.

Covert Action & The Slammers

A wise man once said, 'when you've got a reputation for being technical, it's time to go crude'. The Slammers have a reputation for hammering their targets with a barrage of 200mm powergun blasts from 170 ton iridium-armoured behemoths, which is not so much technical as overwhelming. As soon as the Slammers became involved in the Bailey's World civil war, the enemy changed their tactics completely. They never engaged the Slammers directly, instead splitting their forces and taking to the forests and hills to neutralise the regiment's advantage in firepower. The Slammers were still unable to reach the capital because of the 'ring of steel'; a network of fortresses and powergun emplacements. The Republicans planned to wait the Slammers out by stalling until the Federals ran out of money to pay the mercs.

When you hire the Slammers, though, you hire more than those mighty tanks. The regiment's intelligence gathering and covert action sections are small but highly skilled. A strike team captured one of the Republican firebases and discovered the planet of manufacture for the powergun ammunition. From there, the weapons were traced offworld and Major Joachim Steuben led a team to convince the middlemen that supplying the Republicans would not be in their best interest. Instead, the Slammers purchased the middleman's stock of Terra-made powerguns and ammo, leaving the ring of steel toothless.

On Patrol In The Aphrodite Delta

The Slammers' combat cars were the most effective vehicles on the muddy waters and swamps of the Primavera Deltas, skimming over land and water with equal ease. In a few weeks, the combat cars were able to push deep into rebel territory, into the villages and weed ponds that provided the rebels' food.

On July 10th, at 0713, a patrol consisting of two combat cars, Fencing Master and Blue Steel, entered the western arm of the Delta. Their orders were to sweep 20 kilometres along the Delta, hunting for a rebel hovercraft that had fled into that area. The combat cars were accompanied by a 10-man infantry squad on skimmers and a tribarrel hover-jeep and the tank Meatgrinder was stationed on Baffin Island off the coast, ready to provide anti-aircraft or anti-artillery fire if needed.

Sensors detected a strong concentration of engine oil and fuel in the water, confirming that the patrol was on the trail of the rebel hovercraft. However, the tribarrel-carrying hoverjeep ran into a patch of 'copweed', a native weed common to the delta. This thick, stringy weed fouled the drive fans and paralysed the jeep. A quick assessment showed that it would be possible to free the jeep but it would take several hours. The patrol's commander ordered three infantry skimmers to remain behind and free the jeep, while the combat cars and remaining infantry continued the hunt for the damaged hovercraft.

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As the infantrymen worked to free the stuck jeep, Private Malloy spotted movement in the jungle. The skimmers were immediately grounded and two scouts were sent to investigate on foot. They spotted a column of infantry and jeeps moving through the swamp on one of the submerged roads used by the rebels. The rebels were following the main patrol, implying that the damaged hovercraft was being used as bait in an ambush.

Alerted to this danger, the patrol slowed slightly, letting the pursuing rebels come closer. For the ambush to work, there must be two groups of rebels – one at or near the hovercraft, the other behind the patrol.

Lt. Reedy of Blue Steel requested an observer drone to be launched from Baffin Island. The drones were of limited use in the thick swamps of the delta but there was a chance it could spot a poorly concealed ambush. The first pass from the drone failed to locate the ambush site but the growing concentration of fuel in the water suggested the hovercraft could not be far.

Reedy ordered the tank Meatgrinder to fire a powergun burst over the likely ambush area. Powerguns fly line-straight and cannot be used for indirect fire, so the tank was unable to hit anything in the swamp from its position over the horizon on Baffin Island. Clueless indig rebels, though, are easy to panic when the sky cracks and burns with a barrage of powergun shots. Rebel infantry concealed in the swamp fled through a clearing and were spotted by the observation drone, giving the patrol the approximate location of the other half of the ambush.

The patrol wheeled around and attacked the rebel column spotted by the stuck jeep. Fencing Master drove straight down the concealed road; Blue Steel drove off with the other combat car on the open delta, providing enfilading fire at the rebel column. The ambushers were rushed and quickly destroyed before the other half of their forces could rally and attack.

Once both groups of rebels were destroyed, infantry stormed and captured the damaged hovercraft. They drove it back down the delta and loaded the stuck jeep onto it, then brought their prize back to Baffin.

Pohwiel Trade War

He spat a thin, angry stream into the dust. 'The traders hired us and four other regiments and you grubbers sank the whole treasury into bringing in Hammer's armour. Maybe we can prove today those cocky bastards aren't all they're billed as…'

'We didn't care,' Magritte said. 'We're no more the Farm Bloc than Kruder and his truck is the Trade Cartel. Whatever they did in the capital – we had no choice. I haven't even seen the capital… oh dear Lord, Georg would have taken me there for our honeymoon except that there was fighting all over…'
  – Caught in the Crossfire

Pohwiel's bitter little war between the Farm Bloc and the Trade Cartel had dragged on for three years before the Trade Cartel hired five mercenary regiments of questionable quality. The Farm Bloc responded by emptying their treasury to hire the Slammers.

They could only afford three months of the Slammers' services but it was enough. The fields of Pohwiel ran with blood as the Slammers broke the siege of the capital city and then pushed the Cartel and its mercs out into the farming villages.

Asymmetrical Warfare

Most infantry weapons, even man-portable powerguns, are unable to significantly damage an iridium-armoured tank. Troops facing tanks without tanks of their own or heavy weapons rely on two weapons – the anti-tank mine and the anti-tank rocket or buzzbomb. Mines are of limited utility against advanced hover tanks. While modern mines are shielded against detection, hover tanks have a much greater range of terrain than conventional tracked vehicles without significantly compromising their speed. A tracked tank has to stick to a main road to achieve its maximum speed; a hovertank can move over almost any terrain at nearly full speed. While mines are highly effective in the right place – any damage to the tank's belly can cripple the fans or crack the plenum chamber – putting them in that right place is tricky.

Buzzbombs are therefore the weapon of choice for infantry facing tanks. They are fired using a handheld launcher and are only viable weapons within 200-300 metres – any longer and the tank's automatic defence systems can lock on and destroy the missile. Even within that range, there is a significant chance that an anti-personnel belt can shred the buzzbomb before it hits. If the buzzbomb hits, the warhead spouts a jet of sun-hot plasma over the tank. A direct hit from a buzzbomb can pierce even an iridium-armoured turrets and incinerate the contents; a glancing hit can still damage a tank.

Getting to that optimum firing range for buzzbombs is the key to successful attacks on tanks. Luring tanks into ambushes, using buildings or undergrowth as cover or just crawling across the mud are all valid tactics against the kings of the modern battlefield.

Curwin Campaign

'Life's a forge, boy and the purest metal comes from the hottest fire. When you've been under the hammer a few times, you'll find you've been beaten down to the real, no lies, no excuses. There'll be a time, then, when you've got to look over the product… and if you don't like what you see, well, maybe there's time for change, too.'
–   Under The Hammer

From Pohwiel, the Regiment moved to Curwin. If you studied your briefing report really hard and paid attention, maybe you could tell the difference. It was another agricultural world, another petty little civil war. The main difference this time was that the enemy was dug in, with networks of tunnels and bunkers buried in the fertile soil.

Combat cars equipped with magnetic and seismic sensors swept the countryside and the artillery took care of whatever they found. On the bright side, at least the men killed in the bunkers were buried.

Bloodying The Recreation Section

Recruit Rob Jenne's first introduction to the Slammers was a memorable one. The new recruit was picked up at a minor landing site by a single combat car, which was at the port to collect a shipment of four Genefran flirts for the Recreation section.

The combat car's sensor system detected a concealed bunker in a gully. The team attacked the bunker with grenades and powerguns, inflicting significant damage on the underground structure.

The combat car team then engaged more bandits in the neighbouring cornfield, where more entrances to the underground complex were concealed. Bandits attempted to swarm the vehicle using satchel charges and succeeded in disabling it and killing all of the crew except for recruit Rob Jenne.

Jenne was ordered by the mortally wounded Sergeant Worzer to request fire support. The recruit then took shelter back in the gully, while a hail of artillery fire from the firebase 20 kilometres away rained down on the cornfield.

Sulewesi War

'Blood and martyrs' Cortez arsaid, 'I don't get it. We were shaking hands with those bastards and we didn't even know they were on the other side. And them too! It doesn't make sense that if everyone's the same they're all trying to kill each other.'

'Maybe in some other universe there's got to be a difference before people kill each other,' Panchin said to his clasped hands. 'That's never been a requirement in the universe humans live in, though.'
–   Night March

Sulewesi was the biggest war the Slammers had seen since Weststar. The desert world was rich in metals and both the Malay government and the later colonists turned rebels could afford mercs. In addition to the Slammers, dozens of other merc companies fought on Sulewesi. The Slammers were working for the Sulewesi government; the rebels had three battalions of Brazilian mercenaries with tanks and artillery that equalled anything the Slammers could field.

To their credit, the Brazilians gave as good as they got, breaking out of two traps for them set by Colonel Hammer and inflicting significant damage on the Regiment. The turning point in the war came when the Rebel leader died and his followers turned on each other. As the Rebels collapsed, the surviving mercs on the Rebel side pulled out, leaving the desert to the Sulewesi government and the Slammers.

The damage inflicted by the Brazilians had to be repaired. Tanks could be bought – the Slammers had just paid off their original debt to Friesland but the regiment could bear the cost. The troops, though, were exhausted and fried – they needed a break but breaks do not pay the bills.

Placida War

The street had the sharp edge which inevitably marked it immediately after a unit rotated to Paradiseport out of combat. The troops weren't looking for sex or intoxicants – though most of them would have claimed they were.

They were looking for life.
–   Liberty Port

Placida was invaded by forces from the neighbouring world of Kjorl; the Placidan government hired mercenaries to drive off the invaders. Normally, a fight the size of Placida would be beneath the Slammers but the Colonel decided to go for an easy ticket and give the Regiment time to rebuild. The Kjorl forces were completely outmatched but they went to ground in the mountains and held out for far longer than anticipated. The 'easy ticket' ended up driving the Slammers even more into the red.

Hula Girl goes for a ride

The Hula Girl incident is one of those stories that is still told around Slammers barracks and mess halls 20 years after the event. The combat car Hula Girl under the command of Sergeant-Commander Jonas was looking for a column that had become separated from the main body of troops when Sceptre base was moved forward to capitalise on an advance. Communications and navigation were both proving problematic due to a failure of Sceptre Base's transmitter and a lack of satellite beacons.

Hula Girl ran into a column of tracked Sulewesi vehicles who were expecting a combat car. The Slammers joined up with the column and were greeted by a Russian-ethnic major who asked them to tow his damaged vehicle back to base. He provided co-ordinates that were at odds with the Slammers maps but they assumed that the major was part of an outlying company at a minor base.

As they approached the major's base, however, they realised that they had joined up with the wrong column. The base ahead contained Brazilian artillery and calliopes, not government forces. Hula Girl lacked the codes to authenticate themselves but the major was more than willing to talk to the base and get them cleared. As the combat car approached, they cut the towed vehicle and dumped the major over the side before opening up with all three powerguns.

Hula Girl's surprise attack hit the stacks of artillery rockets, inflicting considerable damage on the rebel base. The combat car drove straight through the chaos and out the other side, returning to Sceptre Base with vital intelligence about the location of the enemy forces.

Ironically, the biggest danger to the Slammers was not the war but the rear-echelon liberty ports. Fearful of a horde of drunken, horny mercenaries rampaging around their cities, the Placidans set up several liberty ports; fortified towns dedicated to servicing the needs of the mercs. The original intention was to bring in offworld whores or Genefrans but instead, the contractors brought in Dolls; androids engineered for pleasure. Men were entranced by these alien beauties.

After several violent incidents involving attacks on Dolls, it became clear that an alien called Red Ike was manipulating events to his advantage. A Doll would become involved with a merc, bewitch him, then turn on him and drive him to the brink of madness. The merc would then attack and break the

Doll and the Doll's owner would charge the merc's company for damages. Ike was behind the supply of the Dolls.

The danger to the whole Regiment arose when a group of mercenaries, including elements of the Slammers, launched a retaliatory attack on Ike's brothel, the China Doll. If they killed Ike, a civilian, the Bonding Authority would have been forced to disband the Regiment. Fortunately for the Slammers, Ike was killed by another civilian, saving the Regiment.

Emporion Conflict

'You won on Emporion?' she asked.

'We could've,' Danny explained, 'even though it was really a Lord-stricken place, dust and fortified plateaus and lousy recce besides because the government had two operating spacers. But the Monarchists ran out of money after six months and that's one sure rule for Hammer's Slammers – no pay, no play.'
  – The Butcher's Bill

The King of Emporion had three problems.

Firstly, the Democracy League, a political movement dedicated to the overthrow of his regime and the removal of his head, had the support of over 70% of the population and had an army that outnumbered his three to one.

Secondly, the League had set up its bases in the Emporion Badlands, a wilderness of mesas, dust storms and desert that the Royal Guard were terrified of even entering.

Thirdly, the Master of the Treasury was his cousin and so could not be fired even for gross incompetence. This proved to be the worst of the king's problems – the cousin grotesquely overestimated the reserves of CR in the treasury, so the kingdom ran out of CR to pay the Slammers at the worst possible time. When the mercenaries quit the battlefield, the Democrats rolled through the gaps in the royal defences and kept on rolling until the King of Emperion was crushed beneath the tracks of a Democrat tank.

The Starhome Campaign

'Shut it off,' Danny croaked, 'they're shrines.'

The ground where Starhome stood burned like the floor of Hell.
  – The Butcher's Bill

Thrush was one of the few worlds in human space that previously belonged to an alien species – in this case, the Gedel, who were the lynchpin of a multi-species association that stretched across a dozen worlds. Seven hundred thousand years ago, the Gedel built a shrine called Starhome. When humanity settled on Thrush, Starhome became the centre of several religious sects, breakaway groups from the mainstream Way who believed that the aliens were further along the path to God.

Red Ike

The alien known as Red Ike was not the only member of his species encountered by humanity – a few dozen similar creatures have shown up on other human worlds. Still, no-one knows what their species is called, where they come from or even what they want, other than making money. They appear human at first glance and are human enough to fit into border worlds but have six fingers on each hand and a reddish cast to their skin.

Dolls & Droids

The female dolls and male androids used in Red Ike's brothel are human-like androids. They are all astonishingly beautiful and are intelligent enough to appear almost human. Beneath their perfect skin, they are partly biological, although no human scientist has ever had the opportunity to dissect one. The androids are sold by a corporation owned by Red Ike.

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Red Ike	Merchant (broker) 5	7	8	6	10	10	8
Drive 1, Broker 2, Steward 3, Comms 1, Persuade 2, Admin 1, Advocate 3, Streetwise 3, Deception 2							
Doll	Entertainer (performer)	10	12	8	3	3	2
Carouse 3, Deception 1, Persuade 3, Steward 3, Gamble 1, Melee (Unarmed Combat) 2							

Biochemical Sympathy: Dolls adapt to the biochemistry of their sexual partners, bonding with them. This gives the Doll a positive DM to any social rolls made involving that partner, such as Carouse, Persuade or Deception. The size of this DM varies from +1 (one sexual contact) to +6 (several months of sexual contact).

One of these groups, the Densonites, were fanatics who wished to control access to Starhome and keep the unbelievers out. The other factions refused to cede Starhome and the other Gedel sites to the Densonites. Soon, the dispute turned violent and both sides turned to mercenaries. Starhome was destroyed in the fighting.

The New Aberdeen War

The conflict that began on Placida spread to a dozen other worlds, as a scramble for power in the region began. The Slammers were hired by one faction on the industrial world of New Aberdeen, formerly the technological and manufacturing hub of a dozen worlds. By the time the Slammers arrived, more than a third of the factories and orbital stations had already been consumed by the war; seven months of brutal urban fighting later and the New Aberdeen Commerce Party ruled once more over a planet that was mostly ruined buildings.

Casualties on New Aberdeen were considerable, especially among the infantry and tanks. While the unit ordered new tanks and recruited from among the defeated merc units and the farmboys of neighbouring worlds, the fighting forces of the Slammers headed for Yangtze.

The Gedel

The Gedel were a highly advanced species (TL15+) that thrived around a million years ago. Their technology level was considerably above that of humanity – in addition to constructing the shrine called Starhome, they artificially quelled the tectonics of Thrush, ensuring that no earthquake would damage their shrines. Starhome would have endured until Thrust's sun went nova if it were not for the Densonites using it as cover against the Slammers' attack.

Sometime after constructing Starhome, the Gedel vanished. There is no evidence of a war or other catastrophe, so it is thought that the Gedel simply went away. Some theorise that the aliens departed this region of space, while others – especially the religious cults who venerate the advanced aliens – believe that they somehow transcended this universe. Other Gedel artefacts have been found on worlds near Thrush, although none were as well preserved as Starhome. So far, humanity has not been able to reverse-engineer Gedel technology.

The Battle of Greyfriars

The industrial district of Greyfriars was the site of the largest engagement in the whole New Aberdeen Campaign. On one side was the Highland Cavaliers, a native armoured regiment, along with elements of the 47th Tactical, the Apex Dragoons and the National Guard. Opposing them was the 1st, 12th and 14th New Aberdeen Guards and Hammer's Slammers.

The Dragoons and the National Guard had occupied the Greyfriars Chemical Works. The Aberdeen Guards 1st regiment went in to smoke them out, only to discover that the Cavaliers were also present – the armoured regiment was using the chemical works as a staging area in preparation for an attack on the Commerce Party's Windward Base. The elite 1st Guards were cut to pieces by the Cavaliers' combat cars and tanks.

Surviving guards retreated to the ruined eastern district and called in fire support from Windward Base. The Slammers' Section III (tanks) moved in to extract the 1st and to pin the Cavaliers down until artillery could smash the Chemical Works and everything inside. The 12th and 14th infantry were assigned to support the Slammers' advance.

The Slammers moved down Lothian Road, heading straight for the trapped 1st. As they advanced, the lead tank was crippled by shots from Apex Dragoon APCs concealed in the ruined buildings at the end of the road. The Slammers returned fire but the Dragoons were already retreating – their mission was to slow the Slammers and give the Cavalier tanks time to exit the chemical works.

Meanwhile, the promised artillery barrage had yet to materialise. Securing the chemical works intact was a priority for the Commerce Party, so their generals refused to fire. The Slammers tanks were rolling into battle with an enemy that would outnumber them two to one.
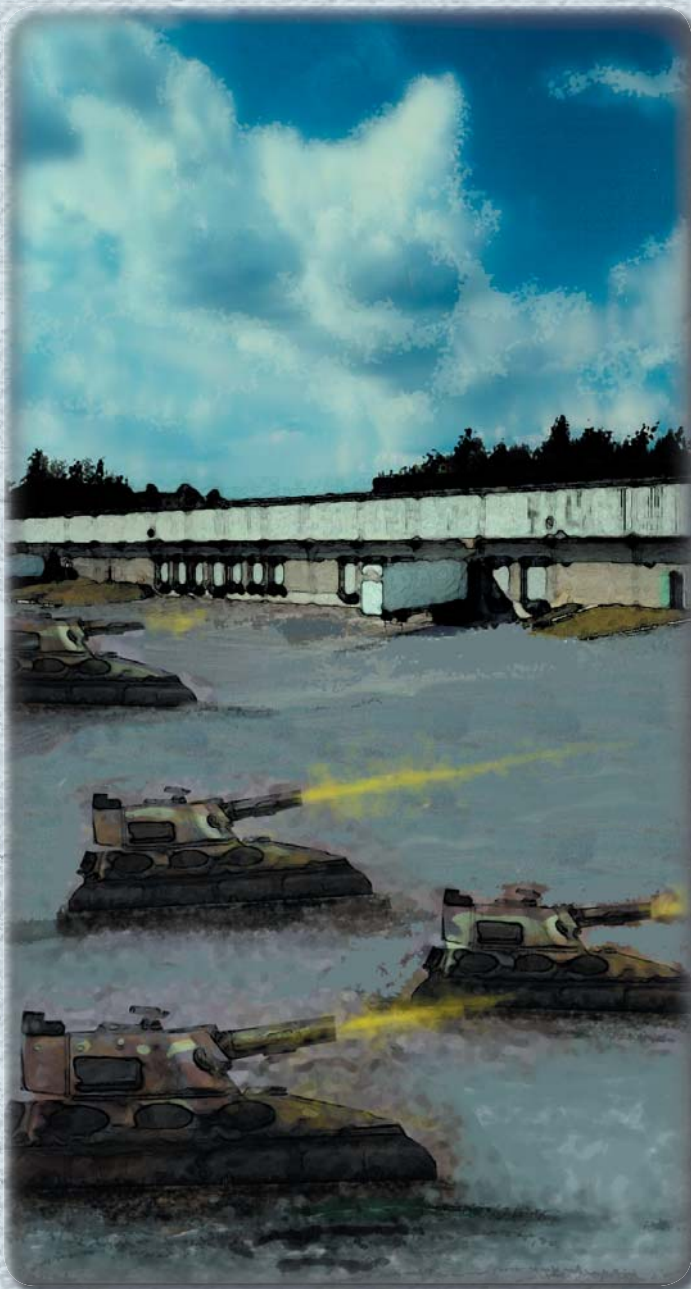
Rather than face the Cavaliers and the Dragoons head on, the Slammers tanks turned and smashed through the ruined buildings off the Lothian Road. The burned-out shells were no match for the iridium-armoured hulls of the tanks and they managed to drive forward to the position of the 1st Guards without significant losses – two tanks were trapped in rubble and went hull-down to provide fire support for the slowly advancing 12th and 14th.

By this point, two-thirds of the Cavaliers and the 47th Tactical had exited the chemical works. The Cavaliers began firing at the Slammers tanks, while the 47th attempted to creep through the ruined city to flank.

Colonel Hammer again requested an artillery strike on the chemical works to catch the stragglers; when the generals refused, he ordered the tanks to use their powerguns on the visible parts of the Greyfriars facility. The resulting explosion did only minimal damage to the Cavaliers but did ruin the expensive chemical factory. With their objection to the artillery strike blown to pieces, the Commerce Party forces agreed to the artillery strike.

This artillery strike not only inflicted considerable casualties on the Cavaliers but burning gases from the chemical works also formed a "toxic cloud" that wiped out the whole 47th Tactical and part of the Apex Dragoons. A post-battle inquest failed to substantiate allegations that the Slammers mixed K3 nerve gas shells into the artillery barrage.

The Slammers took advantage of the chaos, emerging from cover and charging into the midst of the Cavaliers. This was the heavy armour equivalent of a knife fight, with tanks exchanging fire from ranges as close as 10 metres at times. The city burned and the air was yellow-green with toxic fumes. The unfortunate Apex Dragoons did not have NBC-sealed vehicles and many died at the controls as the gases penetrated. The lighter Dragoon vehicles were smashed out of the way by hundred-and-seventy ton tanks fighting in the alleyways.

As the Slammers and Cavaliers clashed, the 12th and 14th extracted the survivors of the 1st Guards and gave what fire support they could to the Slammers. However, without specialist gear, the infantry were of limited use. The tanks were dancing in a perfect approximation of hell – a burning ruin choked in toxic fumes. Fortunately for the beleaguered Slammers, better help was on the way. Two platoons of combat cars, one equipped with sealed fighting compartments and the other carrying buzz-bombs, were moving rapidly up from the south to support the tanks.

After 30 minutes of intense fighting in the ruins, the Cavaliers broke and began to pull back to the north, where the surviving Apex Dragoons and other enemy forces were rallying to hold the line against the Slammers. Rather than pursue them, the Slammers also fell back to repair and rearm. The combat cars moved forward to secure the burning chemical works and to dissuade the Dragoons from mounting a counterattack.

Western Wing Campaign

The Slammers were hired by the Han colonists on Yangtze to support their way against the Hindi faction. Both groups hired mercenaries to supplement their own outdated armed forces. The Slammers found themselves facing elite mercenary groups like Broglie's Legion. The regiment pushed out across the Western Wing, a sparsely settled section of the planet's main continent, with the intention of breaking through the lightly defended Hindi flanks and besieging the capital. This lightning assault turned into a grim, backbreaking campaign as merc unit after merc unit was thrown into the Slammers' path. The Western Wing became a meat grinder. This played right into the hands of the Han employers, as their regular forces were able to keep pace with the mercenary advance across the Western Wing because all of the elite units were being shifted to face the Slammers.

During the assault on Morobad, the Slammers tanks ran into Broglie's Legion and in heavy fighting managed to destroy their command elements, throwing the enemy into disarray. The road to Morobad and the Hindi capital was open.

Bamberia Campaign

After the brutality of Yangtze, Bamberia was… a lot more of the same. The Slammers were hired by a consortium of offworld corporations and businessmen to put down a rebellion of local miners. The miners were backed by more money from offworld, mostly from Kronstad corporations who hoped that by sponsoring a rebellion on Bamberia, they could extract favourable trade contracts after the war.

When the Slammers tore up the Canadian 48th Armoured without losing a single tank, the nerve of the Kronstad backers failed and suddenly the miners were on their own with the contracts of six other merc groups hanging over them. The Bamberia rebellion degenerated into a civil war. The Slammers' contract was transferred to one of the warring factions of miners and the regiment spent another six months on Bamberia fighting alongside people who they had been shooting at for the previous three months.

Meridienne War

The hot world of Meridienne was divided between the Hashemite Brotherhood, who held the north half of the single supercontinent and the Sincanmo Federation to the south, the descendants of a botched joint colony by China, Canada and several smaller states. Sincanmo was falling apart due to internal tensions anyway – the Hashemites just gave it a push with a series of raids. To bolster their offensive power, the Hashemites hired the Thunderbolt Division, a big but cheap merc force.

Détente with Friesland

The break between Hammer and Friesland had been sharp but time has a way of blunting anger and letting old habits resume. The Regimental language was Dutch and many of the Slammers' officers were Frisians seconded from their own service. Friesland gained from the men's experience when they returned home; Hammer gained company officers with excellent training from the Groningen Academy.
–   Hangman

Hammer's Slammers obviously left Friesland under a cloud – while they paid for the equipment they stole, they also smashed the elite Guards of the Republic and were rumoured to be involved in the death of Secretary Tromp. Over the following decade, relations were re-established between the mercenary regiment and the world that birthed it. Initially, the fragile new relationship was purely financial – Friesland has a strong tradition of trade and Heuvalman and other companies were willing to sell spare parts and ammunition to the mercenaries. Still, the hostility of the Friesland government forced the Slammers to buy Terra-made guns and equipment as well as Friesland-built.

Eight years after Melpomone, two officers from the Slammers retired back home to Friesland. They were tried as deserters in a famous court case but at the last minute a backroom deal was struck and the 1st Auxiliary suddenly sprang back into life. Friesland had learned that the great weakness of its armed forces was the lack of field experience, so they made a bargain with Colonel Hammer – allow young officers from the Friesland Military Academy to serve with the Slammers for a few years and the Friesland-born Slammers would no longer be considered deserters.

A decade later and there was regular contact between the Slammers and Nieuw Friesland. Promising recruits from the Slammers were sent for officer training at the Friesland Military Academy, while Friesland officers also served a tour or two offworld with the Slammers. Friesland corporations sent prototypes for field-testing with the Slammers. Both sides benefited greatly from this détente…

… but still, the political elite of Nieuw Friesland seethed that a commoner traitor like Alois Hammer roamed free among the stars.

The 48th Armoured Get Schooled

The 48th Armoured used a combination of iridium-armoured tanks and nape-of-earth flyers with heavy powerguns. These flyers could chew up another armoured unit in a matter of seconds – if they got those few seconds. A unit equipped with computer-controlled powerguns like the Slammers could target and shoot the flyers quickly enough to eliminate the threat.

The 48th Armoured therefore held their flyers in reserve when they met the Slammers on the muddy field of Bamberia. Both sides had roughly equal numbers of tanks, with the Slammers having a slight edge. On a cold morning, the Slammers advanced on the town of Whenton. The 48th Armoured rolled out to meet them – and ran right into a wall of anti-tank mines and buzzbomb attacks from concealed infantry. Two companies of Slammers infantry had moved into place during the night, using camouflage nets to hide from the 48th's sensors.

The shock of this ambush destroyed the Armoured's fighting integrity and their scattered forces were easy prey for the Slammers tanks. Slick De Grieux accounted for four kills alone on that charnel field. By the time the Armoured called in their flyers, enough Slammers tanks had their turretss free to perform computer-controlled anti-aircraft fire.

The Strange Case of Hoodoo

The M2A2 Hoodoo tank was damaged during the last stages of fighting on Ambiorix and was not mobile by the time the regiment lifted for Beresford. The tank and its crew were therefore left on Ambiorix, with orders to complete repairs and then rejoin the rest of the Slammers as soon as possible.

One of the indig techs, Lamartiere, was an undercover agent for the defeated Mosites. He stole Hoodoo and drove the tank into the western mountains. Fortunately, he and the other conspirators were unable to get the tank's main gun working but it was nonetheless a mobile flashpoint for violence in the disputed region. Different factions of Mosite had different goals for this new superweapon and Lamartiere was assailed by doubts about the rightness of his actions.

Sgt. Heth tracked Hoodoo down to the Shrine of the Blessed Catherine and managed to extract both the tank and Lamartiere. He then offered Lamartiere a place offplanet with the regiment.

The Sincanmo Federation surprised everyone by pulling its finger out and hiring the Slammers on short contract to punch through the Thunderbolts, the Hashemite Mujahideen and whatever other forces the north could muster. Panicked, the Hashemites appealed for aid from offworld and raised enough CR to hire more mercs, including Broglie's Legion, commanded by an ex-Slammer. It was not enough – the Slammers punched through in a bloody war that ground Broglie's Legion into ash.

Ambiorix Insurrection

The Mosites of the western mountains on Ambiorix were a religious group that had grown strong enough to challenge the ruling party, which was a puppet of the mainstream church. Both sides called each other heretics for a while and then started shooting. The National Army marched out of the capital, Carcassone, and climbed into the mountains, where Mosite guerrillas used mines, snipers, roadside bombs and suicide attacks to kill a dozen National Army troops for every one man they lost.

The Ambiorix government called in the Slammers. Mechanical interrogation and sensor drones located rebel strongholds; artillery and powerguns flattened them.

Beresford

Beresford was a patchwork colony, made up of a dozen semi-independent polities. For many years, the leaders of Beresford worked to unite the world and form a single planetary government, one that could forcefully negotiate with the offworld interests that wanted to keep Beresford divided. Weeks before the signing of the Beresford Accord, a treaty to form that long-anticipated world government, a coup in the Coastal Republic put General Citizen Amadeus Brown in charge and his second act was to pull the Coastal Republic out of the Accord (his first was to execute his political opponents; his third was to open up the Coastal Republic spaceport to those offworld interests and his fourth was to spend offworld CR on mercenaries to smash the nascent planetary government to pieces).

The Slammers were approached by both sides in the conflict and the bidding war for their services continued right up until the regiment was in orbit. Finally, the Accord won out and the Slammers hot-dropped into the Coastal Republic, catching the enemy off-guard. Eight weeks later, Slammers tanks were rolling through the burned-out shell of Amadeus Brown's palace.

Oltenia

Oltenia was one of the strangest campaigns that the Slammers were involved in, as it is one of the few worlds occupied by two sentient species. The native autochthons or 'Molts' are lizardlike humanoids, smaller and slighter than

The Hammer Falls On Beresford

The Slammers have never excelled at combat drops. Terran HALO tanks can fly down from orbit and other regiments have armed assault landing craft, something the Slammers would not acquire for another 15 years. The transport section's landing craft are only capable of carrying a platoon each and are considered under gunned for their role.

The combat landing on Beresford would be undertaken in the teeth of fire from the Coastal Republic's emplaced powerguns and tanks. These heavy powerguns were capable of blowing away a landing craft with a single well-placed shot and there were four companies of tanks waiting for the Slammers. Dropping six platoons into that hellstorm would have been suicide.

The whole regiment had to drop at once. Fortunately, the merchant vessel transporting the Slammers, Amaranth, was captained by an old friend of Colonel Hammer who owed him a big favour. Another freighter was also in orbit, one bound for the Coastal Republic. Slammers infantry in spacesuits crossed and landed on the hull of the other freighter and sabotaged its communications antennae from the outside before fleeing. When the second freighter began its descent, the Amaranth followed it in, flying in its wake. To observers on the ground, the two freighters appeared to be a single entity. Before the second freighter could alert ground troops to this deception, the sabotaged antenna was activated, routing all the freighter's transmissions through Amaranth.

Ground forces were unaware that a second freighter had entered their airspace until Amaranth was already on top of them. As the spaceship came in low over the coast, it dropped down and opened its bay doors and the Slammers stormed out. The lead combat cars and tanks had removed their restraints, trusting to the strength of their fans and the skill of the drivers to keep them in place in the hold as the Amaranth fell out of the sky.

humans and well adapted to their subterranean habitat. They also have the ability to teleport, slipping through space-time and appearing several kilometres away, using the piezoelectric field of Oltenia's quartz deposits as a guide. With this power, the Molts proved to be astonishingly dangerous guerrilla fighters when war began. The official causus belli was that the world was overpopulated and that the still-primitive Molts were attacking human ranchers who had settled lands near the Molt caves. In fact, the ruling Tribunate wanted a state of constant war with a convenient enemy to secure their power base.

The Slammers were called in not for their firepower but for their sensors. A teleporting Molt causes electromagnetic disturbances at both the entry and exit points of its teleport, so a sufficiently advanced sensor system can detect a Molt before it appears, negating the advantage of the teleport jump. Bolstered by Slammers combat cars equipped with sensor suits, the Oltenian regulars turned the war around. Soon, the Molts were willing to offer a peace deal.

The Tribunate did not want to bring the war to an end but they had put the wrong man in charge of their armies. Alexander Radescu had the Tribunes shot, including his uncle, Chief Tribune Gregor Radescu. General Radescu then seized control of the government using the same emergency powers that his uncle had signed into law and made peace with the Molts.

Kobold Police Action

'You can't', van Oosten cried. 'These powerguns are the only chance my village, my people have to survive when you leave. You know what'll happen, don't you? Friesland and Aurore, they'll come to an agreement, a trade-off, they'll call it and all the troops will leave. It's our lives they're trading. The beasts in Dimo, in Portela if you let these go through, they'll have powerguns that their mercenaries gave them!'
–   Hangman

The mining world of Kobold was settled jointly by colonists from Friesland and the Francophone world of Aurore but Friesland's government had little interest in anything other than the planet's mineral reserve. Without support, the Dutch colonists were oppressed by their French counterparts. Eighty years after colonisation, the Dutch settlers rebelled and hired the Slammers to lend force to their rebellion. The French colonists hired French mercenary units – the Compagnie de Barthe, the Alaudae and the Phenix Moirots.

Neither side could afford to hire the mercs for long enough to fight an actual war, so both groups of colonists asked for aid from their homeworlds. Friesland and Aurore had no desire to fight a proxy war – the Frisian Council of State just wanted to do enough to mollify public opinion, while Aurore had bigger problems elsewhere. Therefore, the two sides reached a compromise – the four mercenary

companies were hired jointly by the planetary governments and instructed to police the planet and quell any violence.

Both the Compaigne de Barthe and Frisian elements of the Slammers plotted ways to smuggle powerguns to their respective colonists. Thanks to a traitor within the Auroran government, Colonel Hammer was aware of these plots and arranged for the Compaigne's treachery to be discovered. Once the contract was breached, the Slammers were able to crush the Compaigne and report the French plot to the Bonding Authority.

Oltenian Autocthons

The Molts are warm-blooded, lizard-like humanoids with horned heads and scaly skin. They are smaller and lighter than a human but are almost as strong. Prior to the arrival of humanity, the Molts had a roughly medieval level of technology, having mastered metallurgy but still lacking steam power or clockworks. Their society was divided into a number of tribes, called Themes, each of which held a section of the cave network that crisscrossed the subsurface reaches of Oltenia.

The Molts have the singular ability to teleport, folding space around themselves to cross kilometres in an instant. This ability is connected to the quartz rock of the planet, although human researchers theorise that the Molts just use the rock as a guide and could actually teleport anywhere given proper training. The phenomenon appears to be a natural variant of the hyperspace shunt used by humanity to go faster than light, although how the Molts manage such a feat is still a mystery.

The Molts use their powers for both travel and hunting. Their techniques have been compared to a trapdoor spider, as the Molt would pop into existence on top of some unfortunate herbivore and grab it before it could react. The Molts use their claws or knives for hunting – the vestigial horns are purely decorative, although large horns are seen as desirable for mating. Female Molts tend the children and defend the caves; male Molts are hunters, scouts and leaders. The ability to teleport increases with age, so an elder male is capable of jumping thousands of kilometres.

Type	Habitat	Str	Dexterity	End	Int	Edu	Psi	Soc
Young Molt								
Pouncer (Omnivore)	Mountain Walker	4	5	7	3	2	4	4
Melee (claw) 0, Survival 0, Teleport 0								
Molt Claw 1d6+3, Molt Hide (armour 2)								
Molt Female								
Pouncer (Omnivore)	Mountain Walker	5	6	8	6	4	6	7
Melee (claw) 1, Survival 2, Teleport 1, Recon 1, Stealth 1								
Molt Claw 1d6+3, Molt Hide (armour 2)								
Molt Warrior								
Pouncer (Omnivore)	Mountain Walker	6	7	8	6	6	8	7
Melee (claw) 2, Survival 2, Teleport 3, Recon 2, Stealth 3, Gun Combat (energy rifle) 0								
Molt Claw 1d6+3, Molt Hide (armour 3), Power Rifle (4d6+4)								
Elder Male								
Pouncer (Omnivore)	Mountain Walker	6	7	10	8	6	10	10
Melee (claw) 2, Survival 3, Teleport 5, Recon 2, Stealth 3, Gun Combat (energy rifle) 2, Leadership 2								
Molt Claw 1d6+3, Molt Hide (armour 3), Power Rifle (4d6+4)								

### It's Not Something Human Beings Do To Each Other

Kobold is a world of narrow valleys, steep hills and thick woods – virtually impassable terrain for the 170 ton tanks that make up the Slammers' fighting force. The only way through the forests was via road – and the infantry of the Compaigne de Barthe had planted anti-tank mines all through the sector.

The Slammers were aware that one of their officers, Lieutenant Schilling, was in league with the militant Dutch rebels. By passing her false information, they arranged for the Dutch to attack a French town. The French responded with powerguns – and the Slammers declared their intent to punish the civilian use of powerguns with deadly force. The Compaigne de Barthe believed the Slammers could not act because of the mines...
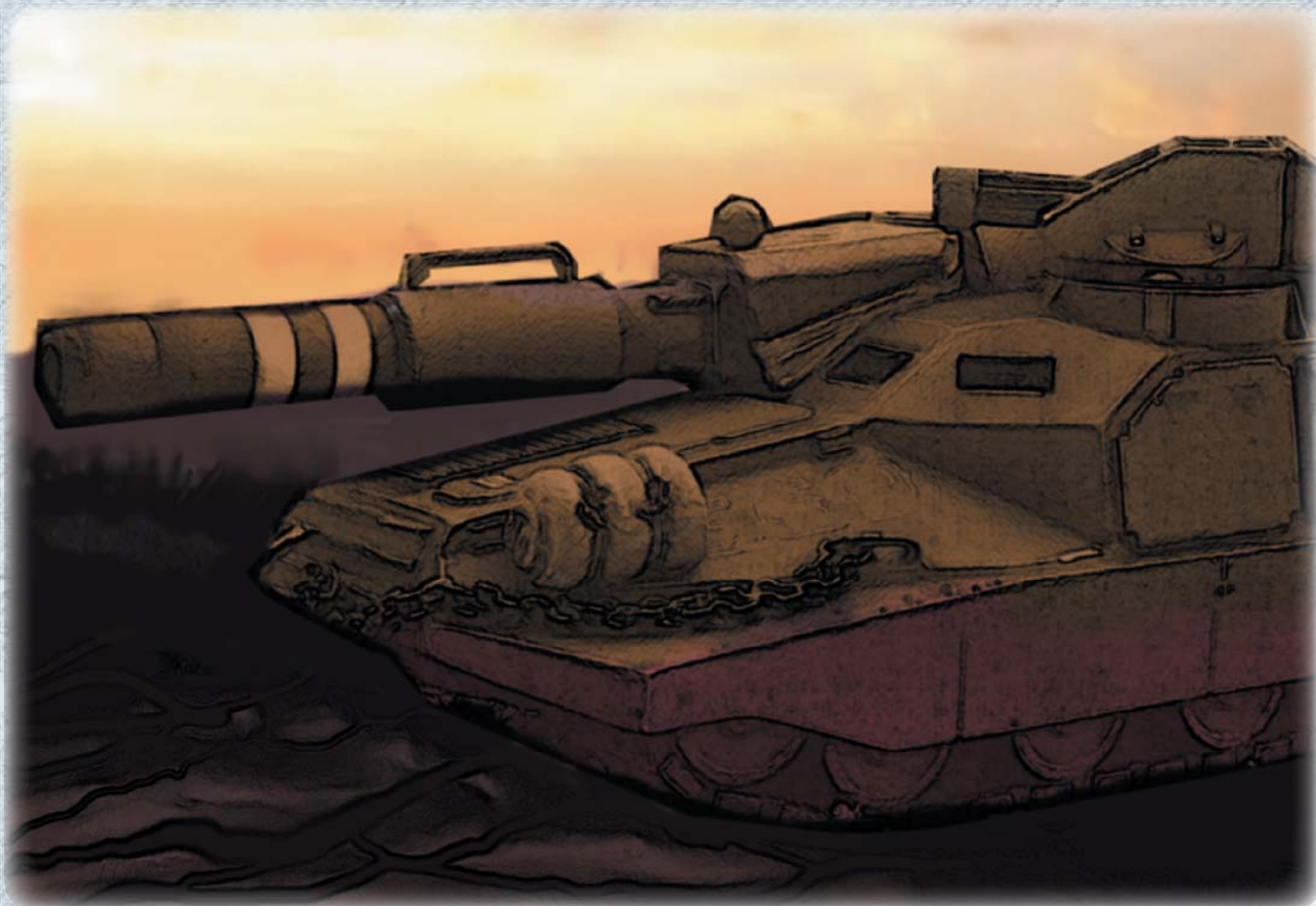
The raiders from Haacin were completely overwhelmed by the powergun-armed French partisans and their unarmed trucks and aircars were cut to pieces in seconds.

When hostilities began, the Slammers called in an artillery strike, setting fire to the forests between their base and the road between Haacin and Portela. The armoured tanks moved through the burning forest, bypassing the mined roads.
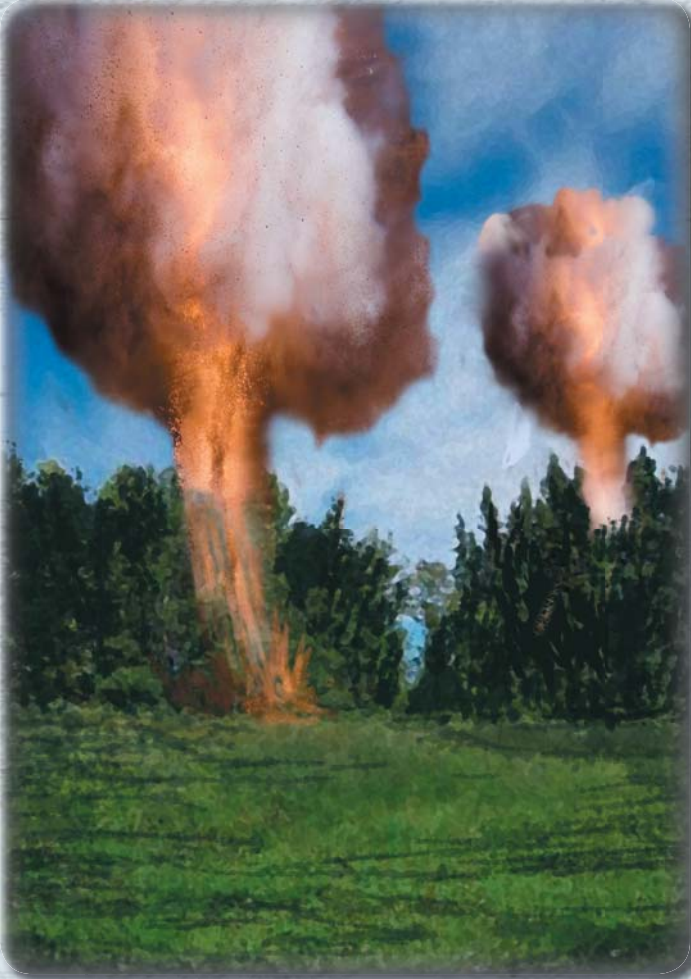
As the tanks emerged from the forest, the artillery turned its fire on the town of Portela and the Compaigne de Barthe. The tanks proceeded down the road to Portela, where they engaged the scattered forces and destroyed them.

Prosperity Campaign

'The World Gov satellites will tell the Consies where we are to the millimetre,' Ranson said, 'we'll have ambush teams crawling all over us like flies on a turd, all the way to Kohang.'

'Junebug,' said Hammer, 'I'm not hanging you out to dry. Thirty seconds before you start your move, all the WG satellites are going to go down, recce and commo both. They'll stay down for however long it suits me
–   Rolling Hot

Prosperity's National Government was pushing for independence from Earth. The Conservatives rallied an army to oppose any moves toward independence and were secretly funded and supported by the Terran World Government enclaves. The National Government hired the Slammers to smash the 'Consies' and show Earth that Prosperity stood alone.

The Slammers did their job very well indeed, defeating the Conservative army despite their use of Terran-built weapons in some cases. In the closing stages of the war, the Conservatives made a sudden desperate push and besieged the capital city, nearly scaring the National Government into surrendering. A small group of Slammers managed to reach Kohang to stiffen the capital's defences, breaking the Conservatives' best units along the way. The Slammers won the war but at considerable cost to themselves. Not only was Task Force Ranson gutted by their heroic march on Kohang, Colonel Hammer had made himself an enemy of the Terran World Government.

Rolling Hot

Junebug Ranson's epic march on Kohang has become a legend in the regiment's history, exemplifying the grit and determination of a good Slammer.

The march began at Camp Progress, an allegedly secure base 1,000 kilometres from the front line. At Camp Progress, Ranson had a short company of six combat cars, along with three damaged tanks – Herman's Whore, Deathdealer and Warmonger. Worse, many of Ranson's troops were injured, fatigued or – including Ranson herself – suffering from post-traumatic stress. Also present at Camp Progress were considerable National Army forces.

Camp Progress was attacked and overrun by Conservative Forces. Artillery and mortars shredded the National Army 'Yokels' but the projectiles aimed at the Slammers enclave to the south were automatically intercepted and destroyed by the powerguns in air defence mode. The Slammers then rallied and cleared the Consies out of Camp Progress in a desperate counterattack.

Once the initial attack had been repelled, Colonel Hammer ordered Ranson to gather any vehicles she could muster and make for the planetary capital of Kohang, to reinforce the National Government forces there. Slammers and other line forces were also en route to Kohang but Camp Progress was much closer to the capital and only Task Force Ranson had a chance of getting there in time to save the government and the Slammers' contract.

Task Force Ranson's route would take it out of Camp Progress, through the recreational village called Happy Days at the edge of the camp and then cross country to the Padma river. They would cross via the bridge at Adako Beach, one of the few bridges capable of supporting the weight of a blower tank. From there, they would travel to Kohang.

KOHANG

ADAKO BEACH

PADMA RIVER

HAPPY DAYS VILLAGE
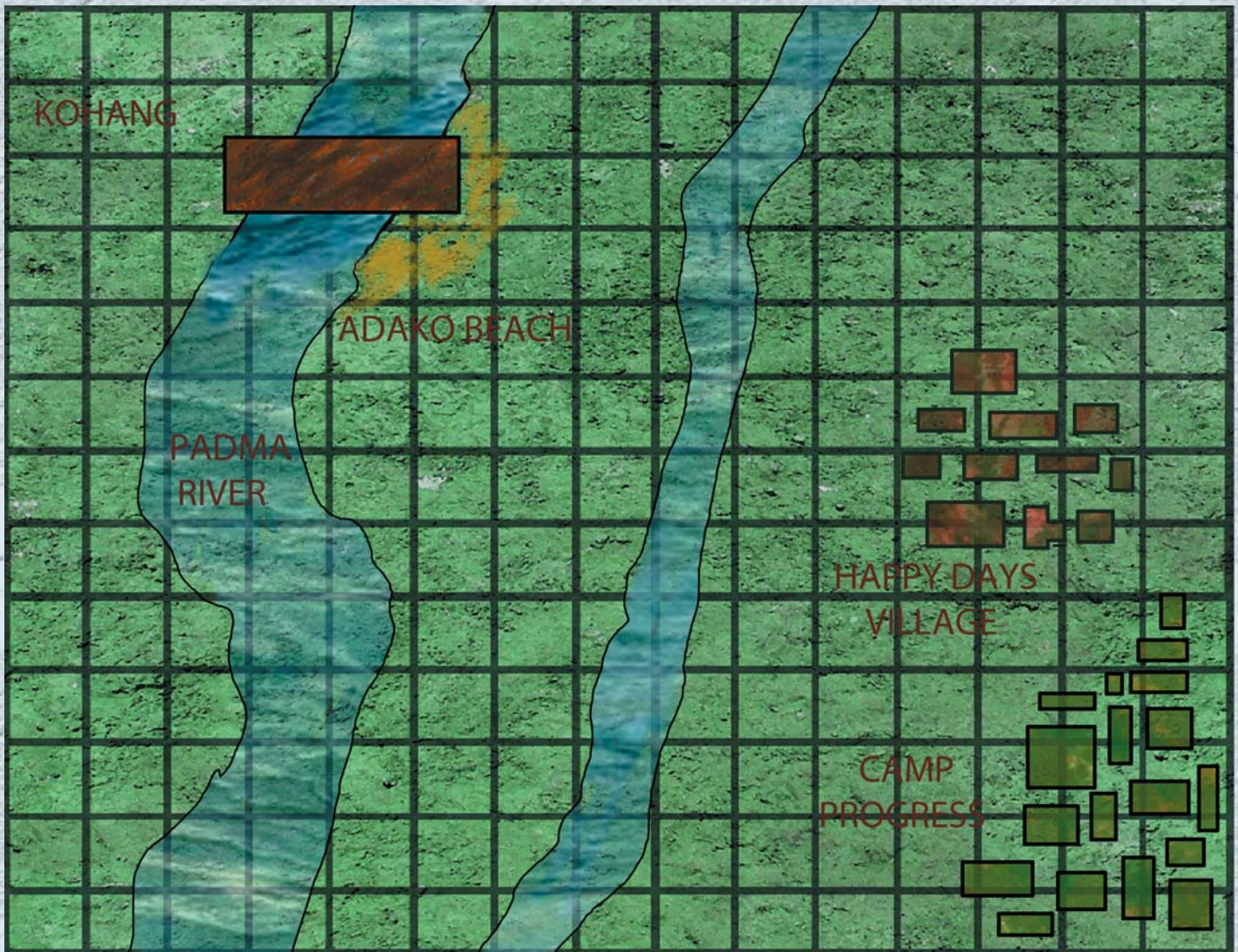
CAMP PROGRESS

Happy Days

Happy Days was a purpose-built village of bars and whorehouses just outside of Camp Progress. After the Conservative attack was repelled from the camp, a company of infantry took up positions in Happy Days and attempted to ambush any vehicles passing by. Unfortunately for the infantry, the flimsy prefabs of Happy Days were no match for the steel-hard hull of a blower tank – the tank Deathdealer drove through most of the village.

Kerwi Campaign

The fear that the women had mimed from behind stone walls seemed real enough now to the soldiers whose bluster and assault rifles were insignificant against the iridium titans which entered the courtyard at a slow walk, barely clearing the posts of gates which would have passed six men marching abreast.
– The Tank Lords

Kerwi was perhaps the most socially backward world that the Slammers had visited since Oltenia. The lords of Kerwi had deliberately restricted access to technology on their planet, keeping the peasantry in a state barely above subsistence farming. Medieval castles dominated the grey hills.

Such an 'idyllic' situation could not last – as soon as one baron brought in offworld weapons and mercenaries, the others had to follow suit and soon King Adrian hired Hammer's

Adako Beach

The bridge over the Padma at Adako Bridge was key to Task Force Ranson's advance. The bridge was lightly guarded but as the Task Force approached, they detected a convoy of vehicles approaching. As securing the bridge was vital to the mission, the Task Force eliminated the vehicles before they reached the Padma. If the vehicles had contained explosives, the Conservatives could have blown the bridge and cut the Task Force off from Kohang. Fortunately, examination of gun-camera footage confirmed that the truck drivers were Conservative forces.

La Reole

The bridge at La Reole was guarded by Conservative forces. A rapid attack by the Task Force coupled with artillery support broke the defenders but the wrong shells were loaded in the final artillery barrage. Instead of anti-infantry firecracker rounds, the artillery section fired tank-seeking warheads. Friendly fire destroyed one of Ranson's tanks and a second was lost when the damaged bridge collapsed.

Kawana

The panicked Conservatives threw everything they had at the Task Force – the 1st Battalion of the 4th National Armoured Regiment, which had defected to the Conservative side. It comprised of over 30 light tanks, outnumbering the task force six to one. In response, Ranson split her forces, putting a single combat car in the line of the enemy advance. This combat car transmitted sensor data to the other Task Force vehicles, allowing them to precisely target and destroy the enemy. Losses were considerable and included June Ranson among the casualties.

Kohang

The remainder of Task Force Ranson – one heavily damaged tank and four combat cars – rolled into Kohang to discover that National Forces had already reinforced the capital. Governor Kung dismissed the suggestion that the Task Force had saved the city by diverting the Conservative's best forces and instead credited the National Army with the victory.

Slammers to put a revolt down. The iridium-armoured tanks were a strange contrast to the castles and towers. The war came down to a question of supply lines – with spare parts, fuel and ammunition unavailable in the field, all the merc units had to rely on shipments from offworld. The Slammers were able to seize the planet's spaceport and cut off enemy supply lines.

HOMECOMING

Pritchard's eyes narrowed. He stretched his left hand out to the wall, not leaning on it but touching its firmness, its chill. 'What do you care?' he asked quietly. 'I didn't say the Slammers couldn't keep you in power here the rest of your life. I don't want to be a part of it, is all.'

Without warning, Hammer stood and slammed his fist into the wall. He turned back to his aide. His bleeding knuckles had flecked the panel more brightly than the remains of the Iron Guards. 'Is that what you think?' he demanded. 'That I'm a bandit who's found himself a bolt hole? That for the past thirty years I've fought wars because that's the best way to make bodies?'

'Sir, I...' But Pritchard had nothing more to say or need to say it.

Hammer rubbed his knuckles. He grinned wryly at his subordinate but the grin slipped away. 'It's my own fault', he said. 'I don't tell people much. That's how it's got to be when you're running a tank regiment but... that's not where we are now.

Danny, this is my home.' Hammer began to reach out to the taller man but stopped. He said, 'you've been out there. You've seen how every world claws at every other one, claws its own guts too. The whole system's about to slag down and there's nothing to stop it if we don't.'

'You don't create order by ramming it down people's throats on a bayonet! It doesn't work that way.'

'Then show me a way it does work!'
–   Standing Down

Twenty-eight years after the Slammers lifted from the burning ruins of Melpomone Starport, they returned to Friesland. Civil war between two factions of government

had erupted and both sides needed mercenary troops. The Slammers were hired by 'President' Theissman, who was rebelling against President van Vorn.

The fighting was brutal. The capital city burned, the Slammers were decimated and tens of thousands died. Towards the end of the fighting, a 'stray shot' from a pistol (probably fired by Joachim Steuben) killed Theissman and Colonel Hammer took over as head of the successful coup. Soon afterwards, the last of the fighting ended when the hold-outs in Cosimo Barracks were gassed to death.

To cement his authority over Nieuw Friesland President Hammer immediately married Annette Tromp, the daughter of the late Secretary Tromp who Steuben had murdered on Melpomone all those years ago.

Hammer called his men home, fulfilling a promise made more than 30 years ago. Any man who rode with the Slammers had a home on Nieuw Friesland. Some just retired there. Others, like Danny Pritchard, left the

military and forged a new path for themselves – Pritchard became the Director of Administration for Hammer's new regime. Many found themselves unsuited to a life of peace and signed up for another tour of duty with the reborn Slammers.

Joachim Steuben was shot by an assassin. His killer was never found.

Riding High

Nieuw Friesland was secure but the rest of the galaxy was still sliding towards chaos. Earth desperately tried to keep hold of its own sphere of influence and the homeworld of humanity moved from backing proxy wars to deploying its mighty Star Marines openly. Hundreds of other planets were at war. Hammer's prophecy about the collapse of interstellar civilisation seemed all too prescient.

In 2735, the Slammers were subsumed into the Frisian defence forces. Many of the defence forces were then sent out as mercenary units for hire with the full backing of Nieuw Friesland. This rebirth brought much-needed CR into the Frisian economy to pay for the reconstruction of the planet's industry but also let Hammer send those veterans who could not adapt to peacetime offworld. The mercenaries could also work as an instrument of Hammer's plans to pull the galaxy back from the brink of catastrophe.

All those who served with the Slammers wear the golden lion pin, a special token of their experience.

Dating Conventions

Terra and her colonies still use the Gregorian calendar, now generally referred to as 'Standard'. Most colonies also have their own local year, either a variation of Standard or a new system of dating. Some colonies have years as short as 80 days or as long as 2,000 but significant differences from the length of Earth's year are rare, as too-long or too-short seasons make it impossible for Terran plants and animals to thrive.

The other major calendar in use is the so-called 'Year of the Way', which is popular on second- and third-generation colony worlds that are trying to break away from Terra-centric culture. The Years of the Way are marked from the Council of Thallis, a meeting of different branches of the Church of the Lord's Universe where religious leaders tried to reunite the scattered elements of the faith. The renewed energy of the Church led to a series of religious wars and conflicts as well as considerable growth in the church's political influence. The First Year of the Way equates to 2385 Standard.

Finally, the Term column in the timeline below indicates the four-year career term covering that period, assuming the character is entering play in the 'current' year of 2738.

TIMELINE

Term	Standard	Way	Events
-10	2702	317	Start of Melpomone Campaign
-9	2703	318	
-9	2704	319	Auxiliary Regiment formed
-9	2705	320	The Slammers formed
-9	2706	321	
-8	2707	322	
-8	2708	323	York Jungle Campaign
-8	2709	324	Weststar War
-8	2710	325	
-7	2711	326	Bailey's World Campaign
-7	2712	327	Pohweil Trade War
-7	2713	328	Curwin Campaign Sulewesi War
-7	2714	329	Liberty War
-6	2715	330	Starhome Campaign
-6	2716	331	Yangtze War
-6	2717	332	Bamberia Campaign Dar al-B'heed
-6	2718	333	Meridenne War Ambiorix Insurrection Oltenia
-5	2719	334	
-5	2720	335	
-5	2721	336	
-5	2722	337	Squire's World Campaign
-4	2723	338	
-4	2724	339	
-4	2725	340	Kobold Police Action
-4	2726	341	
-3	2727	342	
-3	2728	343	Plattner's War Campaign
-3	2729	344	
-3	2730	345	Prosperity Campaign
-2	2731	346	Kerwi Campaign
-2	2732	347	
-2	2733	348	Nieuw Friesland Campaign
-2	2734	349	
-1	2735	350	Slammers Reborn
-1	2737	351	
-1	2738	352	
-1	2739	353	Cantilucca Campaign

Chapter 5

CHARACTER ROSTER

This chapter describes the notable officers of the Slammers regiment, along with a list of generic minor characters and opponents. In some cases, such as Colonel Hammer, where the character has a long career, several different versions of the character are presented.
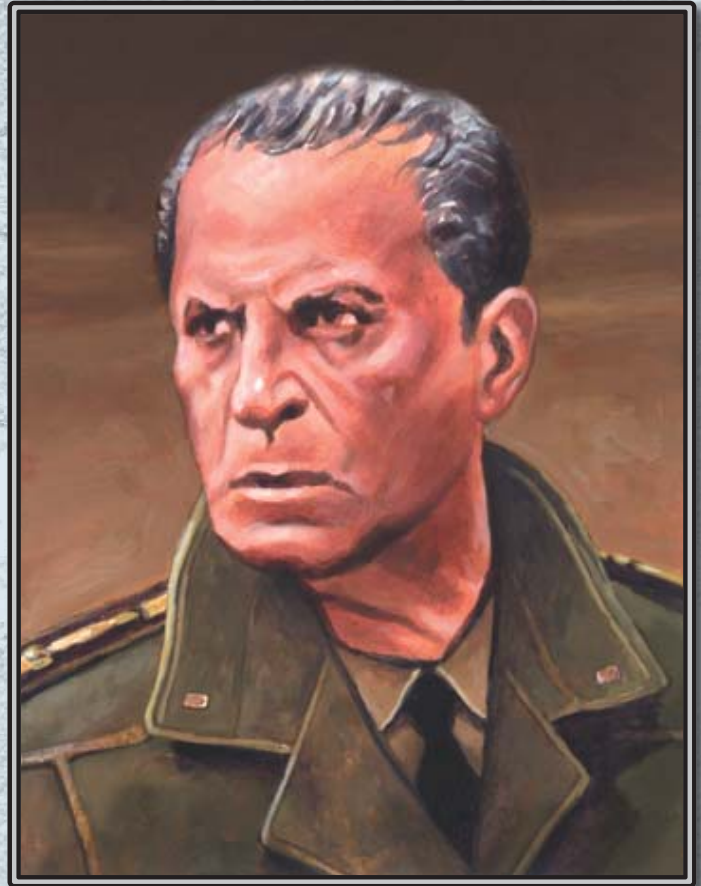
COLONEL ALOIS HAMMER

'What they fight for isn't me. I don't know what cop you've heard, it's that chance at peace, at stability that their fathers had and their father's fathers but they lost somewhere when everything started to go wrong. They'd die for that chance!'
–   But Loyal To His Own

Colonel Alois Hammer, the son of a nurse and an insurance adjuster, was perhaps an unlikely candidate for greatness. His early years are unremarkable, save perhaps for the influence of his grandfather, an old Flemish soldier from Earth who told Hammer many war stories as he dandled the infant on his knee. Later, his grandfather would call in a favour to get Hammer – a commoner – into the prestigious Friesland Military Academy.

At the academy, Hammer excelled. He was never more than average academically but he had a drive and a ruthlessness that set him far above the other students, most of who were the idle scions of the Great Houses. Hammer served with distinction during the invasion of Lyon and in the 'Sheroba debacle' and proved willing to do whatever it took to win a

war. His stomach for the unpleasant side of warfare made him useful to his superiors and he was assigned as second-in-command of the elite Guards of the Republic.

This exalted posting – the highest rank ever achieved by a commoner in the Nieuw Friesland Armed Forces – did not suit either Hammer or his fellow officers. The nobles scorned this ill-bred commoner and Hammer quickly became frustrated with the 'popinjays in uniform' who surrounded him. When the possibility of an independent command in charge of the 1st Auxiliary came up, Hammer jumped at it.

It was during his time with the 1st Auxiliary on Melpomone that Alois Hammer acquired three things that would propel

him to greatness. The first was the loyalty of the Slammers, a unit made up of the best mercenaries and combat veterans in the galaxy. The second was Joachim Steuben, a mysterious and utterly lethal assassin who was completely loyal to Hammer. The third was an understanding of politics as a military problem that let Hammer predict the inevitable betrayal of the 1st Auxiliary by the Frisian government.

Colonel Alois Hammer
Age 34
Army (Cavalry), 3 terms
Str 6 (+0), Dex 7 (+0), End 6 (+0)
Int 9 (+1), Edu 12 (+2), Soc 5 (-1)
Skills: Animals 0, Trade (civil engineer) 0, Social History 0, Tactics (military) 2, Space Sciences 0, Drive (hover tank) 1, Athletics 0, Gun Combat 0, Recon 2, Melee 0, Heavy Weapons 0, Gunner (turrets) 2, Advocate 1, Leadership 3

'Sometimes I lose track of... things that aren't going to shoot me.'
–   Hangman

Over the next 30 years of fighting, Hammer led the Slammers to victory after victory (and the occasional defeat). He was an aloof commander, rarely mixing with his men but he led from a command car on the front line when necessary and was invariably fair and honest. He cultivated a good reputation with the Bonding Authority on Earth and the Slammers were one of the few units to have a triple-A reliability rating (despite this, Hammer was distrusted by many in Earth's military and intelligence).

Hammer was criticised by many for using excessive force, especially whenever any of his men were threatened or injured outside the theatre of war. He was a ferocious enemy but as soon as fighting ceased, he treated prisoners honourably. In his personal life, Hammer had a few affairs but none with any regimental personnel and none that lasted after the Slammers lifted for their next mission. He also began using anagathic drugs to retard his aging.

Colonel Alois Hammer
Age 54
Terms:
Army (Cavalry), 3 terms
Slammers Command (Command Staff), 6 terms

Str 6 (+0), Dex 7 (+0), End 6 (+0)
Int 10 (+1), Edu 12 (+2), Soc 6 (+0)
Skills: Animals 0, Trade (civil engineer) 0, Social History 0, Tactics (military) 4, Space Sciences 0, Drive (hover tank) 1,

Athletics 0, Gun Combat 0, Recon 2, Melee 0, Heavy Weapons 0, Gunner (turrets) 2, Advocate 1, Leadership 4, Comms 2, Drive (hover) 1, Admin 3, Broker 2, Diplomacy 2, Carouse 1

Pritchard leaned forward. 'You don't really think you can turn Friesland around, much less the galaxy?' he asked.

Hammer shrugged. 'If I don't, at least they'll say I died trying.'
–   Standing Down

When President Theissman's coup took over Friesland and a stray shot took Theissman's life, control of his homeworld fell into Hammer's hands. Historians will speculate endlessly about Hammer's complicity in Theissman's death – did the mercenary commander decide to take over the planet when the opportunity arose, when he took the contract to fight against the van Vorn government or was it a long-held ambition? Whatever the truth, the fact of the matter is that Colonel Hammer became President Hammer in the most turbulent period of Frisian history since the colony was founded.

Hammer's government was criticised for being too heavy-handed, especially the Security Directorate. After Baron Steuben's death, Hammer pressed ahead with reforms, although he retained tight control over the government. The bad times were not over and only a firm hand at the tiller could see Friesland through the danger.

Colonel Alois Hammer
Age 62
Army (Cavalry), 3 terms
Slammers Command (Command Staff), 6 terms
Nobility (administrator), 2 terms

Str 6 (+0), Dex 7 (+0), End 6 (+0)
Int 10 (+1), Edu 13 (+2), Soc 12 (+2)
Skills: Animals 0, Trade (civil engineer) 0, Social History 0, Tactics (military) 4, Space Sciences 0, Drive (hover tank) 1, Athletics 0, Gun Combat 0, Recon 2, Melee 0, Heavy Weapons 0, Gunner (turrets) 2, Advocate 1, Leadership 4, Comms 2, Drive (hover) 1, Admin 4, Broker 2, Diplomacy 2, Carouse 1, Persuade 1

Playing Colonel Hammer: If you are in the Slammers, then the Colonel is God. Sometimes he is a benevolent god, sometimes a vengeful one. Sometimes, he watches over his men and smites their enemies with thunderbolts and divine artillery; sometimes, he brings blessings and good tidings. Sometimes... sometimes he demands a sacrifice.

LADY ANNEKE TROMP

'I've been a long time coming back to Friesland,' said Hammer softly. He was not really speaking to his companions. 'But now I'm back. And I'm going to put this place in order.'

Anneke Tromp touched him. Her glittering fingernails lay like knife blades across his hand. 'We're going to put it in order'; she said.

–   Standing Down

The Tromp family is one of the Great Houses of Friesland. The first Tromp to land on Friesland came with the first colony ship. Three generations later, they owned more than a fifth of all real estate on the planet.

Thirty years before Anneke married Colonel Hammer, her father was the planetary Secretary, which gave him power second only to the president (and it was well known that Tromp was the real power behind the throne). With such a powerful father, Anneke could look forward to a marriage to another Great House or some offworld noble or corporate hierarch. She would have a life of unimaginable luxury and power.

Then Tromp's brains were blown out by Joachim Steuben and the political fortunes of the Tromp family collapsed. Anneke's mother never recovered from the loss of her beloved husband so the burden of rebuilding the Tromp stature and influence fell on Anneke's slim shoulders. For the next 20 years, she extricated herself from the shadow of her father and made a new name for herself as a champion of social justice, protesting about the Frisian government's increasingly autocratic policies.

When civil war erupted, Lady Tromp stayed neutral, although her sympathies were with the van Vorn government and not Theissman's rebels. She stayed in the capital until fighting spread to the cities and then fled to the Tromp estates.

She agreed to marry Colonel Hammer without ever having met the man. Anneke Tromp inherited her father's keen sense of political necessity and knew that without some connection to the Great Houses, Hammer's rule could only be maintained through the barrel of a gun. Their wedding legitimised Hammer's government, turning it from a military junta into something more respectable.

Anneke's true feelings towards her husband are a mystery. There is obviously no real love between them, yet Tromp may genuinely believe that President Hammer is the best chance for peace – or she may be plotting against Hammer, using him to recover all that was taken from her with her father's death.

Lady Anneke Tromp
Age 42
Nobility (dilettante), 1 term
Nobility (diplomat), 4 terms
Nobility (administrator), 1 term

Str 6 (+0), Dex 7 (+0), End 4 (-1)
Int 10 (+1), Edu 8 (+0), Soc 10 (+1)
Skills: Animals 0, Admin 2, Advocate 0, Comms 0, Diplomat 3, Investigate 0, Persuade 2, Deception 1, Flyer (aircar) 1, Steward 1, Leadership 2, Broker 1, Social Sciencess (history) 1

Playing Anneke Tromp: Hammer is an iron fist but Anneke is very much the velvet glove. She is kind, warm, considerate and charming, adept at steering a conversation while making it seem as though the other party is setting the agenda.

JOACHIM STEUBEN

'You foul beast!' says the officer and his pistol turns towards the aide of its own seeming will. The enlisted men wait, uncertain.

'Me, Colonel Raeder?' Joachim's voice lilts. He is raising the tray and it arcs away from his body in a gentle movement that catches Raeder's eyes for the instant that the Newlander's right hand dips and – a cyan flash from Joachim's pistol links the two men. Raeder's mouth is open but silent. His eyeballs are bulging outwards against the pressure of exploding nerve tissue. There is a hole between them and it winks twice more in the flash of Joachim's shots. Two spent cases hang in the air to the Newlander's right; a third is jammed, smeared across his pistol's ejection port. None of the Guardsmen have begun to fall, though a gout of blood pours from the neck of the right-hand man.

It is two-fifths of a second from the moment Joachim reached for his pistol.
–   But Loyal To His Own

If Hammer is God in the regiment, then this man was surely the devil.

Steuben's past before he joined the regiment is a mystery. He was the first soldier recruited by Hammer when the 1st Auxiliary was formed, suggesting a prior relationship between the two. Regimental legend holds that Steuben came from a noble family on Newland but had to flee his homeworld when he killed the son of a city governor in a duel. He then drifted across the galaxy in disgrace, living on a stipend from his family, until he met Colonel Hammer and fell madly in love with him – or so the story goes. Certainly, elements of the story are plausible – Steuben was openly homosexual, independently wealthy, devoted to Colonel Hammer and perhaps the most skilled gunfighter in the galaxy – but the only physical proof is a coin from Newland that Steuben wore on a chain around his neck as a token of good luck. Steuben's biography in the regimental files is so slim as to be non-existent.

'There's twenty-four pistols in this building,' Joachim's amplified voice roared, 'or at least you people know where they are. I want somebody to save trouble and tell me.'

The civilians tensed. The mother half-turned to swing her body between her baby and the officers.

Joachim's pistol was in his hand though Pritchard had not seen him draw it. 'Nobody to speak?' Joachim queried. He shot the eight-year-old in the right knee.
–   Hangman

Steuben joined the regiment as Colonel Hammer's aide and was quickly promoted to the command of Alpha Company. He founded and commanded the White Mice, a unit of military police and Special Forces whose ruthlessness approached Steuben's own. He also oversaw the mechanical interrogation units with great personal glee.

Major Steuben was hated and feared by the rest of the unit. The man was sociopathic, without a shred of empathy or remorse. He was also utterly fearless and only Colonel Hammer could restrain Steuben's murderous impulses. This made him an immensely useful attack dog and assassin – anyone could be brought into line with the threat that Steuben would be loosed upon them and the Colonel overlooked Steuben's excesses.

Lieutenant Joachim Steuben
Age 30
Nobility (dilettante), 1 term
Rogue (enforcer), 1 term
Army (support), 1 term

Str 10 (+1), Dex 13 (+2), End 9 (+1)
Int 8 (+1), Edu 10 (+1), Soc 7 (+0)
Skills: Carouse 0, Social Sciences 0, Steward 0, Streetwise 1, Admin 0, Advocate 0, Comms 0, Diplomat 0, Investigate 0, Persuade 1, Melee (blade) 1, Gun Combat (pistol) 3, Stealth 1, Recon 1, Athletics 1, Drive (hover) 0, Heavy Weapons (tribarrel) 1, Gun Combat (rifle) 1, Leadership 1

'He's... I don't think he's human, Danny.'
–   A Death In Peacetime

Steuben was always dressed in a perfectly tailored uniform, no matter what the situation. Like Hammer, Steuben used anagathic drugs to slow his aging and never appeared a day older than when he first joined the regiment. He carried an ornamented powergun pistol, which he used with astonishing skill. According to witnesses, Steuben moved faster than the human eye could follow and made shots that would have been impossible even for a computer. He gloried in his skill and his ability to terrify others – he knew that he was damned.

'You have to remember, Daniel, that dying in bed has never been a goal of mine.'
–   A Death In Peacetime

After Colonel Hammer became President Hammer, Steuben's demeanour changed. He became obsessively jealous of Hammer's wife and other friends; his Department of Internal Security was synonymous with torture and oppression. The man who had protected Alois Hammer against military threats for 30 years was rapidly becoming the biggest threat to Hammer's government.

Fortunately, an assassin ended Steuben's life with a precisely aimed powergun shot. The killer with so much blood on his slim hands died in a meeting room in the Maritime Commission building.

Major Joachim Steuben
Age 58
Nobility (dilettante), 1 term
Rogue (enforcer), 1 term
Army (support), 1 term
Slammers Special Operations (Military Police) x 3
Slammers Special Operations (Commando) x 2
Slammers Special Operations (Intelligence) x 2

Str 10 (+1), Dex 15 (+3), End 9 (+1)
Int 8 (+1), Edu 10 (+1), Soc 7 (+0)
Skills: Carouse 0, Social Sciences 0, Steward 0, Streetwise 1, Admin 0, Advocate 0, Comms 1, Diplomat 0, Investigate 2, Persuade 2, Melee (blade) 3, Gun Combat (energy pistol) 4, Stealth 3, Recon 1, Athletics 1, Drive (hover) 0, Heavy Weapons (machine gun) 1, Gun Combat (energy rifle) 2, Leadership 1, Deception 0, Sensors 1, Medic 1, Explosives 1, Sensors 1

Playing Steuben: Steuben is a psychopathic killer. He giggles nervously, he is obsessed with cleanliness and fashion and he would carve the living eyeballs from an infant with his fingernail as easily as he would open a bottle of wine. He cares only for Colonel Hammer and quickly comes to despise everyone else he meets.

Worse yet, Steuben is effectively invincible. He is always three steps ahead of his enemies and has a nigh-supernatural skill with the powergun. Any Player Characters who run afoul of Joachim Steuben are likely doomed.

DANNY PRITCHARD

'I don't have any friends at the far end of the muzzle.'
- The Butcher's Bill

Danny Pritchard was a farmer's son from the agricultural planet of Dunstan. When the neighbouring world of Weststar fell into civil war, the local Hindi grain buyer raised an infantry company from the farmboys and sent them off to war. Pritchard was lucky – he survived the war and was recruited by the Slammers. He transferred from infantry to blower tanks and was promoted to Sergeant-Commander by the time of the Starhome campaign.

Pritchard's star continued to rise within the Slammers and he was given first command of his own company, then a promotion to major and the position of S-3, the Slammer's operations officer and effective second-in-command to Colonel Hammer himself. Danny was not the best tank commander in the regiment, nor the most brilliant tactician or the most inspiring leader but he was solid, dependable and trustworthy.

Lieutenant Danny Pritchard
Age 26
Slammers Tanker (Tank Drive) 1 Term
Slammers Tanker (Tank Commander) 1 Term
Str 6 (+0), Dex 7 (+0), End 12 (+2)
Int 8 (+0), Edu 6 (+0), Soc 5 (-1)
Skills: Animals 0, Trade (farming) 0, Drive (wheeled) 0, Drive (hover tank) 1, Gunner (turretss) 2, Mechanic 1, Comms 0, Computers 0, Sensors 0, Navigation 1, Tactics (military) 1, Leadership 1, Gun Combat (power pistol) 1

'Margi,' Pritchard repeated in anguish, 'it isn't something that human beings do to each other.'
– Hangman

Ever since the battle on Kobold, when the Slammers used civilians as bait in their trap for the French mercenaries, Pritchard had begun to doubt the morality of his actions and those of the regiment. These doubts intensified when the Slammers became involved in the war on Nieuw Friesland and Colonel Hammer 'conveniently' took over when Theissman was killed. As soon as the war was over, Pritchard resigned his commission and entered civilian life, becoming head of the Administration Directorate. He continued to clash with Joachim Steuben, then Director of Security, until the death of the latter in 2638. After Steuben's assassination, Hammer and Pritchard grew closer, leading to Danny being named vice-president and Hammer's heir.

Not bad, for a farm-boy from Dunstan.

Major Danny Pritchard
Age 42
Slammers Tanker (Tank Drive) 1 Term
Slammers Tanker (Tank Commander) 3 Terms
Slammers Command (Operations) 1 Term
Str 6 (+0), Dex 7 (+0), End 10 (+1)
Int 8 (+0), Edu 9 (+1), Soc 7 (+0)
Skills: Animals 0, Trade (farming) 0, Drive (wheeled) 0, Drive (hover tank) 1, Gunner (turretss) 3, Mechanic 1, Comms 2, Computers 1, Sensors 1, Navigation 1, Tactics (military) 3, Leadership 2, Gun Combat (power pistol) 1, Heavy Weapons 1, Remote Operations 0

Playing Danny Prichard: Danny Pritchard is the archetypical good soldier – he obeys orders, keeps to the rules of war and uses his weapons to protect civilians from the predations of the enemy. He still thinks of himself as a simple farmboy doing the best he can. When asked 'how can a nice person like you go out and kill?" his answer is revealing: 'I do my job the best way I know. I'll keep on doing that. And if someone gets killed, OK… He wasn't going to live forever and neither is anybody else.'

'HELLFIRE' HANK TEDESCHI

Hellfire Hank Tedeschi had no manners and no patience. He successfully completed campaigns in minimal time and with minimal casualties among his own troops, because there was absolutely nothing else in the universe that mattered to him. He would CRi er an officer in a heartbeat and he was rumoured to have knocked down underlings who didn't jump fast enough to suit him.

Tedeschi believed in leading from the front. He'd killed people with his pistol, his knife and his bare hands.
–   The Sharp End

A late addition to the Slammers roster, Tedeschi was personally recruited by Colonel Hammer during the Prosperity Campaign. Tedeschi was already a legend in mercenary circles as a rampaging force of nature that drove his troops to the edge of both their fighting strength and their sanity. He had commanded a succession of mercenary units but in each case he won the war and lost the peace. Tedeschi was a great commander but a lousy businessman and an absolutely abysmal diplomat. A position in the Slammers put at least three people between Tedeschi and the client, ensuring the fiery general did not have to deal with civilians directly.

Once Colonel Hammer retired and the Slammers were amalgamated into the Friesland Defence Force, Tedeschi was promoted to the rank of General and given command over the most important FDF deployments.

General Hank Tadeschi
Age 50
Army (Infantry) 3 Terms
Slammers Infantry (Heavy Weapons) 2 Terms
Slammers Command (Infantry Section) 3 Terms
Str 10 (+1), Dex 8 (+0), End 10 (+1)
Int 6 (+0), Edu 9 (+1), Soc 8 (+0)
Skills: Animals 0, Survival 0, Drive (hover) 1, Athletics (strength) 2, Gun Combat (energy rifle) 2, Recon 2, Melee (unarmed combat) 1, Heavy Weapons (machine gun) 3, Leadership 3, Tactics (military) 3, Vacc Suit 1, Admin 1, Comms 1, Stealth 2, Admin 2, Persuade 2

Playing Tadeschi: Shout. Shout a lot. Take absolutely no crap from anyone, ever. You are concerned for your troops, the mission and nothing else. Anyone who obeys your orders and does their job well is your beloved son or daughter; anyone who screws up or fails to live up to expectations is not worth pissing on.

FRITZ MIEZIERK

Miezierk has been a workhouse of the Slammers since he was hired. In contrast to the steel of Colonel Hammer, the vicious disdain of Steuben and the colourful personalities of the other command staff, Miezierk keeps his head down and gets the job done. He served as Hammer's aide after Steuben took over Alpha Company and later took over as Operations Officer for a while. When Danny Pritchard took over as S3, Miezierk moved to a desk job in HQ.

Playing Miezierk: Play the Lieutenant Colonel as quiet and diplomatic. He plays by the book and tries vainly to inject some level of decorum into the regiment.

Major Fritz Miezierk
Age 42
Army (Support) 2 terms
Slammers Firebase (Signals) 2 terms
Slammer Command (Operations) 2 terms
Str 6 (+0), Dex 8 (+0), End 5 (-1)
Int 10 (+1), Edu 8 (+1), Soc 9 (+1)
Skills: Drive (hover) 1, Athletics 0, Gun Combat 0, Recon 0, Melee 0, Heavy Weapons 0, Explosives 1, Diplomat 2, Leadership 2, Tactics (military) 1, Engineer (electronics) 1, Comms 3, Sensors 2, Computers 3, Remote Operations 0, Steward 1, Admin 1

JUNE 'JUNEBUG' RANSON

In addition to those formal uses, the southern sector gave Hammer a place to post troops who were showing signs of being at the sharp end a little too long.

People like Junebug Ranson, for instance, who'd frozen with her eyes wide open during a firefight that netted thirty-five Consies killed in action.
–   Rolling Hot

Captain June Ranson was a fine officer and commanded E company before she began to suffer from combat fatigue. At the time, the Slammers were heavily engaged on Prosperity and resources to properly treat her condition were unavailable. Ranson was therefore transferred to rear-echelon forces at Camp Progress and command of a short company there.

Then the Conservative forces made a last, desperate attack on Kohang and that short company were the only Slammers forces available to stiffen the National Army defences. Under her command Task Force Ranson made a march across enemy territory, beating the best that the Conservatives and their Terran allies could throw at them. Despite her worsening mental state and the distrust of troops who knew their CO was losing it, Ranson held her Task Force together.

Ranson was killed in action outside of Kohang.
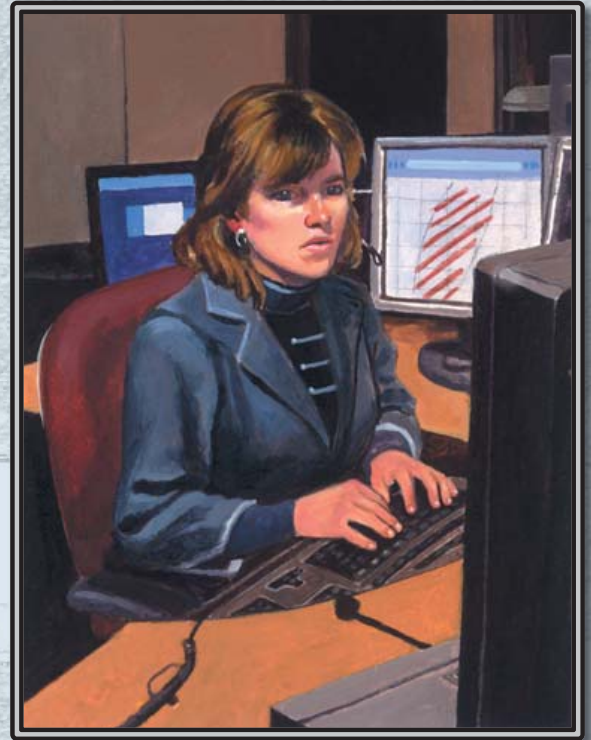
Captain June Ranson
Age 30
Slammers Combat Car (Driver) 2 terms
Slammers Combat Car (Commander) 1 term
Str 6 (+0), Dex 9 (+1), End 6 (+0)
Int 8 (+0), Edu 6 (+0), Soc 9 (+1)
Skills: Survival 0, Streetwise 0, Computers 1, Drive (hover) 1, Recon 1, Sensors 1, Heavy Weapon (machine guns) 2, Mechanic 0, Navigation 0, Medic 1, Comms 1, Remote Operations 1, Tactics (military) 1, Leadership 1

Playing Ranson: At her best, Ranson is a very intellectual commander, breaking every problem down into the sort of question that might be posed in an officer's exam. She is adept at using whatever resources she has, even when this puts her troops in a difficult position. For example, when faced with a superior number of tanks, she placed a combat car in the open ahead of the enemy forces. The combat car's sensors relayed their data to the other Slammers forces, allowing them to calculate firing solutions without revealing themselves to the enemy. The downside was that the lone combat car had to expose itself to the enemy and hold its position until the scan was complete.

SLICK DES GRIEUX

'A soldier's job is to obey orders, Slick', Broglie said flatly. 'The time when heroes put on their armour and went off to single combat, that ended four thousand years ago. D'ye understand me?'
–   The Warrior

Slick Des Grieux is the best tank commander in the Slammers; possibly in the galaxy.

He is also the worst. Des Grieux is a warrior not a soldier. The distinction is one that escaped Des Grieux all his career and would eventually damn him.

Des Grieux's two years in the Slammers made him a veteran but he was scarcely one of the longest-serving members of the regiment. His drive, his skill with weapons and the phenomenal ruthlessness with which he accomplished any task set him gave Des Grieux a reputation beyond simple seniority.
–   The Warrior

Des Grieux joined the Slammers aged 19, straight out of school on whatever dustball birthed him. He showed immense aptitude for tank combat and was commanding a tank by age 21. That is as far as he ever rose in the Slammers. In his hands, a lone tank could defeat dozens of foes but he never thought of anything except his lone tank. Time and again, Des Grieux's lust for combat led to him disobeying orders or ignoring his commander's plans in favour of his own bloody path.

Slick des Grieux
Age 22
Slammers Tanker (Commander) 1 Term
Str 6 (+1), Dex 12 (+2), End 8 (+0)
Int 11 (+1), Edu 9 (+1), Soc 3 (-1)
Skills: Drive (hover tank) 1, Computers 0, Mechanic 0, Gunner (turretss) 2, Comms 1, Sensors 0

'I think,' said Broglie, 'that... if he'd learn to obey orders, he'd be the best soldier I've ever seen.'
–   The Warrior

Des Grieux's one-sided rivalry with Luke Broglie lasted more than a decade. The two joined the regiment at roughly the same time but while Broglie shot up the ranks, Des Grieux bounced from the lock-up to the battlefield and back. In addition to his other gifts, Broglie was almost as good a tank gunner as Des Grieux, a state of affairs that Des Grieux could not tolerate. For his part, Broglie was Des Grieux's best advocate, repeatedly praising and defending the wayward warrior.

After Broglie took over command of the Legion, another mercenary unit, the two met in battle on Meridienne. Slick deliberately engineered the meeting by disabling his own tank in a position overlooking the Notch in the Knifeblade Escarpment, a narrow gash in a mountain range that Broglie would have to retreat through. As Broglie's Legion tried to descend through the Notch, Des Grieux slaughtered them all.

Slick Des Grieux
Age 34
Slammers Tanker (Commander) 3 Terms
Slammers Infantry (Skimmer) 1 Term
Str 6 (+1), Dex 12 (+2), End 8 (+0)
Int 11 (+1), Edu 9 (+1), Soc 3 (-1)
Skills: Drive (hover tank) 1, Computers 1, Mechanic 0, Gunner (turrets) 4, Comms 1, Sensors 2, Heavy Weapons (machine gun) 1, Recon 1, Gun Combat (energy rifle) 1

Playing Slick des Grieux: Are you Slick's driver? Then your job is to be an extension of his will as you drive the tank precisely as he commands.
Are you another Slammer? Stay out of his way.
Are you his commanding officer? You're probably a moron. Stay out of his way.
Are you the enemy? You're going to die.

LUCAS BROGLIE

The Republicans' right-flank assault was in disarray, probably terminal disarray but the unit's committed to the east slope of the Federal position were proceeding more or less as planned. At least one of the Slammers' tanks survived, because the night flared with three cyan blasts spaced a chronometer second apart.

Probably Broglie, who cut his turds to length. Everything perfect, everything as ordered and who was just about as good a gunner as Slick Des Grieux.

Just about meant second best.
–   The Warrior

Lucas Broglie was one of the best all-around soldiers in the Slammers, excelling in every field. He was a masterful sensor operator, a superlative gunner and tank commander, a tactical expert and a fine leader. He raced through the ranks, moving from NCO to Captain in a few years. Time and again, he took charge of a battle and rallied his forces to deliver a knock-out blow to the enemy.

For a time, Broglie was being groomed to take charge of one of the Slammers' combat battalions but then Slick Des Grieux killed Baffin, the commander of Baffin's Legion. Broglie was offered command of the Legion and was urged to accept by Colonel Hammer, who believed that having more reliable merc units out in the market was more valuable in the long run to the Slammers than one good major.

Broglie's Legion met the Slammers in combat on Meridienne but no matter how good Broglie was, Colonel Hammer was better. Broglie's indig employers broke in the face of a Slammers advance. The Colonel had arranged the situation to give the indigs and Broglie's Legion an escape route – they could flee through the Notch in the Knifeback Mountains, which would give them time to retreat and surrender in proper order.

Slick Des Grieux was waiting for Broglie in the Notch. Broglie died in his tank, burned to death by a powergun blast.

Captain Lucas Broglie
Age 34
Slammers Tanker (Commander) 4 Terms
Str 6 (+0), Dex 10 (+1), End 8 (+0)
Int 11 (+1), Edu 11 (+1), Soc 9 (+1)
Skills: Drive (hover tank) 1, Trade 0, Animals 0, Gunner (turretss) 3, Mechanic 0, Computers 1, Sensors 1, Recon 1, Heavy Weapons (machine gun) 1, Comms 2, Sensors 1, Leadership 2, Diplomat 1

Playing Broglie: Lucas Broglie is a career soldier, driven to excel. If he has a flaw, it is that he is too self-depreciating after the battle, too willing to give credit to others instead of claiming his share of the glory.

ROB JENNE

'One'a these days you'll learn what friendship counts, when you get an order that means the death of a friend – and you carry it out.'
–   Under The Hammer

A quarryman from Burlage, Jenne experienced a baptism of fire on his first day with the Slammers. He was picked up by a combat car from the spaceport, then that combat car detected an enemy bunker in the fields. A satchel charge toppled the car; Jenne was ordered to call in an artillery strike, destroying the bunkers. He was the only survivor of that mission.

Jenne transferred to blower tanks as soon as a posting was available, preferring the iridium armour to the speed of a combat car. He was a solid but unexceptional tanker, a good mercenary soldier. During the battle on Kobold, Jenne was manning a tribarrel when a glancing shot vaporised a section of tank armour, catching him in a cloud of searing-hot gas. He suffered burns to his torso, arms and face and was lucky not to need cybernetic replacements.

He retired to the quarries of Burlage on his pension, the pale synthetic skin blending with the equally pale light of his homeworld's blue sun.

Sergeant-Commander Rob Jenne
Age 32
Slammers Combat Car (Gunner) 1 Term
Slammers Tanker (Driver) 3 Terms
Str 11 (+1), Dex 6 (+0), End 9 (+1)
Int 7 (+0), Edu 5 (-1), Soc 5 (-1)
Skills: Trade (quarryman) 0, Animals 0, Drive (hover tank) 2, Recon 1, Sensors 0, Heavy Weapons (machine gun) 2, Mechanic 3, Gun Combat (energy rifle) 2, Melee (unarmed combat) 1, Gunner (turretss) 1, Remote Operations 1, Navigation 1, Jack of all Trades 1

Playing Rob Jenne: The big ex-quarryman is calm in a crisis and a good friend to have in a fox-hole. Off-duty, he is boisterous and merry; he drinks heavily and enjoys contests of strength. He still has the prodigious strength of a Burlage quarry-man, maintained by regular exercises.

MARGRITTE DIMANZO

'I killed three soldiers', she answered simply. 'Now there's nothing going on. Except that wherever you're headed, I'm going along. You can use my sort, soldier'.

Her laughter was a crackling shadow in the sunlight.
–   Caught in the Crossfire

Margritte came to the Slammers in the most horrific way imaginable. Her husband Georg was shot by mercenaries fighting against Hammer's Slammers. The mercs planned to use Margritte's village as cover for an ambush aimed at a Slammer convoy. Margritte volunteered to aid the mercs – then turned their own gun on them, slaughtering them single-handedly. When the Slammers convoy rolled through the village, she left with them. There was nothing left of her life on Pohweil.

Margritte had blocked most of the commo traffic, Pritchard realised. She had let through only this message that was crucial to what they were about to do. A good commo tech; a very good person indeed.
–   Hangman

In the Slammers, Margritte served as a communications tech in Danny Pritchard's tank company. The two became romantically involved and married after they both left the Slammers.

Lieutenant Margritte DiManzo
Age 34
Citizen (Farmer) 1 Term
Slammers Infantry (Skimmer) 1 Term
Slammers Firebase (Signals) 1 Term
Slammers Tanker (Specialist) 1 Term
Str 8 (+0), Dex 7 (+0), End 7 (+0)
Int 8 (+0), Edu 9 (+1), Soc 6 (+0)
Skills: Animals 0, Trade (farming) 0, Survival 1, Drive 0, Mechanic 1, Carouse 0, Athletics 0, Recon 0, Stealth 1, Medic 1, Gun Combat (energy rifle) 1, Comms 3, Sensors 1, Computers 1, Gunner (turretss) 1, Remote Operations 1, Tactics (military) 1

Playing Margritte DiManzo: For the most part, Margritte is an ideal commo tech – a quiet interface between her commander and the rest of the regiment, filtering out the chatter and passing on important information. On rare occasions, that professional mask slips, revealing the face of a woman who lost everything and is taking her revenge on the galaxy.

DENIS LAMARTIERE

He wasn't doing this for Celine, because Celine was already dead; but perhaps he was doing it so that Colonel Franciscus wouldn't create any more Celines.

Lamartiere switched on Hoodoo's radios. The simultaneous blast of the six bombs on Franciscus' bandoliers barely made the tank shudder.
– The Immovable Object

Unlike most followers of the Mosite religion – or Mosite heresy as the planetary government of Ambiorix called it – Denis Lamartiere came from the planetary capital of Carcassone. He was also trained as a technician. It was this background and training that made him valuable to the Company of Death; the special forces of the Mosites. Lamartiere was sent undercover to work in the Local Service Personnel attached to Hammer's Slammers. Most of the mercenary regiment had already departed Ambiorix after smashing the Mosites, but one tank, Hoodoo and her crew, remained behind for repairs.

Lamartiere managed to steal Hoodoo and drove it into the western mountains to restart the rebellion. There, he learned that his beloved sister Celine had died – she was the suicide bomber who provided the distraction allowing him to steal Hoodoo. His faith in the revolution and the Mosites shattered; Lamartiere surrendered the tank to the Slammers and joined the regiment.

Denis Lamartiere
Age 22
Rogue (thief) 1 Term
Str 7 (+0), Dex 8 (+0), End 9 (+1)
Int 7 (+0), Edu 7 (+0), Soc 5 (-1)
Skills: Survival 0, Social Sciencess 0, Mechanic 2, Deception 0, Recon 0, Athletics 0, Gun Combat 0, Stealth 1, Streetwise 0, Drive (hover tank) 1

Playing Denis Lamartiere: Although he has lost his faith, Lamartiere still has an almost monkish demeanour. He is quiet, thoughtful and respectful. He strongly opposes any threats against civilians.

SALLY SCHILLING

Schilling is an example of the new breed of Slammer officers that joined the regiment towards the end of its wandering days. By the time Schilling joined, the breach between Colonel Hammer and Nieuw Friesland was almost completely healed. Schilling went from the Groeningen Academy to the Slammers as if it was just another line unit of the Friesland Defence Forces. She never saw herself as a mercenary, which nearly cost her and the Slammers dearly on Kobold. Schilling was part of a conspiracy to supply powerguns to the Frisian settlers on Kobold, in violation of the mercenary contracts.

Luckily for Schilling, she was used as a patsy by the Slammers high command preserving her career even as they wiped out the conspiracy. After Kobold, Schilling's guilt drove her to excel, rising rapidly through the ranks and taking command of the infantry of S Company. After the return to Friesland she stayed with the mercenary corps, fighting for pay on dozens of worlds. The strikingly beautiful blonde is well known on Friesland and has even featured on several Slammers recruiting posters.

Captain Sally Schilling
Age 34
Slammers Infantry (Skimmer) 4 terms
Str 6 (+0), Dex 7 (+0), End 10 (+1)
Int 7 (+0), Edu 7 (+0), Soc 9 (+1)
Skills: Trade 0, Comms 0, Carouse 0, Drive (hover) 1, Athletics (Dexterity) 1, Gun Combat (energy rifle) 3, Recon 2, Stealth 1, Medic 0, Mechanic 1, Leadership 2

Playing Sally Schilling: Schilling is enthusiastic, forceful and perhaps a little naïve. Take the direct approach whenever possible.

MAJOR MATTHEW COKE

There were various reasons why an officer's orders would be sealed within the database, requiring him or her to apply in person to the bureau to receive them. Coke didn't look like the sort to whom any of the special reasons would apply. He looked – normal.

Matthew Coke was thirty-four standard years old – twenty-nine dated on Ash, where he was born, fifty-one according to the shorter year of Nieuw Friesland. He had brown hair, eyes that were green, blue or grey depending on how much sunlight had been bleaching them and stood a metre seventy-eight in his stocking feet. He was thin but not frail, like a blade of good steel.

The lion marked the men who'd served with Hammer's Slammers before the regiment was subsumed into the Frisian Defence Forces. Its lonely splendour against the khaki meant that, like most of the other Slammers veterans, Coke figured that when you'd said you were in the Slammers, you'd said everything that mattered.

Considering that, the clerks realised that Major Coke might not be as normal as he looked.
– 	The Sharp End

A long-serving veteran of the Slammers, Coke was promoted to Major after the Slammers came home and given command of the mercenary mission on Auerstadt, where Frisian forces were supporting the National Army in their war against rebels. Coke is an expert in guerrilla and asymmetric warfare but found his advice often ignored by the overconfident and hidebound National Army officers.

After the assassination of General Marquis Bradkopf, Coke was transferred to survey section and sent to Cantilucca as head of the Cantilucca survey. He subsequently retired from the Slammers and entered private life on that chaotic and dangerous world, gambling that the Slammers' intervention would lead to a renaissance there.

Major Matthew Coke
Age 34
Slammers Infantry 3 terms
Slammers Command (Section) 1 term
Str 7 (+0), Dex 8 (+1), End 8 (+1)
Int 9 (+1), Edu 7 (+0), Soc 6 (+0)
Skills: Computers 0, Animals (riding) 0, Drive (hover) 1, Athletics 2, Recon 2, Gun Combat (energy rifle) 2, Gun Combat (energy pistol) 2, Stealth 1, Medic 0, Tactics (military) 2, Leadership 1, Comms 1, Remote Operations 0, Gunner 0, Diplomacy 1

Playing Matthew Coke: Coke is a quietly competent officer, understated in his speech. When he does act, he acts decisively and with deadly force.

Generic Slammers Personnel

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Tank Driver	Tanker (Driver) 1 term	6	7	7	8	9	5
Drive (hover tank) 2, Gunner (turretss) 0, Comms 0, Computers 0, Sensors 1, Mechanic 0, Gun Combat (pistol) 0							
Clamshell armour (14), Powergun Pistol (3d6+3)							
Tank Gunner	Tanker (Commander) 1 term	7	9	6	8	7	5
Drive (hover tank) 0, Gunner (turretss) 1, Heavy Weapons (tribarrel) 1, Computers 1, Sensors 0, Mechanic 0, Gun Combat (pistol) 0							
Clamshell armour (14), Powergun Pistol (3d6+3)							
Tank Commander	Tanker (Commander) 2 term	6	7	7	8	9	7
Drive (hover tank) 1, Gunner (turretss) 2, Heavy Weapons (tribarrel) 1, Computers 1, Sensors 1, Comms 1, Mechanic 0, Gun Combat (pistol) 0, Leadership 1							
Clamshell armour (14), Powergun Pistol (3d6+3)							
Combat Car Gunner	Combat Car (gunner) 1 term	7	9	8	5	7	6
Drive (hover) 1, Heavy Weapons (tribarrel) 2, Recon 1, Mechanic 1, Gun Combat (power rifle) 1							
Clamshell armour (14), Powergun Rifle (4d6+4), Combat Helmet							
Combat Car Driver	Combat Car (driver) 1 term	7	9	8	5	7	6
Drive (hover) 2, Heavy Weapons (tribarrel) 1, Comms 1, Mechanic 1, Navigate 1, Gun Combat (power rifle) 0							
Clamshell armour (14), Powergun Rifle (4d6+4), Combat Helmet							
Infantry Trooper	Infantry (Skimmer) 1 term	7	8	9	5	7	6
Athletics 1, Stealth 0, Recon 1, Gun Combat (power rifle) 1, Medic 0, Drive (hover 1)							
Clamshell armour (14), Powergun Rifle (4d6+4), Combat Helmet, Skimmer							
Infantry Heavy Weapons Specialist	Infantry (Heavy Weapons) 1 term	8	7	9	7	6	5
Athletics 1, Stealth 0, Recon 0, Gun Combat (power rifle) 1, Heavy Weapons 1, Medic 0, Drive (hover 1)							
Clamshell armour (14), Powergun Rifle (4d6+4), Rocket Launcher, Commo Helmet, Skimmer							
Infantry Officer	Infantry (Skimmer) 3 terms	5	7	6	8	9	7
Athletics 1, Stealth 0, Recon 1, Gun Combat (power rifle) 2, Medic 1, Drive (hover 1), Comms 1, Leadership 1							
Clamshell armour (14), Powergun Rifle (4d6+4), Commo Helmet, Skimmer							

White Mice Military Police	Infantry (Skimmer) 2 terms Special Operations (Military Police) 2 terms	8	7	8	8	10	6

Athletics 1, Stealth 2, Recon 2, Gun Combat (power rifle) 2, Medic 1, Drive (hover) 1, Comms 1, Sensors 1, Investigate 2, Deception 1

Clamshell armour (14), Powergun Rifle (4d6+4), Commo Helmet

Sapper	Infantry (scout) 1 term Firebase (combat engineer) 1 term	6	7	7	8	9	5

Stealth 1, Gun Combat (power pistol) 1, Explosives 1, Mechanic 1, Sensors 1

Clamshell armour (14), Powergun Pistol (3d6+3), Commo Helmet

Engineer	Technician (engineer) 2	7	5	6	7	10	6

Mechanic 2, Drive (hover) 1, Sensors 2, Computers 2, Comms 0, Admin 1, Engineer (power plant) 1

Multitool, Powergun Pistol (3d6+3)

Mechanic	Technician (engineer) 1	7	5	6	7	8	6

Mechanic 1, Drive (hover) 1, Sensors 1, Comms 0, Engineer 0

Multitool, Powergun Pistol (3d6+3)

Medic	Technician (medic) 2	6	7	7	8	9	6

Medic 2, Stealth 1, Athletics 1, Recon 1, Drive (hover) 0

Medikit

Random Personality Traits

11	Clueless Newbie		41	Alcoholic
12	Farmboy		42	Fastidious
13	Enthusiastic Recruit		43	Always tinkering with his gear
14	Very religious		44	Likes grenades
15	Oh Via! We're all going to die!		45	Trying to prove something
16	Just not that bright		46	Suspicious of authority
21	Military brat		51	Quiet, keeps to himself
22	Very parochial		52	Practical joker
23	Homesick		53	Very tough
24	Gage addict		54	Preacher
25	Hungry for battle		55	No sense of direction
26	Likes to gamble		56	Crack shot
31	Very lazy		61	Poet
32	Always hungry		62	Good cook
33	Hates indigs		63	Has a pet
34	Very curious		64	Basket case
35	Company gossip		65	Ex-criminal
36	Scrounger		66	Spy

Chapter 6

EQUIPMENT

The setting of Hammer's Slammers is Technology Level 11-12 for the most part, with a few key exceptions. Grav technology is incredibly rare, with the only examples being experimental military technologies and in starships. Any grav vehicles or equipment such as air/rafts, grav belts or grav tanks is therefore unavailable except in the rarest of circumstances. Increase the Technology Level of all grav items by +4.
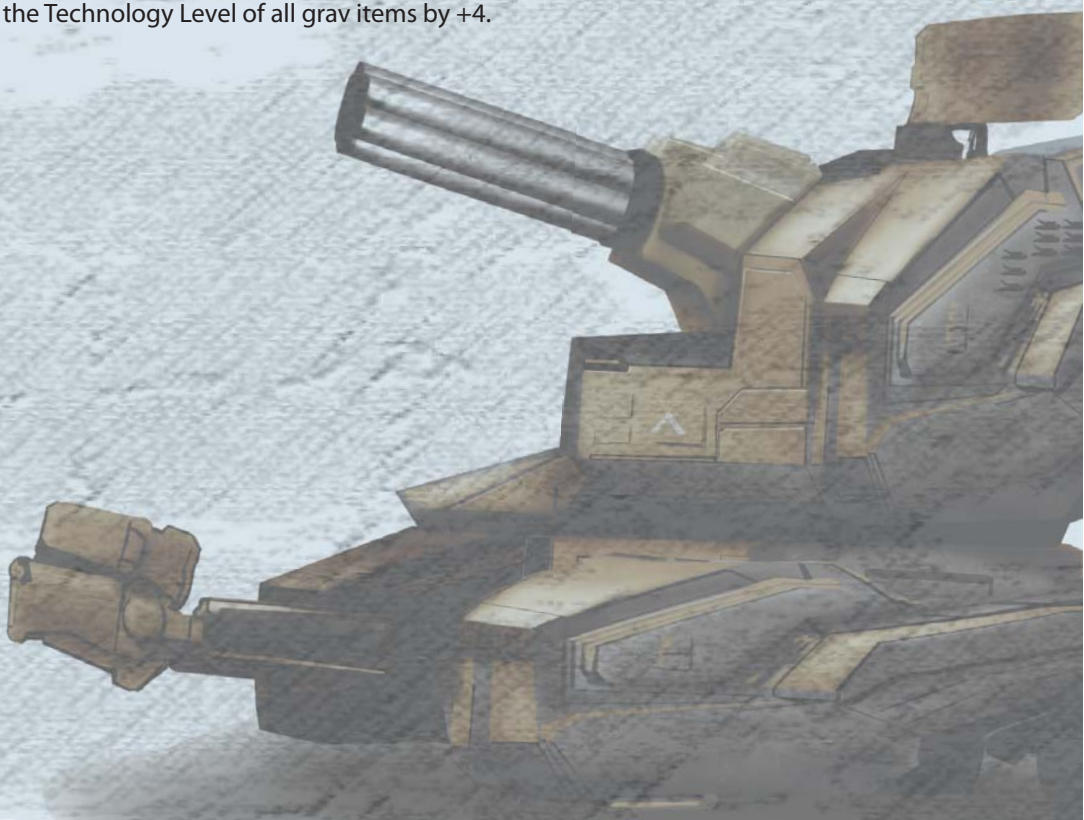
By contrast, powerguns are a form of plasma weapon that is much simpler and more portable than the PGMP or plasma rifle. Powerguns make the battlefield much more dangerous and their long range coupled with computer targeting systems means that control of the skies is virtually impossible. Nape-of-earth flyers and hovercraft are the vehicles of choice. Vehicle-mounted powerguns can even hit satellites in orbit.

Modern medical and computing technology in the Hammer's Slammers setting is roughly comparable to the standard Traveller setting at TL11-12.

POWERGUNS

The principle behind the lethal class of powergun weapons is that, given the proper combination of heat and magnetic fields, properly aligned metal atoms can be converted directly into energy. On rare occasions, this occurs in nature – the principle was discovered by studying lava flow residues, where the gauss of a volcanic eruption interacted with the metallic deposits in an older lava tube to create a natural powergun blast that killed 30,000 people in Saint-Pierre, Martinique, in 1902.

Modern powerguns use a disc-shaped slug of microporous polyurethane that contains a copper-cobalt charge. This slug is loaded into the powergun and triggered using a battery-powered magnetic field to align the atoms and cause the blast effect. The effect is naturally directional but a barrel is used to minimise scatter and to protect the user. The best barrel material is iridium and even this tough metal must be cooled after each shot using liquid nitrogen. Even with nitrogen cooling, a powergun's rate of fire is restricted in normal operation to ensure the barrel does not melt or warp. Most automatic powerguns use a rotating set of barrels to minimise the damage to any one tube.

Manufacturing a powergun requires precision forming of iridium and advanced energy storage technology, so the guns are produced on only a handful of worlds. The weapons are also dangerous to the inexperienced operator – a strong magnetic field can trigger a powergun slug that is not stored within a Faraday ammunition box.

Powerguns have other drawbacks – even with liquid nitrogen cooling and a rotating Gatling-gun style set-up, the extreme heat of repeated fire can melt the barrel, requiring regular replacements. Also, the powergun bolt transfers all of its energy to the first solid object it hits, so a powergun blast has

A Powerful Magnetic Field is Generated in the Firing Chamber

Iridium Barrel

a disc-shaped slug of microporous polyurethane that contains a copper-cobalt charge

Liquid Nitrogen Cooling Tank

Power Source

Operational Mechanisms of the

Powergun

no penetration and can be blocked by even light cover like foliage. Of course, the resulting explosion usually clears any light cover away, so the second powergun bolt is unimpeded.

The twin advantages of the powergun are range and damage potential. A powergun blast is limited by line of sight only. A small blast from a 1-cm handgun will degrade after a few kilometres travelled due to contact with air molecules but even a 2-cm blast can hit a target 100 klicks away (assuming the shot is on target). A tank's 20-cm main gun can easily hit targets in orbit. As a powergun works by converting all of the mass of its copper-cobalt charge into energy, even a 1-cm powergun shot hits its target with tremendous destructive force, far exceeding any other weapon. Larger powerguns can blast through mountains or shatter whole cities with a few shots.

Powergun Rules

Range: Powerguns have an effectively unlimited range. It is virtually impossible to hit a target beyond Distant range without computer-aided targeting, though.

A result of Cover Degraded reduces the protection offered by that cover by one step on the table (from Full Cover to ¾ Cover, ½ Cover to ¼ Cover, ¼ Cover to no Cover), in addition to the effects of a Cover Hit.

Note that all of this is in addition to the normal Attack DM from Cover, so the above table should only be consulted if the attack is a hit. Cover is an excellent defence against powerguns, at least for a brief period.

For example, Danny Pritchard (Dexterity 9, Rifle 3) fires his power rifle at an enemy who is crouching behind ½ cover at Long range. The total DM for this attack is +1 (Dexterity) +3 (Rifle skill) -2 (crouching behind half cover) = +2. Danny's player throws a total of 9 – a hit.

Danny's player then rolls 1d6 and gets a 3 – Cover Degraded. The damage from his successful attack is halved as his bolt detonates on the cover instead of exploding his target. The Cover is now reduced to ¼ cover.

Powergun Ranges

	Personal	Close	Short	Medium	Long	Very Long	Distant
Pistol	-1	+0	+0	-2	-4	-8	-12
Rifle	-3	-1	+0	+0	+0	-2	-4

Powerguns & Cover: If a target is in cover when a powergun is fired at him, roll 1d6 and consult the following table.

Roll	¼ Cover	½ Cover	¾ Cover	Full Cover
1	Cover Degraded	Cover Hit	Cover Hit	Cover Hit
2	Cover Degraded	Cover Degraded	Cover Hit	Cover Hit
3	—	Cover Degraded	Cover Degraded	Cover Hit
4	—	—	Cover Degraded	Cover Hit
5	—	—	—	Cover Degraded
6	—	—	—	Cover Degraded
Attack DM	-0	-1	-2	-4

A result of Cover Hit means that the powergun blast actually exploded on the cover instead of the target. The target is still hit but the damage is reduced by the value of the cover. For example, a result of Cover Hit against a target in ¼ Cover would reduce the damage by 25%; a value of Cover Hit against a target in Full Cover means the target takes no damage.

Barrel Damage: Each powergun lists an overheat value, which is the number of consecutive rounds that the gun can be safely fired without risking damage to the barrel. If a gun is fired again after it has reached the overheat value, roll 1d6. On a 1 or less, the barrel suffers damage, giving the gun a -1 DM to all attacks and to subsequent overheat checks.

Powerguns use the energy weapon specialities

A gun fired in burst fire counts as being fired for three rounds; a gun fired in automatic mode counts as being fired for six rounds.

After three rounds without firing, the gun's cooling system cools the weapon and the count of rounds resets to 0.

Replacing a powergun's barrel requires a skill check using either the Mechanic skill or the appropriate combat skill and takes 10-60 seconds.

Danny's power rifle has an overheat value of 6. When he fires six shots in a row, then the barrel has reached its overheat value. He fires again and must roll 1d6 to determine if he has damaged his barrel. He rolls a 1 – the barrel has warped, giving a -1 DM to all attacks and a -1 DM to overheat checks.

Next round, he fires again and must again determine damage to the barrel. He rolls 1d6 with a -1 DM, making it even more likely that the barrel's precision-engineered bore will suffer further damage.

COILGUNS

Coilguns, also known as gauss weapons, use a coil of electromagnets to accelerate a ferroceramic projectile to high velocity. The projectile exits the barrel at a hypersonic velocity with a distinct crack. Coilgun darts have excellent penetration and the darts can be tipped with a variety of points, such as explosive heads. Efficient coilguns require superconducting synthetics that few worlds can create but simple coilguns are manufactured throughout the galaxy. Such weapons use either a backpack power source or a quickly replaceable battery pack to provide the electricity needed.

Coilgun Rules

Coilguns use the standard rules for gauss weapons, with the following exceptions:

Charging: Coilguns require a battery pack. This battery pack is rated according to the number of hours of operation it can provide – the coilgun draws some power even when not firing. It is possible to switch a coil off but it takes 30 seconds (five rounds) for a 'dark' coil to come to firing readiness, so most combatants leave their coilguns in ready mode.

Normally, swapping a battery pack requires switching the coilgun off. A character may make a Mechanic check to 'hot-swap' a battery and keep the coil charged. If this check is failed, the coilgun is disabled. Swapping a battery pack takes 10-60 seconds.

Penetration: Coilguns are better at penetrating armour and cover than traditional projectile weapons. Reduce the protection granted by armour by an amount equal to the number of damage dice rolled.

Operational mechanism of the **Coilgun**

Electromagnet Coil

External Power Source
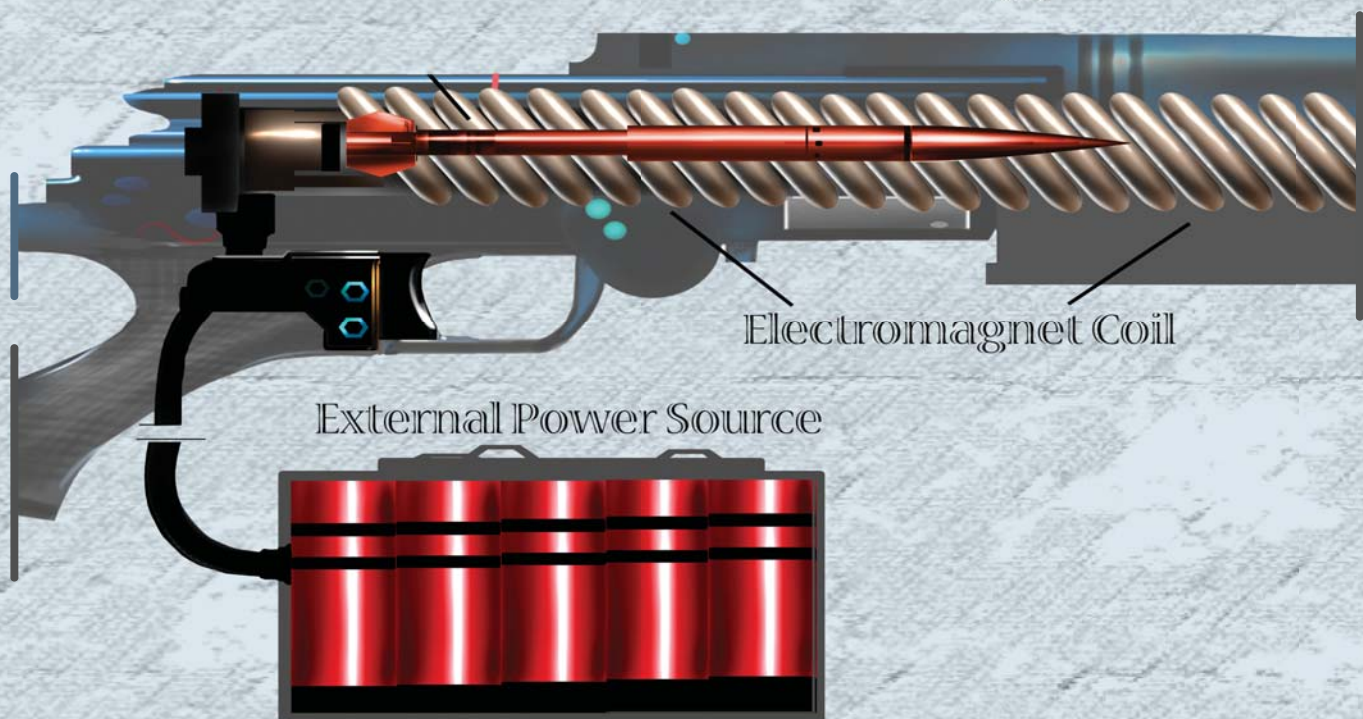
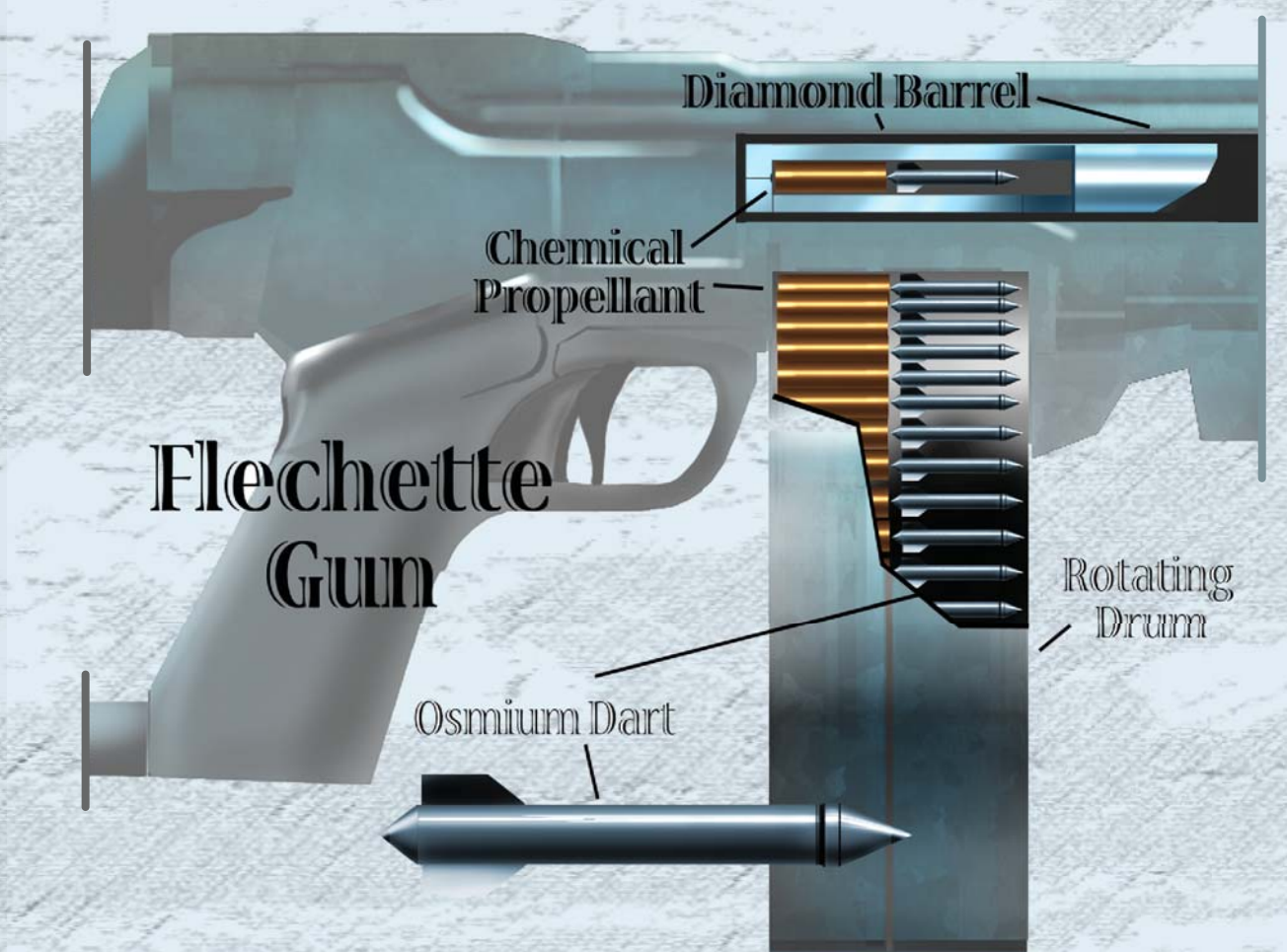Coilguns use the slug weapon specialities

FLECHETTE GUNS

Flechette weapons use a chemical explosion to fire a dart of osmium. Osmium is one of the heaviest and densest metals, so the impact of an osmium dart is devastating to the target, nearly equalling the destructive ability of a powergun. Flechette weapons are also capable of much higher rates of fire than a powergun, spitting a hail of darts at the enemy. The main downside of a flechette weapon is its limited range – the darts are much smaller and less aerodynamic than bullets or coilgun projectiles, so there is a greater chance over range that the dart will be deflected by some obstacle or environmental condition. The other restriction on flechette weapons is the cost of the weapon, as the barrel must be made from diamond or another equally tough synthetic material.

Flechette Gun Rules

Flechette guns use the following range profile.

	Personal	Close	Short	Medium	Long	Very Long	Distant
Pistol	-1	+0	+0	-3	-5	—	—
Rifle	-3	-1	+0	-1	-1	-3	-5

Diamond Barrel

Chemical Propellant

Flechette Gun

Osmium Dart

Rotating Drum

Flechette guns use the slug weapon specialities

PISTOLS

Heuvelman 115P

The standard sidearm of the Slammers, the 115P is a sturdy and reliable one-centimetre powergun pistol. It takes standard 1-cm powergun slug, which is loaded in a tube of 10 slugs in a plastic wrap. The polyurethane slugs are loaded at the rear of the gun through a loading gate and ejected once used through a port on the top of the gun. The safety switch is located just forward of the ejection port, over the magnetic firing chamber. The battery for the firing chamber is contained in the handle of the gun and can be recharged via a connector in the butt. The iridium barrel can also be removed and replaced by holding down the unlock slider with one hand and unscrewing the barrel with the other.

The handle also contains the liquid nitrogen tank used to cool the barrel. Cooling is not automatic – the operator must press the recessed PURGE button which is located on the side of the handle.

Variants:

The older 107P is still in service in some border worlds. It has broadly similar characteristics to the newer 115P but has a slower electronic interface port. Furthermore, software incompatibility problems can cause the gun to lock in safety mode when connected to a Comms helmet or other HUD. The 115P's firing mechanism can be wholly divorced from the electronics by pressing a switch next to the connector port.

The 107AP is a field modification of the 107, overcoming the software issue by removing the interface electronics completely. The 107AP also removes several other electronic subsystems, to produce a simpler and more rugged weapon.

The 116P moves the sights to the rear and has a shorter overall body, making it less accurate at range but faster to draw.

The 121P is the proposed replacement for the 115P. Improvements include a larger nitrogen canister to lengthen barrel life and a more power-efficient firing chamber.

Orchid, Joachim Steuben's personal weapon, is a beautifully decorated and rebalanced 115P. The weapon's frame is ornamented with a uranium-gold carving of fleshy orchids, with golden veins and black stems. Despite this ostentatious decoration, the weapon is still perfectly balanced and utter lethal in Joachim's slim hands.

Manufacturer: Heuvelman Armoury

Used By: Hammer's Slammers

Features
Cartridge: Copper-cobalt charge in 1cm polyurethane slug
Operation: Single action, zero recoil
Feed: 10-slug tube
Weight: 1.52kg
Length: 216mm
Barrel: 10mm
Sights: Fixed fore, electronic interface
Special Rules: The 116P gives a +1DM to Initiative rolls in quick-draw duels but increases all range penalties beyond Short range by -1DM.

Costs
Weapon: 1,000 CR
Ammunition: 20 CR/tube
Barrel: 100 CR.

Statistics
Technology Level: 11
Range: Power Pistol
Damage: 3d6+3
Automatic: No
Recoil: 0
Overheat Threshold: 12
Magazine: 10

Newland Industries PS4A

This Newland-built pistol is lighter than the corresponding Heuvelman 115P, trading ruggedness for speed. The PS4A also lacks the electronic interface of the 115 but does have a quick-change mechanism allowing a new barrel to be swapped in for a warped one in a matter of seconds.

Manufacturer: Newland Industries

Used By: Armies of Newland

Features
Cartridge: Copper-cobalt charge in 1cm polyurethane slug
Operation: Single action, zero recoil
Feed: 10-slug tube
Weight: 1.30kg
Length: 210mm
Barrel: 10mm
Sights: Fixed fore

Costs
Weapon: 900 CR
Ammunition: 20 CR/tube
Barrel: 90 CR.

Statistics
Technology Level: 11
Range: Power Pistol
Damage: 3d6+3
Automatic: No

Recoil: 0
Overheat Threshold: 10
Magazine: 10
Special Rules: Barrel swapping takes half the normal time.

M-Pro 100D

A fine piece of Terran engineer, the M-Pro's chief claim to fame is its extended magazine, which has space for 16 slugs instead of the more common 10. Its barrel uses expensive fractal rifling to maximise the effectiveness of the cooling gas. The M-Pro's high cost means that few mercenary units can afford to use it as their standard-issue sidearm, although Terran officers and rich nobles favour the M-Pro as a sign of prestige.

Manufacturer: Solothum

Used By: Terran Authority officers.

Features
Cartridge: Copper-cobalt charge in 1cm polyurethane slug
Operation: Double-action, zero recoil
Feed: 16-slug magazine
Weight: 1.42kg
Length: 212mm
Barrel: 10mm
Sights: Fixed fore, holographic mid, electronic interface

Costs
Weapon: 1,200 CR
Ammunition: 2 CR/slug
Barrel: 120 CR.

Statistics
Technology Level: 12
Range: Power Pistol
Damage: 3d6+3
Automatic: No
Recoil: 0
Overheat Threshold: 12
Magazine: 16

Artemis J-series Gauss pistol

The J-series uses a unique design that puts the battery ahead of the grip, below the muzzle. The gun tips forward when held. Artemis argues that the combination of the weight of the weapon and the recoil from each shot will compensate for the pistol's nose-heavy lack of balance but field experience has shown that a J-3, J-4 or J-5 that has expended more than half its ammunition becomes considerably more likely to shoot low. While Artemis weapons have consistently argued that the tests of the weapon's accuracy are flawed, the new J6 moves towards a more conventional design by having two battery packs, one fore and one to the rear of the grip.

Balance problems aside, the J-series has been praised for its rugged construction, power efficiency and low price point. It has holographic sights but no electronic interface. Ammunition is supplied in a box magazine clipped into the rear of the gun.

Variants: The J-6 does not suffer from the special balance rule described below. It costs 450 CR.

Manufacturer: Artemis Weapons

Used By: Heliodorus Regiment

Features
Cartridge: Ferroceramic hollowpoint dart
Operation: Magnetic-acceleration
Feed: 50-dart box magazine
Weight: 1.40kg
Length: 190mm

Barrel: 2mm
Sights: Holographic fore
Battery: Fuel cell.

Costs
Weapon: 400 CR
Ammunition: 20 CR/box

Statistics
Technology Level: 11
Range: Pistol
Damage: 3d6 AP (Reduce the effective armour of the target by 3)
Automatic: 4
Recoil: -1
Magazine: 50
Battery Life: 6 hours
Special Rules: If the J-series has less than 20 shots remaining, then all attacks against targets at Medium range or more suffer a -1DM.

Newland Industries PS1

This classic weapon design dates back nearly two centuries and was one of the first power handguns manufactured off-Earth. The PS1 is an antique but is nonetheless a lethal weapon. Mercenary units are more likely to encounter the PS1 in the hands of a rich noble than in the field but on some poor border worlds, one takes whatever powerguns you can buy, even ancient antiques.

Unlike modern powerguns, the PS1 lacks a built-in nitrogen cooling system. Instead, the weapon comes with a cooling rod that is inserted into the barrel from the muzzle end like a ramrod to cool the weapon after firing. Furthermore, the PS1's barrel is not hot-swappable – replacing the barrel necessitates disassembling the whole gun. Many PS1s were later modified to have hot-swap barrels but a true connoisseur of antique powerguns demands the original barrel assembly

Variants: The PS1C 'classic' is a modern remake of this old design and is sometimes passed off by unscrupulous dealers as an antique weapon.

Manufacturer: Newland Industries

Used By: N/A

Features
Cartridge: Copper-cobalt charge in 1cm polyurethane slug
Operation: Single-action, zero recoil
Feed: 10-slug magazine
Weight: 2.3kg
Length: 242mm
Barrel: 10mm
Sights: Fixed fore

Costs
Weapon: 22,000 CR
Ammunition: 2 CR/slug
Barrel: 600 CR.

Statistics
Technology Level: 10
Range: Power Pistol
Damage: 3d6
Automatic: No
Recoil: 0
Overheat Threshold: 6
Magazine: 10

Selenka Z10

Powerguns have never been called 'subtle' but the Z10 comes close. This compact and lightweight weapon combines the low profile of a flechette weapon with the punch of a 10mm powergun. It is ostensibly designed for use as a hold-out gun but is popular among Special Forces and bodyguards.

Manufacturer: Solothum

Used By: Special Forces.

Features
Cartridge: Copper-cobalt charge in 1cm polyurethane slug
Operation: Single-action, zero recoil
Feed: 6-slug magazine
Weight: 0.92kg
Length: 172mm
Barrel: 10mm
Sights: Fixed fore

Costs
Weapon: 600 CR
Ammunition: 2 CR/slug
Barrel: 80 CR.

Statistics
Technology Level: 12
Range: Power Pistol
Damage: 3d6
Automatic: No
Recoil: 0
Overheat Threshold: 6
Magazine: 6
Special Rules: The Selenka gives a -1DM to any attempts to detect it using scanners or searches.

Heuvelman H94 Heavy Pistol

The H94 is a heavy pistol, using the larger 2-cm powergun slugs commonly found in shoulder weapons. A 2-cm powergun pistol has enough stopping power to explode an armoured infantryman or smash the engine block of a civilian vehicle. The H94 is popular among criminals, as the intimidation factor of the big iridium barrel and the bigger explosive discharge is not to be underestimated.

The H94's cooling system is much larger than the 115Ps, so the nitrogen tank is mounted on the right-hand side of the gun instead of being built into the grip. The tank can be moved to the left-hand side for left-handed users.

Variants: The H94X adds a second tube slot in the loading mechanism. When the first tube is exhausted, the loader assembly automatically brings the second tube into line with the firing chamber. To use the H94X correctly, the operator must remember to unscrew the ammo clip from the top of the tube. Normally, this ammo clip is ejected and discarded when the weapon is being reloaded but unless it is unscrewed and removed during the initial loading, the cap on the exhausted first tube will block the second tube and jam the weapon. The H94X also adds a second nitro canister on the far side of the gun.

Manufacturer: Heuvelman Armoury

Used By: N/A

Features
Cartridge: Copper-cobalt charge in 2cm polyurethane slug
Operation: Single action
Feed: 6-slug tube (H94X: x2)
Weight: 1.92kg (H94X: 2.1kg)
Length: 240mm, Barrel: 20mm
Sights: Fixed fore, electronic interface

Costs
Weapon: 1,200 CR
Ammunition: 20 CR/tube , Barrel: 200 CR.

Statistics
Technology Level: 11
Range: Power Pistol
Damage: 4d6+4
Automatic: No
Recoil: 0
Overheat Threshold: 4
Magazine: 6 (H94X: 12)

SUB-MACHINE GUNS

Heuvelman IA2SM

This powergun sub-machine gun is one of the few automatic power weapons. It uses a rapid-cycling nitrogen flush system to cool the barrel after a burst but if this cooling system is not used regularly, then it is all too easy to melt the single barrel into a semi-liquid mush after only a few seconds of full-auto fire. Ammo tubes are loaded by raising the telescopic stock to access the loading gate. The IA2SM has two double-length ammo feeds that are used in parallel. The nitrogen coolant tank is located underneath the magazine. There is a manual purge button for use if the automatic coolant system jams.

A shot selector switch allows the weapon to be fired in single, burst or auto mode. Firing mode control can also be accessed with the electronic interface when the weapon is mated to a Commo helmet or other HUD.

The IA2SM is equipped with holographic sights on the fore of the gun, as well as a target-painter laser.

Variants: The IA2XSM has a larger magazine at the cost of a smaller nitrogen reserve. The XSM's cooling system cycles after every third shot instead of after every shot, making it more likely that the barrel will suffer permanent damage.

Manufacturer: Heuvelman Armoury

Used By: Hammer's Slammers security forces

Features
Cartridge: Copper-cobalt charge in 1cm polyurethane slug
Operation: Single action, zero recoil
Feed: 10-slug tube x4 (XSM: x8)
Weight: 3.2kg (H94X: 3.6kg)
Length: 480mm
Barrel: 10mm
Sights: holographic fore, electronic interface

Costs
Weapon: 1,500 CR
Ammunition: 20 CR/tube
Barrel: 150 CR.

Statistics
Technology Level: 11
Range: Power Pistol
Damage: 3d6+3
Automatic: 6
Recoil: 0
Overheat Threshold: 10
Magazine: 40 (XSM: 80)

Medusa 77I

The worlds of the Gorgon cluster are better known for their flechette weapons, so their recent foray into the powergun field with this submachine gun came as something of a surprise. The Medusa 77I is priced considerably below its main competitors, suggesting the Gorgon worlds are gambling that the demand for affordable power weaponry in an increasingly unstable gallery will repay their investment. The 77I is very much a bare-bones automatic weapon. It uses an iridium-alloy barrel and a powered-down firing chamber to reduce the cost at the price of reliability – the lower-power firing chamber has a much lower chance of triggering the mass/energy conversion effect, so the 77I has a far higher percentage of misfires and dud slugs.

Manufacturer: Medusa Inc.

Used By: Mercenary companies.

Features
Cartridge: Copper-cobalt charge in 1cm polyurethane slug

Operation: Automatic, zero recoil
Feed: 10-slug tube x4
Weight: 3.5kg
Length: 520mm
Barrel: 10mm
Sights: Fixed fore

Costs
Weapon: 1,000 CR
Ammunition: 20 CR/tube
Barrel: 150 CR.

Statistics
Technology Level: 11
Range: Power Pistol
Damage: 3d6+3
Automatic: 6
Recoil: 0
Overheat Threshold: 5
Magazine: 40

RIFLES

Heuvelman IA17 Assault Rifle

The Heuvelman is the standard weapon of the Nieuw Friesland Armed Forces and by extension the Slammers. It also sees service with the armed forces of Monument and Kronstad, making it the second most common powergun rifle in the colonies. It combines the magnetic firing chamber and machined-iridium barrel seen only in highly advanced weapons with the rugged durability of a much simpler weapon. Making an IA17 is hard – firing and maintaining one is comparatively easy.

These weapons are normally fired in single-shot mode but can be switched to a rapid-firing burst mode if desired using a selector switch. The IA17 is equipped with holographic sights but is normally connected to the trooper's helmet display for enhanced targeting.

The loading gate is at the rear of the weapon, in the buttstock above the nitrogen cooling tank. The standard magazine contains two tubes of 10 slugs but the weapon can handle an extra six slugs in either tube, for a total of 32 powergun blasts.

The nitrogen cooling system activates automatically if barrel temperature exceeds a preset level but this safety feature can be disabled and the cooling system switched to manual controls in situations where continuous fire is required. Even when the cooling system is on automatic, the extreme heat generated from each discharge causes the carbon-synthetic frame around the iridium barrel to glow brightly.

Manufacturer: Heuvelman Armoury

Used By: Hammer's Slammers, Nieuw Friesland Armed Forces

Features
Cartridge: Copper-cobalt charge in 2cm polyurethane slug

Operation: Single action
Feed: 16-slug tube x2
Weight: 4.2kg
Length: 998mm
Barrel: 20mm
Sights: Holographic fore, electronic interface

Costs
Weapon: 2,000 CR
Ammunition: 20 CR/tube
Barrel: 200 CR.

Statistics
Technology Level: 11
Range: Power Rifle
Damage: 4d6+4
Automatic: 4
Recoil: 0
Overheat Threshold: 10
Magazine: 32

DK-200

The DK-200 is the most common powergun in the galaxy, designed by the Terran Armscorp but built under license on several colony worlds including Gallipoli and Roger's World. These colony worlds lack the technical knowledge to build a powergun from scratch, so components and equipment are imported from Earth to the Armscorp licensees.

The DK-200 is a single-shot powergun with an iridium-alloy barrel. The barrel is considerably cheaper than those of competing powerguns but has a lower melting point and so is more vulnerable to damage. Proponents of the DK-200 argue that the cheap cost of replacing the barrel outweighs the higher chance of warping. A fold-out telescopic sight is mounted on the side of the gun, although some models replace this with a holographic sight.

Unlike most powerguns, the DK-200's battery is located on the stock, not in the grip. The battery and the nitrogen tank are part of the same pack and cannot be independently swapped out. This simplifies operation but causes considerable wastage, as a nitro tank will normally be empty long before the battery's charge is exhausted. The hollow grip can be used to store a weapons maintenance toolkit, extra ammo tubes or other supplies.

Variants: As the DK-200 is manufactured on several different worlds by local licensees, there are numerous versions of the gun in use today. The best known is the DK-202, which has holographic sights and an electronic interface. The added electronics are placed in the grip, which is also fitted with a fold-out tripod for sniping.

The DK-Assault uses a rapid-cycling firing chamber, so it is capable of burst and automatic fire. Most DK-Assaults are also refitted with true iridium barrels and it carries a second back-up battery in the grip. The DK-Assault, model 2 is belt-fed instead of tube-fed.

The DK-210 mounts a grenade launcher alongside the powergun.

Manufacturer: Various, under licence from Armscorp.

Used By: Numerous planetary forces.

Features
Cartridge: Copper-cobalt charge in 2cm polyurethane slug
Operation: Single action
Feed: 10-slug tube x3 (DK-Assault, Model 2: Belt)
Weight: 4.5kg
Length: 1,018mm
Barrel: 20mm
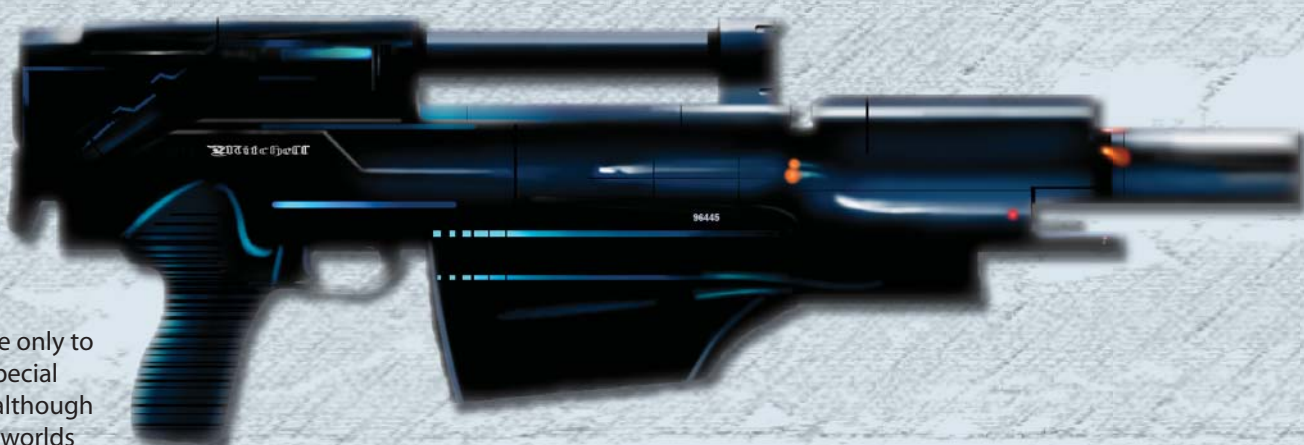Sights: Telescopic side

Costs
Weapon: 1,200 CR
Ammunition: 20 CR/tube
Barrel: 200 CR.

Statistics
Technology Level: 11
Range: Power Rifle
Damage: 4d6+4
Automatic: 0 (DK-Assault: Automatic 6)
Recoil: 0
Overheat Threshold: 6
Magazine: 30

Mitchell T2IAR

The Terran-built T2IAR, nicknamed the 'tsar', is the most advanced powergun rifle in the galaxy. So far, it is standard issue only to elite Terran Special Forces units, although several other worlds and mercenary units are rumoured to have procured stockpiles of the weapon. The T2IAR uses a conventional precision-machined iridium barrel and the same type of high-power firing chamber as the Olin-America PGT-Hi10 10cm tank gun to maximise damage throughput. The whole weapon is wrapped in a protective carbon-synthetic frame. There is an ejection port in the side but switching the battery and nitro tank requires opening the frame and cannot be done easily.

The purpose of the frame is to protect the advanced computer systems boasted by the T2IAR. In addition to advanced holographic sights and target-assist sensors, the T2IAR constantly monitors its own systems and automatically adjusts cooling and firing to balance accuracy, power and damage to the barrel. It also has a rotating magazine allowing it to carry six ten-slug tubes. It can be fired in single-shot, burst or automatic mode and the high-intensity firing chamber can switched to conventional mode for situations where sustained fire is less important than sheer damage output.

Manufacturer: Olin-America

Used By: Terran Authority

Features
Cartridge: Copper-cobalt charge in 2cm polyurethane slug
Operation: Magnetic feed.
Feed: 10-slug tube x6
Weight: 4.5kg
Length: 1,021mm
Barrel: 20mm
Sights: Holographic fore, electronic interface

Costs
Weapon: 2,500 CR
Ammunition: 20 CR/tube
Barrel: 300 CR.

Statistics
Technology Level: 12
Range: Power Rifle
Damage: 4d6+4 (5d6+5 in high-power mode)
Automatic: Automatic 6
Recoil: 0
Overheat Threshold: 10 (6 in high-power mode)
Magazine: 60
Special Rules: Computer/0 specialised for Intelligent Interface & Expert/1 Engineer (Mechanic).

ACPR9

The ACPR9 is the work-horse of many powergun-equipped units. Originally built by Solothum on Earth, the design is now also produced on Monument and Ssu-Ma, as well as in the orbital factories of Temperance and Mondverre. Unlike most powerguns, it does not have a rear loading gate. Instead, the loading mechanism swings out from the side. This design reduces the ACPR9's reliability in harsh environments, as dust or other particulates jam the loading mechanism.

As the side-loading magazine is quite bulky, the nitrogen tank is mounted directly underneath the barrel at the fore of the gun. The purge button and the shot selector are also located to the fore and can be quite painful to use if the barrel is running hot. All of these problems make the ACPR9 a poor choice for the elite merc but it still stands head-and-shoulders above the DK-200.

Manufacturer: Varies

Used By: Numerous mercenary units and planetary forces.

Features
Cartridge: Copper-cobalt charge in 2cm polyurethane slug

Operation: Single action
Feed: 10-slug tube x3
Weight: 4.1kg
Length: 998mm
Barrel: 20mm
Sights: Holographic mid

Costs
Weapon: 1,800 CR
Ammunition: 20 CR/tube
Barrel: 200 CR.

Statistics
Technology Level: 11
Range: Power Rifle
Damage: 4d6+4
Automatic: 0
Recoil: 0
Overheat Threshold: 8
Magazine: 30

1.2mm Baker 46 Flechette Assault Rifle

The Baker 46 Flechette Rifle carries a drum-feed magazine of osmium darts, accelerated using a chemical charge from a second rotating drum of propellant. The distinctive whine of the two drums spinning up to firing speed heralds a shower of lethal armour-penetrating darts. Internal gyroscopes hold the weapon stable despite the spinning drums. If these gyroscopes are damaged, then the rifle becomes much harder to aim accurately; a badly-maintained weapon is a liability not just for the soldier using it but for everyone in his unit.

The high rate of fire makes the B46 an ideal assault weapon, although over-enthusiastic soldiers can exhaust the magazine in a matter of seconds. Experienced users know that short, controlled bursts are just as effective as turning the target into an osmium pincushion.

Manufacturer: Gorgon Cluster Munitions

Used By: Numerous mercenary units and planetary forces.

Features
Cartridge: 1.2mm osmium dart.

Operation: Chemical propellant
Feed: Drum magazine of 500 darts
Weight: 4.6kg
Length: 970mm
Barrel: 1.2mm
Sights: Holographic mid

Costs
Weapon: 1,600 CR
Ammunition: 200 CR/drum
Barrel: 200 CR.

Statistics
Technology Level: 12
Range: Flechette Rifle
Damage: 4d6
Automatic: 8
Recoil: 0
Magazine: 500

Kuiper CCRM Assault Rifle

The Kuiper coilgun is a veritable antique – the earliest version of this weapon was first seen on the battlefield in the late 2300s. Since then, the core of the weapon has remained unchanged, consisting of a series of magnetic coils powered by six battery packs along the length of the gun, with ammunition fed from a top-mounted box magazine. The Kuiper is a solidly middle-of-the-road weapon, excelling in nothing but price.

Manufacturer: Kuiper munitions

Used By: Numerous mercenary units and planetary forces.

Features
Cartridge: Sabot-loading metal dart.
Operation: Magnetic coil.
Feed: Box magazine
Weight: 5

Length: 973mm
Barrel: 2cm
Sights: Electronic

Costs
Weapon: 1,000 CR.
Ammunition: 200 CR/box

Statistics
Technology Level: 10
Range: Rifle
Damage: 4d6 AP (Reduce the effective armour of the target by 4)
Automatic: —
Recoil: 0
Magazine: 200

Olin S5P Sniper Rifle

Powerguns are rarely used as sniper weapons; the bright blast gives away the sniper's position and the weapon's lack of penetration means that any cover will protect the target from the energy bolt. Coilguns are the sniper's weapon of choice.

On the bright side, the Olin S5P's range means that it is possible to snipe satellites out of orbit. The Olin has a built-in tripod and telescopic stock for stability, as well as holographic sights and a computer interface. The rifle comes with a special actuator that clamps onto the grip – this actuator can move and aim the rifle in accordance with instructions from a firing computer, allowing it to track and fire on fast-moving objects like incoming missiles, satellites or drones at a great distance. Multiple Olin S5Ps can function as a budget calliope, although the actuator is as bulky and heavy as the rifle itself.

The S5P also includes a 'double-tap' firing chamber, which generates two powerbolts in rapid succession. The intent is that the first bolt clears any cover out of the way and the second blast that follows a fraction of a second later is the killshot.

Manufacturer: Olin-America

Used By: Ssu-Ma special forces

Features
Cartridge: Copper-cobalt charge in 2cm polyurethane slug
Operation: Single action
Feed: 10-slug tube
Weight: 6.9kg (12.1 kg with actuator)
Length: 1,299mm
Barrel: 20mm
Sights: Holographic mid, electronic interface

Costs
Weapon: 2,500 CR (+400 CR for actuator)
Ammunition: 20 CR/tube
Barrel: 350 CR.

Statistics
Technology Level: 11
Range: Power Rifle
Damage: 5d6+5
Automatic: 0
Recoil: 0
Overheat Threshold: 2
Magazine: 10
Special Rules: If the actuator is attached, the rifle can be operated by remote or by firing computer.

If the double tap function is used, the rifle automatically fires two shots at the same target instead of one.

S9 Precision Coil Rifle

The Armscor S9 is an infamous assassin's tool: it is a light-weight but high-power coil rifle, capable of firing an osmium dart at more than twice the speed of sound. A dart from the S9 can punch through clamshell armour at 200 metres.

Manufacturer: Armscor

Used By: Snipers

Features
Cartridge: 2mm osmium dart
Operation: Single action
Feed: 30-dart box magazine
Weight: 6.4kg
Length: 1,220mm
Barrel: 2mm
Sights: Holographic mid, electronic interface

Costs
Weapon: 750 CR
Ammunition: 20 CR/magazine

Statistics
Technology Level: 10
Range: Rifle
Damage: 4d6 SuperAP (Reduce the effective armour of the target by 8)
Automatic: 0
Recoil: 0
Magazine: 30
Special Rules: The S9 has a +1DM to attacks at Long range.

SPECIAL WEAPONS

Most of these weapons use the Heavy Weapons skill.

Heuvelman HZR Rotary Powergun

The HZR powergun is a miniaturised tribarrel powergun, capitalising on the popularity of the tribarrel weapons used on the M9 combat cars. The HZR is almost too heavy for a human to use effectively but it incorporates a low-power anti-gravity generator that negates a portion of its mass. The rotary weapon is belt fed, chewing through over 200 powergun disks per minute at full speed. The operator wears a backpack filled with nitrogen coolant, which is pumped at high pressure through the inactive barrel.

Currently, the HZR is available only to a few Terran and Nieuw Friesland units, who use it for close-range infantry support.

Manufacturer: Heuvelman

Features
Cartridge: Copper-cobalt charge in 2cm polyurethane slug
Operation: Rotary
Feed: Belt feed
Weight: 60 kg
Length: 1,920mm
Barrel: 2cm
Sights: Electronic interface

Costs
Weapon: 16,000 CR
Ammunition: 2,000 CR/belt
Barrels: 1,000 CR each

Statistics
Technology Level: 12
Range: Rifle
Damage: 4d6+4, Destructive (reduce the armour of a target by 4 after a successful attack)
Automatic: 6
Recoil: 0
Magazine: 200
Overheat Threshold: 8

Gallant G04 Anti-Tank Cannon

The heaviest man-portable powergun, these heavy launchers are used only in rare circumstances because of their weight, cost and unreliability – a single discharge from the 4cm gun heats its iridium barrel to white-heat and a second discharge within 30 seconds will damage the barrel. The Gallant was designed to be a re-usable buzzbomb and has seen limited success in this role. It lacks the power to damage a heavy tank but is an excellent vehicle killer.

The Gallant's oversized slugs are loaded via a top gate. The weapon is fired from the shoulder.

Manufacturer: Gallant

Features
Cartridge: Copper-cobalt charge in 4cm polyurethane slug
Operation: Single action
Feed: Single slug
Weight: 12.8kg
Length: 2,020mm
Barrel: 4cm
Sights: Holographic mid, electronic interface

Costs
Weapon: 7,750 CR
Ammunition: 20 CR/slug
Barrel: 750 CR

Statistics
Technology Level: 11
Range: Rifle
Damage: 6d6+6, Destructive (reduce the armour of a target by 6 after a successful attack)
Automatic: 0
Recoil: 0
Magazine: 30
Overheat Threshold: 1

'Buzzbomb'

A buzzbomb is a generic term for a disposable short-ranged anti-tank weapon. The missiles are capable of making semi-random course changes to avoid automatic defence systems. Buzzbombs are named for the droning noise made by their engines as they home in on their targets. Most buzzbombs do not have a conventional warhead – instead, they inflict damage by spewing sun-hot plasma using an uncontrolled powergun reaction. A copper-cobalt charge is held inside a magnetic coil, both of which are consumed when the copper atoms are converted into energy.
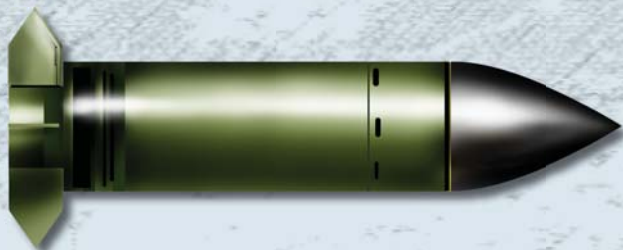
Manufacturer: Varies

Features
Weight: 4.8kg
Length: 1,900mm
Sights: Varies

Costs
Weapon: 500 CR

Statistics
Technology Level: 9
Range: Rocket
Damage: 1d6x6
Special Rules: When used on a vehicle, a buzzbomb always inflicts at least one Armour hit, even if the vehicle's Armour score is greater than the damage inflicted by the bomb.

Satchel Charge

The best-equipped warriors have powerguns and hover tanks.

Most troops have coilguns and armoured vehicles.

The desperate have old hunting rifles and satchel charges. A satchel charge is a bag of plastic explosive. You run up to your target and throw it. If you are lucky, the blast destroys the target without taking too many of your limbs with it. If you are unlucky, the target has an Automatic Defence System that shreds you and your satchel into mincemeat.

A satchel charge is thrown like a grenade (using the Athletics Co-ordination skill with a -1DM) or planted using the Explosives skill. If used as a grenade, it deals 6d6 damage. If set as a charge, it deals 6xthe Effect of the Explosives check. A satchel charge costs 100 CR.

Firefly

Fireflies are remote-controlled drone weapons, driven by a miniaturised anti-gravity generator. They have a computerised targeting system allowing them to locate and destroy specified targets and are armed with a 1cm powergun. The small size and firepower of fireflies makes them dangerous but unpredictable. Most experienced mercs refuse to use the balky weapons, despite their effectiveness. Input the wrong commands and the fireflies can easily turn on an ally.

A firefly has Hull 1 and Armour 5. Due to its small size, all ranged attacks on a firefly suffer a -2DM. It has an effective Dexterity of 10 and a Gun Combat (energy pistol) skill of 1, giving it a +2 DM to all attacks. However, all skill checks made by the firefly are made as part of a task chain with the operator's Remote Operations skill. An operator may fly up to six fireflies at a time.

For example, an enemy firefly operator has six fireflies. He orders three to maintain suppression fire on a pinned down Slammers squad and the other three to fly around and attack the Slammers from the rear. He makes his Remote Operation skill and fails with an Effect of -2. The attacking fireflies have a total DM of +0 to their attack. Worse, the three fireflies attempting to flank them must make Recon checks at -2 to select the correct targets.

A firefly swarm of six fireflies plus the control system costs CR 20,000.

ARMOUR

Even the heaviest armour is little use against a direct powergun blast but the heavy ceramic clamshell armour vests used by the Slammers can at least mitigate against small-arms fire and shrapnel.

LMR2 Light Ceramic Combat Shell

The standard body armour issued to all field Slammers troops is commonly referred to as a clamshell. The clamshell locks into place around the wearer's torso, giving full protection from waist to neck. The armour is hinged on one side and can be secured on the other side with three mechanical clasps. The armour consists of an outer hard shell of rigid ceramic armour, which is tough but comparatively light and an inner layer of form-fitting ballistic padding that shapes itself to the wearer's body.

The armour includes medical monitors and drug injectors. In the event that the wearer is injured, the armour can automatically inject painkillers, sedatives, coagulants or even stimulants, as well as alert nearby medics and inform them of the wearer's specific injuries. The inner ballistic layer will maintain pressure on wounds, minimising blood loss. External tabs on the armour's back and breast can be used to trigger medical treatment if the built-in computer is disabled.

Manufacturer: Originally designed by ArmourX of Newland; now manufactured by numerous licensees

Used By: Hammer's Slammers, Nieuw Friesland Armed Forces

Features:
- Rigid outer ceramic layer, inner ballistic padding layer
- Can add extra ceramic plates for increased protection
- Recessed and shielded slots for powergun ammo tubes
- Front and rear storage pockets
- Built-in drug injectors and biomonitors

Statistics:
Protection: 10
Required Skill: None
Cost: 4,000 CR
Mass (kg): 12

Special Rules: Clamshell armour has a built-in TL10 medikit that automatically applies first aid if the wearer is reduced to Endurance 0.

The armour is compact enough that it can be worn by tank crew. In practise, tankers find the armour too encumbering inside the tight confines of a blower, so they only wear the clamshell when outside the protection of the tank's iridium armour. Combat car crew and infantry rarely remove their clamshells when in the field; although most will unclip the clasps and let the shell hang open.

HPM3 Heavy Ceramic Combat Shell

The Heavy Ceramic Combat Shell is a heavier version of the LMR2 designed to protect the wearer against direct powergun attacks. Most professional soldiers would agree that the best defence against a powergun is not being in the line of fire of one or, failing that, having a convenient tank or hillside to hide behind. A few mercenary units have shock troops equipped with HCC Shells but more often this armour is the province of honour guards and paranoid noblemen.

The HPM3 consists of a clamshell breast and back plate that has an iridium-alloy grid to absorb powergun blasts. A semi-flexible hood rises from the back of the armour to protect the head and neck and the armour also comes with vambraces and greaves to protect the forearms and lower legs. The weight and size of the Heavy shell makes it difficult to move freely while wearing one.

Manufacturer: Originally designed by ArmourX of Newland; now manufactured by numerous licensees

Used By: Wylie Royal Guard

Features:
- Rigid outer ceramic layer with iridium grid, inner ballistic padding layer
- Articulated hood and arm/leg protection
- Recessed and shielded slots for powergun ammo tubes
- Built-in drug injectors and biomonitors

Statistics:
Protection: 14
Required Skill: None
Cost: 10,000 CR
Mass (kg): 20

Special Rules: Clamshell armour has a built-in TL10 medikit that automatically applies first aid if the wearer is reduced to Endurance 0.

Terran Starmarine Power Armour

The exact specifications of the Terran Authority's Starmarine armour are classified but it is known to be a full-body suit of rigid ceramic armour with an iridium grid. The weight of the armour would be crippling without a powered exoskeleton and some have theorised that the armour also includes a high-capacity battery or even a miniaturised fusion bottle to power weapon attachments. The armour is fully sealed against all manner of nuclear, biological and chemical attack, with estimated life support duration of 48 hours.

Manufacturer: Artek

Used By: Terran Authority Forces

Features:

- Built-in artificial intelligence
- Built-in life support
- Built-in communications
- Microfusion bottle
- Iridium grid
- Powered exoskeleton
- Retractable faceplate
- Automatical emergency medical treatment
- Weapons and transport attachment hardpoints

Statistics:

Protection: 18
Required Skill: Battle Dress 2
Cost: 2,000,000
Mass (kg): 40

Special Rules: A character wearing this armour suffers a 2DM to all actions for every missing Battle Dress skill level below 2.

The Star Marine armour has Computer/2 and increases the user's effective Strength by +4.

Combat Vest

A combat vest is a bullet-proof vest of beryllium monocrystal weave, its protection augmented by plates of harder ceramic that are slotted into pockets in the vest. The vest can be worn without the heavy ceramic plates but then only offers limited protection against attacks. Combat vests are used when a full clamshell would be too bulky or too obvious.

Manufacturer: Various

Used By: Covert forces, civilians

Features:
- Lightweight synthetic padding
- Beryllium crystal weave armour
- Storage pockets
- Compact storage straps
- Ceramic armour plates

Statistics:
Protection: 6 (10 with ceramic armour plates)
Required Skill: None
Cost: 2,000 CR, +2,000 for the armour plating
Mass (kg): 2 (vest) + 8 (armour plates)

Beryllium Weave Jacket

Using advanced zero-gravity manufacturing techniques, beryllium-weave armour can be made into a moderately light-weight flak jacket that can stop glancing powergun blasts. Beryllium-weave armour is generally coated in a plastic or fabric outer layer.

Manufacturer: Varies

Features:
- High collar to protect neck and head
- Internal and external pockets
- Internal padding
- Electrostatic clasps at chest, neck and hands
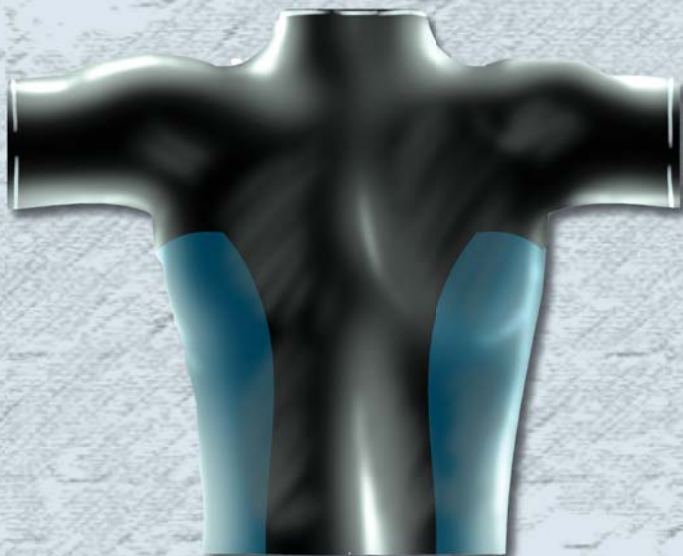
Statistics:
Protection: 8
Required Skill: None.
Cost: 1,000 CR
Mass (kg): 4

Concealable Body Armour

This is a thin bodysuit of polycarbonate and synthetic materials, laced with a beryllium weave. It is small and light enough to be worn beneath clothing but when struck by a projectile, the armour intelligently stiffens and flexes to deflect as much kinetic energy as possible away from the fragile wearer within. Concealable suits are popular among Special Forces and intelligence operatives.

Manufacturer: Varies, notably Artek (Earth) and D'alama (Newland)

Features:
- Intelligent ballistic cloth
- Thermal control, defeating thermal imaging
- Sensor-baffling technology

Statistics:
Protection: 7
Required Skill: None
Cost: 1,500
Mass (kg): 1

Special Rules: Attempts to detect the Concealable Body Armour suffer a -2DM to Sensors checks.

Combat Helmet

The combat helmet that is standard issue among Slammers troops is a wonder of miniaturisation and electronics. Its DD/R heads-up display can be used for everything from displaying targeting data or interfacing with a tank's systems remotely to participating in virtual conferences with commanding officers or analysing enemy communications traffic. The helmet intelligently tracks eye movements and accepts verbal commands or can be controlled using a tongue pad. The faceplate can be made opaque (one-way or two-way) or transparent and the intensity of the display can be adjusted to the wearer's desires. Fold-out nose and mouth filters protect from dust, smoke or gas and can even provide limited life-support in an emergency.

Manufacturer: Varies, notably Artek (Earth) and D'alama (Newland)

Features:
- Intelligent ballistic cloth
- Thermal control, defeating thermal imaging
- Sensor-baffling technology

Statistics:
Cost: CR 500
Mass (kg): 1

NBC Suit

While nuclear dampers prevent the effective use of nukes against well-equipped units, chemical weapons such as K3 nerve gas are sometimes deployed on the modern battlefield. The use of biological weapons was banned by both the Treaty of Balmoral and the Book of the Way, as biological weapons can interact in unpredictable and lethal ways with alien ecosystems. Despite this risk, genetically engineered plagues and bacteria have been used increasingly of late.

The standard counter to chemical and biological weapons is the NBC suit, a plastic garment that covers the entire body. The suit comes in several parts – trousers, shoulder-length gloves, a full-head mask and a poncho-like body wrap. The different sections of the suit form electrostatic seals with each other when they come in contact. The suit's fabric automatically discolours to highlight gaps in its coverage or tears.

The suit's life support system provides eight hours of oxygen. The head mask contains a smaller oxygen reserve of 10 minutes. The suit's mask and gloves fold up small enough to be stored in a combat vest pocket so they can be retrieved at a moment's notice.

Manufacturer: Varies

Features:
- Full protection from NBC attacks
- Electrostatic seal

Statistics:
Protection: 3
Required Skill: Vacc Suit 0
Cost: 250 CR
Mass (kg): 1

Armour	Protection	Required Skill	Cost (CR)	Mass (Kg)
Clamshell, Light	12	None	4,000	12 kg
Clamshell, Heavy	14	None	10,000	20 kg
Star Marine Armour	18	Battle Dress 2	2,000,000	40 kg
Combat Vest	6	None	2,000	2 kg
Combat Vest with Ceramic Plates	10	None	+2,000	+8 kg
Beryllium Weave Jacket	8	None	1,000	4 kg
Concealable Armour	7	None	1,500	1 kg
Combat Helmet	—	—	500	1 kg
NBC Suit	3	Vacc Suit 0	250	1 kg

COMMUNICATIONS

The victor in most engagements is not the side with most troops or the most firepower but the side with the most knowledge of the battlefield and the best ability to co-ordinate its forces. A single man in the right place can be worth a whole platoon of tanks. Communications is the art of getting the intelligence you need and putting your troops where they need to be, while ensuring that the enemy cannot intercept your messages and use that intelligence against you.

For security purposes, the standard Slammers communications protocol is to bounce radio messages off the ionized atmospheric trails of meteors – on most worlds, at any moment there will be several tiny rocks or dust particles burning up in the upper atmosphere and a computer can track these ionized trails and bounce a radio signal off them. Such communication is very hard to intercept but the quality of the signal is variable and it is possible for a unit to be cut off from command for some time if no suitable meteor trails are above the horizon. Conventional satellites are rarely used by the Slammers, as it is too easy for a powergun-equipped vehicle to shoot them down.

Commo Helmet

This helmet has all the features of the standard combat helmet but also includes a sensor suite, long-range radio transmitter and a more powerful computer system. These bulky, bulbous helmets are used by communications techs or by officers.

A Commo helmet costs 1,500 CR.

Mastoid Implant

All officers in the Slammers are given a mastoid implant, a small low-power radio transceiver that is implanted into the jawbone. This mastoid implant can be activated by clicking the jawbone in a particular manner and is normally set to an officer's radio channel. The implant also functions as a locator beacon.

MEDICAL TECHNOLOGY

Six hundred years of medical advancement focussed mainly on anagathic drugs and genetic adaptation to alien worlds. Humans can live for up to 200 years (or older, if some of the rumours about the ultra-rich of Earth are to be believed) and have spread to worlds hot or cold, wet or dry, with hostile ecosystems or bathed in radiation. Medical treatment for injured soldiers has not advanced at the same speed – cloned flesh and reconstructive surgery can only go so far, so war still leaves horribly broken bodies in its wake.

Emergency Treatment

Sprayseal: Sprayseal is a synthetic skin that can be sprayed on to close a wound. The transparent 'skin' includes anasthetic compounds to deaden pain. As the seal acts like human skin but is tougher and tighter, it can be sprayed on by a person without medical training and still be moderately effective at treating a serious wound.

A sprayseal can cost CR. 20.

Combat Stim: A cocktail of adrenaline and other drugs, combat stims can restore a wounded soldier's strength and mobility for a short time. When the drug wears off, the patient suffers a dangerous crash and should be given fuller medical treatment before this happens. Stims are applied using either injectors built into armour or using cone-shaped capsules applied to the wrist.

A character that uses a combat stim may ignore the effects of damage on his Characteristics for 2d6 minutes. After this time elapses, he suffers 1d6 points of damage.

Combat stims cost CR. 20 per cone.

Cybernetics

Cybernetic replacements for organs such as lungs or heart are a proven technology, using a combination of cloned tissue and fibroplastic components. The main hurdle is connecting a cybernetic replacement to the human nervous system. Over time, the cybernetic part becomes desynchronised with the user's brainwaves, causing reaction speed to progressively drop. This is of little concern with many replacements but becomes a considerable problem with limbs, hands, eyes or other systems that involve complex neural interaction. A lag of even a few microseconds between thinking about looking left and your eye actually moving can be very disconcerting; a lag of several seconds between one leg moving and the other catching up is crippling.

Cybernetics can be retuned to synchronise with the user's brainwaves using a sufficiently powerful computer. On technologically advanced worlds, any hospital will have a computer adapted for this purpose and the cyborg needs only call in every few weeks for a resynchronisation. On less advanced worlds, cyborgs must wait for a freighter ship to call to the planetary spaceport and beg for a few hours of computer time.

TL10 Cybernetics: Common cybernetics have all the functionality of the missing limb but look like metal or flesh-coloured plastic. After 3d6 days without resynchronisation, the user suffers a -1DM to all checks involving that limb. After another 3d6 days, the prosthesis desynchronises completely and is useless.
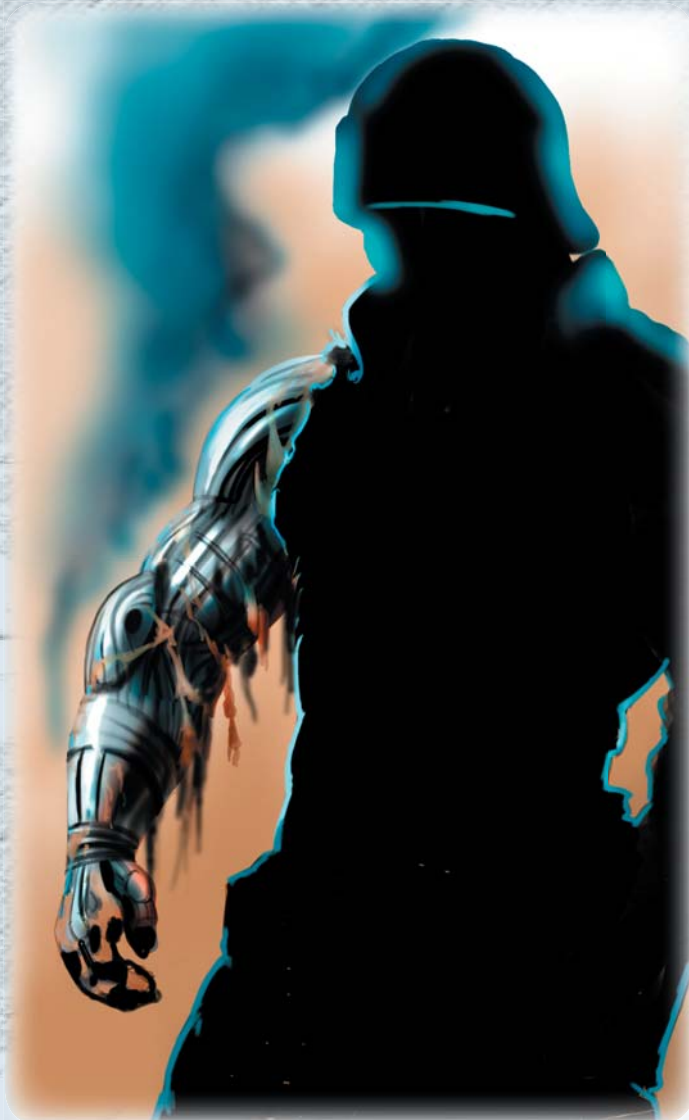
TL 12 Cybernetics: More advanced cybernetics look and feel like human flesh and bone and have subliminal feedback systems to enhance brainwave synchronisation. They start to desynchronise after 2d6 weeks and desynchronise completely after another 2d6 weeks.

Resynchronising Cybernetics: To resynchronise, a Synchronisation/4 program must be used.

SUBLIMINAL TECHNOLOGY

Advances in the understanding of the human brain led to the development of various forms of subliminal technology, feeding information into the mind through the subconscious. On many worlds, this is used for entertainment and games but two forms of the technology are commonly used by merc units.

Sleep-Teaching

A sleep-teaching rig consists of special contact lenses and ear-buds, connected to a computer system. While the user sleeps, the rig subliminally teaches the mind to perform a new skill. This is not actual learning – the conscious mind is unable to access the new information but can retrieve it when prompted. Sleep-teaching can be used to teach languages, basic maintenance and operation, navigation and so on.

A sleep-teaching course takes one week and gives the character Skill-0 in any Education-based skill. A character may only have one sleep-taught skill at a time – learning another sleep-skill erases the previous one.

Mechanical Interrogation

Mechanical interrogation is effectively a form of technological telepathy. The observer and the subject are both fitted with helmets that bring their brainwaves into sync, aided by a psychotropic drug injected into both at the same time. The interrogator then guides the subject by a series of questions; the observer shares the subject's recollections triggered by the questions.

A mechanical interrogation session is a harrowing experience for the observer, who finds himself sharing the memories of another mind. It is a confusing, disturbing dream-like state but can yield useful information.

In game terms, mechanical interrogation is mainly a matter of roleplaying. The Referee should take the interrogator's questions and use them as inspiration for a dreamscape that the observer has to navigate. The observer's actions determine the quality of the information retrieved from the mechanical interrogation session.

Chapter 7

SUPER TANKS & OTHER VEHICLES

The tank dominates the modern battlefield. Mobile fortresses roll or hover across the landscape, protected by nigh-invulnerable iridium shells, armed with weapons of stupendous destructive power. The only sure counter to a tank is another, bigger tank.

It was not always this way. The tank came into being in the early years of the 20th century and the goliaths of the battlefield proved decisive in most of the conflicts of that benighted era. By the resource wars of the 21st century, however, the tank was proving a liability. Weapons development had outstripped armour and tanks were vulnerable to helicopters and drones that could fly along the nape of the earth and then pop up to destroy a tank and to guided missiles or even man-portable anti-tank weapons. Mobility and speed were the only defence and in those conditions a tank was nothing more than a slow and expensive target.

Two technologies dragged the tank back from brink of extinction. The first was the development of powergun technology. Suddenly, mobility and speed was not enough, as powerguns promised one-hit, one-hit shot at the speed of light. The helicopters and drones that seemed so terrifying could now be swatted out of the sky by computer-controlled anti-aircraft powerguns.

The second key breakthrough was the fusion reactor. These magnetic bottles containing sun-hot plasma provided limitless power. A vehicle with a fusion reactor could carry a huge load – including armour thick and strong enough to resist a powergun shot. Iridium-armoured tanks with powerguns became – and remain – the weapon of choice on the modern battlefield. Their guns can destroy any target short of another tank with a single shot; their armour makes them invulnerable to anything except another tank (or a very brave and lucky infantryman with an anti-tank buzzbomb).

This is the age of the supertank.

INSIDE A SUPERTANK

The Icarus Industries M2A1 tank used by Hammer's Slammers is typical of the supertank. The core of the vehicle is the fusion reactor that powers the eight huge fans that drive the tank. The fans pull air into the steel plenum chamber below. The fans are also used to move the tank; it has a top speed of over 180 kilometres per hour. The plenum chamber (the tank's skirts) is ringed by the Automatic Defence System, a belt of explosive strips that fires automatically to intercept incoming missiles or to cut down infantry.

The body of the tank is protected by a shell of cast iridium, containing the reactor fan drives, computer systems, life support and the ammunition store. The driver's compartment is at the front of the tank. A hatch allows access to this compartment; there is also an emergency hatch at the rear of the driver's section, allowing entry to the engineer access section in the heart of the tank and to the turrets.

The iridium-armoured turrets rotates on frictionless magnetic bearings. The turrets's main weapon is a 20-cm powergun. Next to the powergun is the commander's seat and control console. A 2cm tribarrel is mounted atop the turrets, usually used for air defence, although it can also be used as an offensive weapon, either using remote control or manual control.

Tank Powerguns
Some tank powerguns have a fractional overheat value, such as a third or a quarter. This means that the weapon can be fired only once every several rounds (one third indicates once every three rounds, a quarter indicates once every four rounds and so forth).

Armour-Piercing
Some weapons are noted as being Armour-Piercing (AP). Such weapons ignore a number of points of armour equal to the number of dice it rolls for damage. Example: a weapon doing 9d6 AP damage ignores 9 points of armour. If the target has less armour than this value, the excess is wasted.

SuperAP weapons ignore a number of points equal to twice the number of dice rolled.
UltraAP weapons ignore a number of points equal to three times the number of dice rolled.
MegaAP weapons ignore a number of points equal to four times the number of dice rolled.
UltimateAP weapons ignore a number of points equal to five times the number of dice rolled.

Destructive
Some weapons are noted as being Destructive (D). Such weapons reduce the armour of the target on a successful hit equal to the number of dice it rolls for damage. Armour is reduced after the attack. For example, a weapon doing 10d6 Destructive damage reduces the enemy's armour by 10 after an attack.

SuperDestructive weapons reduce armour by a number of points equal to twice the number of dice rolled.
UltraDestructive weapons reduce armour by a number of points equal to three times the number of dice rolled.
MegaDestructive weapons reduce armour by a number of points equal to four times the number of dice rolled.
UltimateDestructive weapons reduce armour by a number of points equal to five times the number of dice rolled.

Commander Access Cupola: The commander may raise his seat to survey the battlefield from the top of the turrets. In the event of attack, hitting the panic bar will instantly drop the seat back down and seal the cupola. A smaller control panel is mounted just inside the cupola, allowing the commander to control the main gun from here.

Communications Array: Radio antenna, satellite dish, laser relay

2cm Tribarrel: Normally used for air defence, it can also be used as a secondary weapon. In the event of computer failure, the tribarrel can be manually controlled by the commander.

Kill Marks: Some tankers paint kill marks on the side of the turrets or the barrel of the main gun to commemorate their tank's victories.

Sensor Dome. Other sensors are located along the plenum skirts and in the prow.

Main Powergun: This 20cm Solothum T3 powergun is the tank's main weapon and is capable of punching a hole through a mountain with a few shots. The three-metre barrel is nitrogen cooled – the plume of steam from a gun can give away a tank's position after firing. Cooling tubes run the length of the barrel, protected by another iridium armour layer. Atop the barrel is the laser rangefinder and sensor array.

Driver's Access Hatch: Like the commander's hatch, this hatch is equipped with secondary controls and a panic bar.

Driver's Viewport: In the event of an electronics failure, the driver can still navigate using this viewport.

LIGHTNING BOLT

Armoured Prow: Some tanks have a bulldozer blade mounted here.

Tank Name and Logo: Colonel Hammer encourages his troops to name and decorate their vehicles as they wish, provided the final image does not compromise the tank's low-visibility sensor profile.

Anti-Mine Mortar: This system fires a pair of rockets that drag an explosive 'net' behind them. The net falls across a wide area of ground (approximately 400 metres x 20 metres) and is then detonated, destroying any mines in that zone.

Crew Gear Stored in Beryllium Mesh: The tank's storage capabilities are limited, so non-essential equipment such as spare clothing, bedding and personal effects are stored here.

Frictionless Magnetic Bearings: In the event of a power failure, the tank's turrets is locked and cannot be moved – conventional bearings are unable to bear the weight of the single-piece cast-iridium turrets.

Engine Access Hatch: Field repairs to a fusion bottle will void the tank's warranty.

Ammunition Feed Hatch: This hatch can be opened only by a special connector on an ammunition tender vehicle, which ensures a shielded and dust-free transfer. Forcing the hatch open to gain access to the magazine can cause an explosion.

Fuel Access Port: The fusion bottle is powered using deuterium slush. Adjacent access ports allow for the tank's water, coolant and oxygen reserves to be replenished.

Plenum Chamber: The steel plenum chamber holds the high-pressure bubble of air that supports the tank.

ADS Sensors: The short-range radar detects incoming projectiles and automatically triggers the closest section of the ADS strip.

Steel Plenum Skirt: Damage to the plenum skirts can cause the tank to lose thrust or manoeuvrability.

ADS Strip: This strip of explosives hurls a shotgun blast of high-velocity steel pellets at any incoming projectile. It can also be used as an anti-personnel weapon.

Drive Fans: The eight drive fans suck in air and cram it into the plenum chamber below. The fans can be angled forwards, back or sideways to push the tank one way or another; by controlling fans individually, a skilled driver can nearly make the 170-ton tank dance.

Storage Compartment. This small compartment contains spare parts and tools as well as the crew's personal gear.
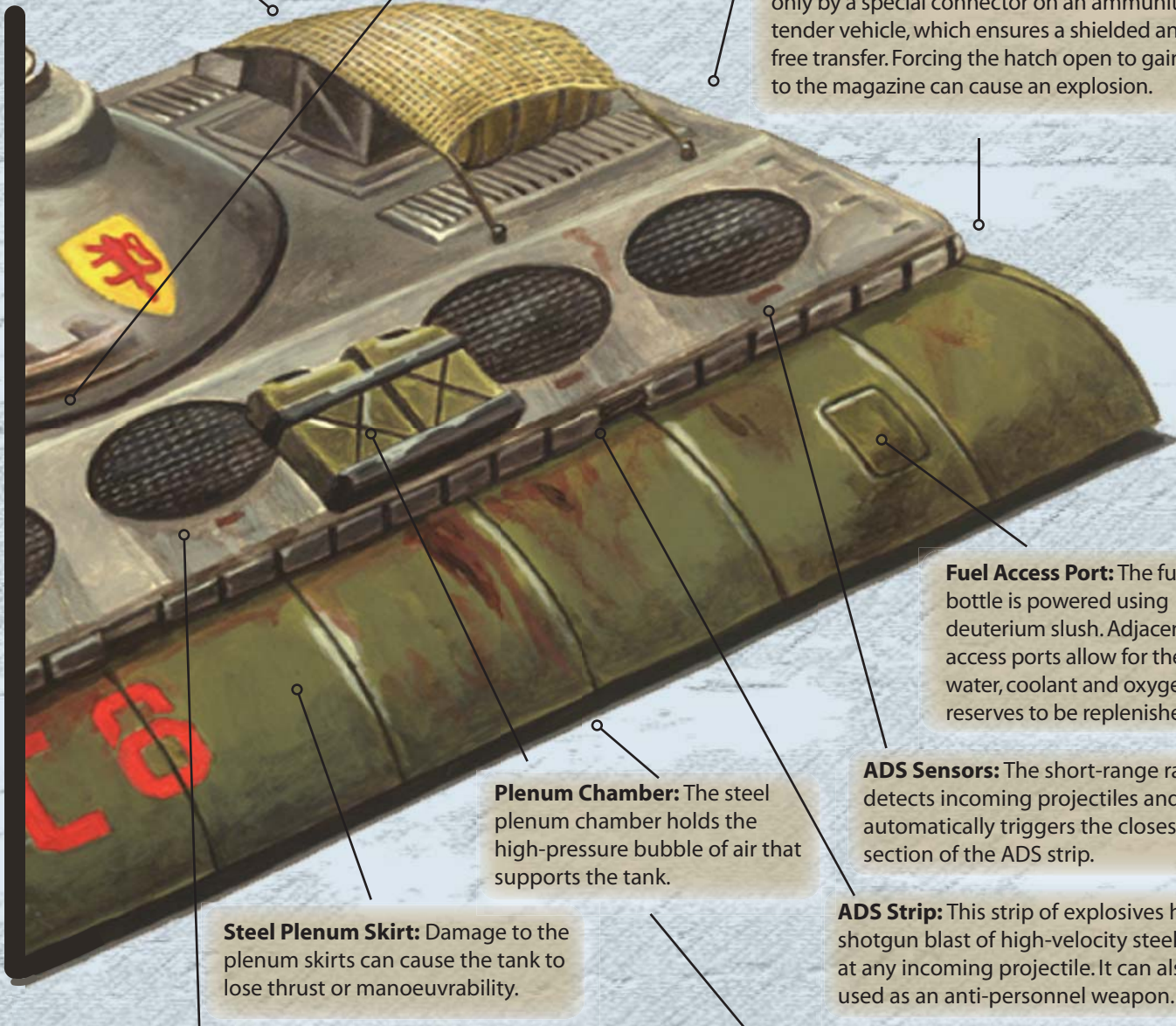
Commander's Fighting Compartment: The three-panel main display and keyboard is in front of the chair. The joystick controls are built into the arms of the chair. The right joystick controls the main gun and has triggers for arming and reloading the guns; the left stick is usually a computer interface but can be switched to control the tribarrel separately. The guns are triggered using a pedal bar. The turrets can be rotated using pedals on either side. A hatch below the chair leads to the engineer compartment. Storage lockers at the rear of the fighting compartment contain emergency medical supplies.

Main Powergun: This is the firing chamber and loading mechanism for the powergun. There is a direct power tap from the fusion reactor to the run; damage to the tank's turrets can sever this connection, disabling the powergun.

Computer Core: The M2A1's main computer core is located here, below the commander's compartment.

Driver's Compartment: The driver's compartment is even more cramped than the commander's compartment. The joysticks control the direction of the fans on either side, while the pedals control thrust and pressure. Even with the power of fusion-driven fans, a hundred-and-seventy ton tank is a beast to drive.

Fan: One of the eight gimballed fans or 'blowers' that drives the tank.

Engineer Compartment: This cramped compartment is theoretically used for field repairs to the drive fans, ammo feed and power systems. In practise, the compartment is packed full of spare parts, equipment, trash and other junk.

Ammo Feed: This hydraulic system shunts ammo from the reserve magazine to the ready magazine.

Reserve Magazine: This compartment contains the tank's ammo reserve of 800 rounds for the main gun and 6,000 rounds for the tribarrel. The compartment is magnetically shielded to ensure that a freak misfire does not occur when the slug moves through a magnetic field.

Ready Magazine: This magazine stores up to 20 rounds for the main gun. A hydraulic mechanism pushes a single 20cm slug up through the centre of the turrets and into the powergun bore. Used main-gun slugs are ejected and held in a compartment in the side of the turrets.

Life Support: The tank can provide full life support for up to 250 man-hours and is fully sealed against NBC attack. The tank's emergency supplies locker contains NBC suits.

Fuel Tank: The fuel for the tank's reactor is deuterium, held in the form of hydrogen slush. The reactor is highly efficient and has an operating duration of over 1,000 hours.

Fusion Reactor: This Westal A5 tokomak fusion reactor provides virtually unlimited power. In addition to powering the tank, the reactor can be used to recharge the batteries of other vehicles, such as infantry skimmers. The heavy-duty connection allows the tank to serve as a mobile power source; a platoon of tanks can power a city.
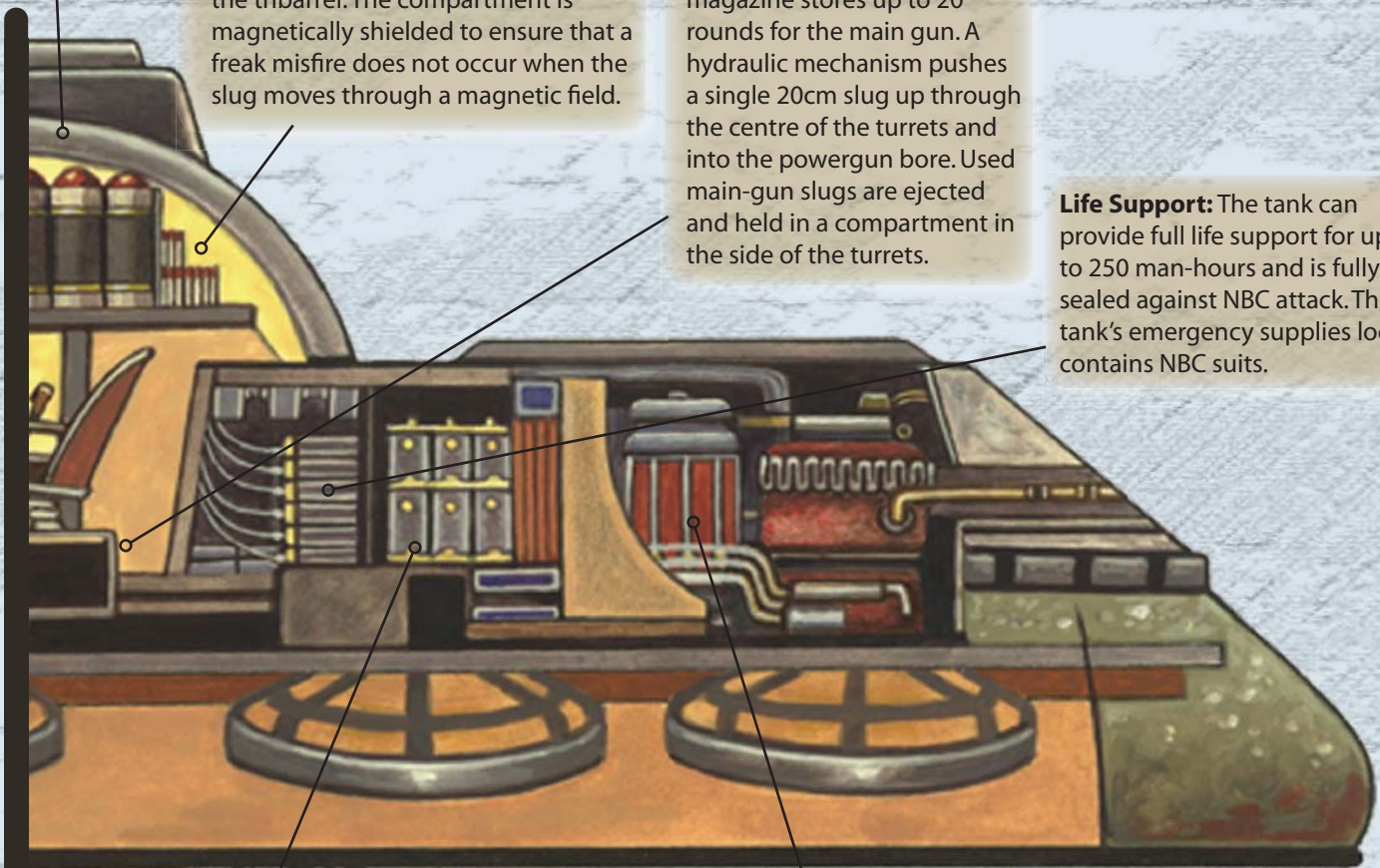
Each crewman has several multi-purpose display monitors in front of him. The main screen usually displays a 360-degree view of the battlefield around the tank, compressed into a 160-degree block. Other display modes include:

- Variable-illumination and magnification
- Tactical display of battlefield
- Local topographic display
- Vehicle damage control
- Fan control and real-time plenum pressure status

All these displays can be reconfigured by pressing a key or by voice command to the booster AI.

M1A1

The M1 was one of the first blower tanks built by Icarus Industries of Hamburg on Terra. Instead of the cast iridium hull used on newer models, the M1 is armoured with thick slabs of a sapphire and composite sandwich that was proof against the 10cm powerguns that were the common heavy weapon of that era. The tank itself carries a 15cm powergun and a flechette gun for anti-personnel work. It also has Automatic Defence strips along the sides.

The tank has a crew of three – a gunner, sensor operator and a driver.

In comparison to a modern tank, the M1 is under gunned and lacks advanced electronics. Notably, it cannot perform Air Defence on its own. Still, it is more than a match for most tanks and is still a fearsome foe on a backwards world.

Variants: The M1 series was a very successful line of tanks and the basic chassis saw many upgrades and variants while it was in production. The A2, A4 and A6 all saw production, offering progressively more firepower and armour. The A2 replaced the Flechette gun with a 1cm automatic powergun and improved

the armour. The A4 added ADS to the rear of the tank, while the popular A6 added extra armour packs and a mine launcher and replaced the 1cm gun with a 2cm tribarrel, foreshadowing many of the capabilities of the M2. All this came at a cost of speed – the A6 has a top speed of only 100 kph.

The M11 is a turrets-less version of the M1A1, designed for use as a tank killer. The M46 Rocket Assisted Howitzer is a self-propelled artillery piece, with four 20cm rocket tubes.

Manufacturer: Icarus Industries

Statistics
Technology Level: 10
Weight: 130 tons
A4, A6: 145
Speed: 120kph
A6, M11, M46 RAH: 100 kph
Drive: Hover
Agility: +1
A6, M46 RAH: +0
Sensors: +2
A4, A6: +3
Crew: 3
Hull: 45
Structure: 42

Features
- Computer/3
- ADS (front and sides only; A4 and A6 have ADS on all sides)
- Mine-clearing rockets (A6 only)

Special Rules: The low profile of the M11 variant gives an extra -1DM to attacks at ranges of Medium or longer. Any hits on the Turrets count as Hull hits instead.

	Front	Side	Rear	Belly/Internal
Armour	144	132	120	66/–
1	Hull	Hull	Hull	Ammunition
2	Armour	Drive	Drive	Computer
3	Mine Net	Sensors	Drive	Driver Compartment
4	Main Gun	Secondary Gun	Power Plant	Power Plant
5	Turrets	Turrets	Turrets	Turrets Compartment
6	Armour	Armour	Armour	Structure

A2, A4: Increase armour by +6
A6: Increase armour by +12
M11: No turrets location, increase frontal armour by +16

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
A1, A2, A4, A6, M11											
15-cm powergun	15d6+15 Super Destructive	-	1/4 rounds	20	-3	-1	+0	+0	+0	-2	-4
M46 RAH											
4 x 20cm rocket	By warhead	-	-	80	-10	-8	-4	-2	+0	+0	+0
Secondary Weapons											
A1, M11, M46 RAH											
Flechette gun	4d6	8	-	200	-1	+0	+0	-3	-5	-	-
A2, A4											
1cm powergun	3D6+3 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12
A6											
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12

M2A1

The M2 'Ursa' series is the backbone of the Slammers arsenal. It is the archetype of the modern supertank, with a cast-iridium hull offering vastly superior protection and a 20cm powergun for unmatched firepower. The computer system has also been upgraded, allowing the M2 to bring its crew down to two – a driver and a commander. The Booster AI handles the duties of the comms/sensor officer. Some of the earliest models of the M2A1 retain the turrets-based magazine system of the M1, though further refinements in the line saw this moved to beneath the fighting compartment.

For the most part, the M2A1's secondary systems are based on those used by the older M1A6. The pintel-mounted tribarrel on the cupola has a more robust housing, to cope with the increased use of air defence mode made possible by the larger computer. The anti-mine rockets are the same as that used on the A6 but it is better integrated into the hull.

Variants: The M2A1F Command variant has a larger turrets, to make room for a comms/sensors operator and enhanced C3 (command control and communication) gear. The larger sensor dome and aerial make this an obvious target from the rear.

The experimental M2A2 variant replaces the 20cm powergun with a 5cm long-barrel model and is designed for use as a hunter-killer. On either side of the gun are missile launcher binnacles, each of which houses eight Kestrel anti-tank rockets. The M2A2 proved under gunned for its weight and is rarely seen on the battlefield.

The M2A3 is another odd vehicle, using a 17cm ruby waveguide laser instead of a powergun. The laser is less powerful than the gun it replaces but is capable of a higher rate of fire. The M2A3's lighter turrets also makes the tank slightly more manoeuvrable. Some tankers swear by the M2A3, describing it as a scalpel to the A1's bludgeon; others consider it a frustratingly weak combatant.

Manufacturer: Icarus Industries

	Front	Side	Rear	Belly/Internal
Armour	175	165	150	80/–
1	Hull	Hull	Hull	Mine Launcher
2	Armour	Drive	Drive	Computer
3	Mine Net	Sensors	Armour	Driver Compartment
4	Main Gun	Secondary Gun	Power Plant	Power Plant
5	Turrets	Turrets	Turrets	Turrets Compartment
6	Armour	Armour	Armour	Structure

M2A1F: A roll of a 3 on the Rear table hits Sensors, not Drive.
M2A3: A roll of a 3 on the Front table hits Secondary Weapon, not Armour.

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
M2A1, M2A1F											
20-cm powergun	20d6+20 Super Destructive	-	1/4 rounds	20	-3	-1	+0	+0	+0	-2	-4
M2A2											
5-cm powergun	7d6+7 Super Destructive	4	2	20	-3	-1	+0	+0	+0	-2	-4
M2A3											
17-cm laser	16d6 UltraAP	-	-	-	-3	-1	+0	+0	+0	-2	-4
Secondary Weapons											
All											
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12
M2A2											
Kestrel Rocket	12d6	-	-	8	-2	-1	+0	+0	-1	-2	-4

Statistics
Technology Level: 11
Weight: 170 tons
Speed: 120kph
Drive: Hover
Agility: +0
M2A3: +1

Sensors: +3
M2A1F: +4
Crew: 2
M2A1F: 3
Hull: 51
Structure: 54

Features
- ADS (all sides)
- Computer/4 (M2A1F – Computer/5)

Special Rules: None.

M2A4

The A4 is the current production model of the Ursa tank. Among the myriad improvements over the older design are an upgraded computer core, a second, smaller fusion bottle for added thrust and beryllium-composite armour for the plenum chamber making the tank tougher against attacks from below. The blowers are double-bladed, pushing more air into the chamber. New polishing techniques reduce damage to the powergun barrel, extending its lifespan. The ADS system's reaction time has been improved and the tank even boasts a pair of ground-penetrating rockets mounted in the plenum chamber, which can be used to destroy buried bunkers or mines.

The A4's upgrades come at a price – the magazine is reduced to 600 rounds of main gun ammo and 2,000 rounds of tribarrel slugs.

Variants: The M2A4F is the command tank variant. As with the M2A2F, the turrets is enlarged to make room for an extra crew member and the tank's electronics are also improved. The tank also has a second sensor dome for fuller coverage of the battlefield.

The M2A4UA is an up-armoured variant, layering on more iridium-composite armour at the cost of reduced speed.

Manufacturer: Icarus Industries

Statistics
Technology Level: 12
Weight: 180 tons
Speed: 120kph
M2A4UA: 100kph
Drive: Hover
Agility: -1
Sensors: +3
M2A4F: +4
Crew: 2
M2A4F: 3
Hull: 60
Structure: 54

Features
- ADS (all sides)
- Computer/6 (M2A4F – Computer/8)

Special Rules: None.

	Front	Side	Rear	Belly/Internal
Armour	200	188	175	100/–
1	Hull	Hull	Hull	Ground Penetrating Rocket
2	Armour	Drive	Drive	Computer
3	Mine Net	Sensors	Armour	Driver Compartment
4	Main Gun	Secondary Gun	Armour	Power Plant
5	Turrets	Turrets	Turrets	Turrets Compartment
6	Armour	Armour	Armour	Structure

M2A4F: A roll of a 3 on the Rear table hits Sensors, not Drive.
M2A4UA: Add +12 armour in all locations except the Belly/Internal.

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
20-cm powergun	20d6+20 Super Destructive	-	1/6 rounds	20	-3	-1	+0	+0	+0	-2	-4
Secondary Weapons											
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12
Ground Penetrating Rocket	8d8 SuperAP	-	-	4	+0	+2	-	-	-	-	-

T-11 Thyssen Colonial Light Tank

The Thyssen Colonial Light Tank is a tracked vehicle equipped with a 10cm howitzer that can be used in direct or indirect-fire mode. It also carries a pair of smaller autocannons, mounted on the driver's and commander's cupolas. The tank is powered by a chemical engine and is armoured with a combination of ferroceramic plates and steel. The Thyssen is a simple vehicle and most of its more complex systems are sealed in ferroplastic compartments to ensure that unskilled colonial technicians do not meddle with components they do not understand.

Thousands of Thyssens were sold to the colonies during the years the tank was in production and many are still in service. Thyssen Weaponry no longer manufactures the tank but a host of smaller companies have sprung up to provide spare parts and modifications.

Variants: The Thyssen-11F replaces the chemical power plant with a lighter fusion pack and reworks the drive assembly to be electrically powered. This does make the tank faster and more agile, as well as removing the risk of a fuel explosion. The downside is that the modification is a notoriously touchy one and most 11Fs spend more time in the garage than in the field.

The Thyssen-11UA adds iridium-mesh armour to cope with powergun attacks and an ADS strip on the front and sides of the vehicle. The popular 11D replaces the howitzer with a 5cm powergun and replaces the autocannons with a single tribarrel powergun and an upgraded computer and sensor system to run air defence.

Manufacturer: Thyssen Weaponry

Statistics
Technology Level: 8
Weight: 50 tons
11F: 40 tons
Speed: 80kph
11F: 100kph
Drive: Tracked
Agility: -2
11F: -1
Sensors: -1
11D: +1
Crew: 2
Hull: 15
Structure: 17

Features
- Computer/2 (Computer/4, 11D only)
- ADS (Front/Sides, 11UA only)

Special Rules: The 11F has a -1DM to all Mechanic checks.

	Front	Side	Rear	Belly/Internal
Armour	90	75	60	35/–
1	Hull	Hull	Hull	Fuel Tank
2	Armour	Drive	Drive	Computer
3	Autocannon	Sensors	Armour	Driver Compartment
4	Main Gun	Autocannon	Armour	Power Plant
5	Turrets	Turrets	Turrets	Turrets Compartment
6	Armour	Armour	Armour	Structure

11D: A roll of a 3 on the Rear table hits Sensors, not Armour. A roll of 3 on the Front table hits Sensors, not Autocannon.

11F: A roll of 1 on the Internal table hits the power plant, not the fuel.

11UA: Add 10 armour in all locations except the belly.

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
11, 11F, 11UA											
10cm howitzer	8d6 SuperAP	-	-	15	-4	-2	-1	0	0	-2	-4
11D											
5cm powergun	7d6+7 Destructive	-	2	20	-3	-1	+0	+0	+0	-2	-4
Secondary Weapons											
11, 11F, 11UA											
Autocannon	4d6 AP	4	-	100	-2	-1	+0	-2	-4	-	-
11D											
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12

TR6A4 Thyssen Gladius Light Tank

The Gladius is a fusion-powered light tank, the replacement for the popular Thyssen Colonial T11. The Gladius uses a more powerful railgun as its main weapon but retains the smaller autocannon on the commander's cupola. A Westal C4 microfusion plant provides power and almost enough strength to carry the tank's ceramic/aluminium armour. The Gladius has a tendency to bog down in rough terrain but is otherwise an excellent all-round tank.

Variants: The Gladius CAV is a wheeled variant of the TR6, with the same turrets and a similar hull design, built for armoured warfare. The CAV can carry an eight-man infantry squad in a rear compartment.

The Oriol ('Eagle') is a heavily rebuilt variant of the Gladius, built by Uralvagonzavod. It replaces the 6cm railgun with a gatling 2cm Kuiper R38 coilgun, trading penetration for intensity of fire. This is ideal for the Oriol's anti-infantry and anti-light vehicle role, leaving the tank killing to its Black Skorpion partners. The Oriol also mounts a Drozd 41 Guided Anti-Missile Missile system, a variant on the ADS system used by other tanks. The GAMMS has several advantages over the ADS but is more expensive and less reliable.

Manufacturer: Thyssen Weaponry

Statistics
Technology Level: 10
Weight: 60 tons
Speed: 80kph
CAV: 90kph
Drive: Tracked
CAV: Wheeled
Agility: -1
Sensors: +0
Oriol: +1
Crew: 2
Hull: 24
Structure: 26

Features
- Computer/3
- ADS (front, sides) (TR6A4, CAV)
- GAMMS (Oriol)

	Front	Side	Rear	Belly/Internal
Armour	140	132	120	60/–
1	Hull	Hull	Hull	Fuel Tank
2	Armour	Drive	Drive	Computer
3	Armour	Sensors	Armour	Driver Compartment
4	Main Gun	Autocannon	Armour	Power Plant
5	Turrets	Turrets	Turrets	Turrets Compartment
6	Armour	Armour	Armour	Structure

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
TR6A4, CAV											
6cm railgun	8d6 MegaAP	-	-	20	-3	-1	+0	+0	-1	-2	-4
Oriol											
2cm gatling coilgun	4d6	6	-	600	-3	-1	+0	+0	-1	-2	-4
Secondary Weapons											
All											
KP21 1cm railgun	3d6 SuperAP	4	-	400	-3	-1	+0	-2	-4	-6	-

TR6BKU-1 Black Skorpion

The Chiorny Skorpion is built on the TR6 chassis but is such a different vehicle that it deserves its own category. It is a turretsless tank killer, built around the massive 22cm Kuiper R88 coilgun. This weapon pushes the limits of what the medium tank can carry but its punch is worth it.

In addition to the main gun, the Black Skorpion also has a pair of smaller coilguns. The commander has a manually operated KP21, while the mini turrets atop the tank has a computer-controlled R26 gatling coilgun. The Black Skorpion's role on the battlefield is to hunt and destroy other tanks, although its lack of close-in defence makes it vulnerable to ambush and its lack of range means that its intended targets can engage and destroy it from long range. The Skorpion is at its best when it acts like its namesake, hiding and biding its time until the moment it strikes!

Variants: The BKU-3 replaces the R26 gatling with a GAMMS system for added defence and also upgrades the tank's sensors. Unfortunately, the added height of the sensor system ruins the tank's low profile. The Zaporoskiye Brigade is the only merc unit to regularly deploy the BKU-3 and they normally use it as support for other tank hunters.

Manufacturer: Uralvagonzavod, under licence from Thyssen Weaponry

Statistics
Technology Level: 10
Weight: 55 tons
Speed: 80kph
Drive: Tracked
Agility: -1
Sensors: +1
BKU-3: +2
Crew: 2
Hull: 32
Structure: 34

Features
- Computer/3
- GAMMS (BKU-3)

	Front	Side	Rear	Belly/Internal
Armour	45	40	30	15/–
1	Hull	Hull	Hull	Fuel Tank
2	Armour	Drive	Drive	Computer
3	Autocannon	Sensors	Armour	Driver Compartment
4	Main Gun	Autocannon	Armour	Power Plant
5	Main Gun	Main Gun	Main Gun	Turrets Compartment
6	Armour	Armour	Armour	Structure

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
All											
22cm coilgun	14d6 MegaAP	-	-	20	-3	-1	+0	+0	-1	-2	-4
Secondary Weapons											
All											
KP21 1cm coilgun BKU-1	3d6	4	-	400	-3	-1	+0	-2	-4	-6	-
R26 coilgun	4D6	6	-	400	-3	-1	+0	-2	-4	-6	-

Sabre Heavy Tank

The weapon foundries of New Ukrania have traditionally relied on licensing designs from more advanced worlds, instead of designing their own vehicles. With the launch of the Sabre in 2610, they took a bold step forward in weapons manufacturing and an even bolder step away from their former partners. The Sabre is a fusion-powered tank, weighing in at 114 tons (and the question of where the New Ukranians got the technology to build fusion bottles is a very interesting one). The external facing is 10cm of density enhanced steel, with a 170cm sapphire/resin core layered with an additional steel liner.

The tank's main gun is the same R88 coilgun as used by the smaller Skorpion but the power to the coils has been boosted for added range. The Sabre's larger turrets has space for an additional crewman, a communications specialist to make up for the tank's outdated AI.

In addition to the main gun, the Sabre has a 1cm gatling gun for close-in defence and a box of Kestrel missiles mounted at the rear of the turrets.

Manufacturer: Uralvagonzavod

Statistics
Technology Level: 11
Weight: 114 tons
Speed: 60kph
Drive: Tracked
Agility: -2
Sensors: +1
Crew: 3
Hull: 45
Structure: 42

Features
- Computer/3

	Front	Side	Rear	Belly/Internal
Armour	170	154	140	75/–
1	Hull	Hull	Hull	Structure
2	Armour	Drive	Drive	Computer
3	Secondary Gun	Sensors	Armour	Driver Compartment
4	Main Gun	Main Gun	Missile Launcher	Power Plant
5	Turrets	Turrets	Turrets	Turrets Compartment
6	Armour	Armour	Armour	Structure

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
22cm coilgun	14d6 MegaAP	-	-	20	-3	-1	+0	+0	+0	-1	-3
Secondary Weapons											
KP21 1cm coilgun	3d6	4	-	400	-3	-1	+0	-2	-4	-6	-
Kestrel Rocket	12d6	-	-	8	-2	-1	+0	+0	-1	-2	-4

M9 Combat Car

The Icarus Industries M9-series of combat cars is the latest in a long line of Air Cushion fighting vehicles. The M9-series is the largest and most heavily armoured in the series, weighing in at 30 tons and girded by cast-iridium armour. The vehicle has a crew of four – a driver in the forward compartment and a commander and two gunners in the rear fighting compartment. Three 2cm tribarrel powerguns give the car a considerable punch for its size, as well as guarding against incoming missiles and artillery in air-defence mode. The car is also equipped with ADS on all four sides and a mine clearing net launcher on the prow.

Variants: The M9A2 has 12 fans instead of the eight larger fans found on the A1. The A2 is more agile but harder to maintain.

The A4 variant has an enclosed rear section instead of an open fighting compartment. This variant can be outfitted to perform a variety of roles.

- M9A4A: Command Car.
- M9A4B: APC
- M9A4C: Fighting Vehicle
- M9A4D: Battlefield Ambulance
- M9A4E: Surveillance

Manufacturer: Icarus Industries

Statistics
Technology Level: 11
Weight: 30 tons
M9A4: 50 tons
Speed: 120 kph
Drive: Hover
Agility: +1
M9A2: +2
Sensors: +2
M9A4 Command: +3
Crew: 4
Hull: 11
Structure: 12

Features
- Computer/2
- (M9A4 Command Car) – Computer/5
- ADS (all sides)

Special Rules: The M9A2 has a -1DM to Mechanic checks due to the added complexity of the fans.

INSIDE A COMBAT CAR

The Icarus Industries fighting vehicles used by Hammer's Slammers are fearsome weapons. Three fast-firing tribarrels give the car incredible firepower and the Westal AE7 fusion reactor drives the eight high-pressure fans, mounted in individual nacelles for precise control. The hull is cast from a single piece of iridium that provides the bulk of the protection for the crew. The skirts are made from face hardened steel plate.

The driver's compartment is at the front of the vehicle, along with the mine clearing net launcher and the computer system. The AI is not powerful enough to run air defence programs but it can be remotely slaved to a battle computer for co-ordinated anti-artillery cover. The driver can pull down a hatch to seal the forward section.

The main fighting compartment atop the car is open but protected up to chest-height by the iridium coating. The roof of the fighting compartment can be equipped with a variety of protective measures – the Slammers customarily use a beryllium fishnet mounted one metre overhead. The crew use this net as added storage space for their gear.

Fighting Compartment. The car's commander and two gunners stand here, manning the three powerguns. The floor of the compartment is armoured with thinner iridium-weave plating and contains storage lockers for extra ammunition and supplies.

Wing Powergun: This M9A1 carries three of these tribarreled automatic powerguns. The weapons are belt-fed and the housing incorporates an armoured face shield and computer display. The weapons can be slaved to a remote computer or to each other, allowing a single gunner to control all three guns, although with reduced accuracy.

Beryllium Fishnet Splinter Shield. The net protects against small-arms fire and debris raining from above; larger projectiles that could penetrate the shield should, ideally, be shot down by air defence cover.

Driver's Hatch.

Commander's Powergun.

Driver's Compartment: This cramped compartment is big enough for a single operator. Ahead, he has two screens displaying the terrain ahead and the car's status. Communications and computer controls are to his right; throttle and fan control to the left. The car's commander can take over this seat to use the screens when consulting with headquarters,

Tow Hook.

Drive Fan: One of the eight drive fans on this model of combat car.

Amphibious Conversion Kit: Contains inflatable floatation aids and stabilisers for use on rough waters.

ADS Strip, for use against infantry or buzzbombs.

Plenum Skirts.

Engine Access: The combat car's fusion bottle is not field-serviceable but basic repairs can be made to the other components.

Mine Clearance Net Launcher: The M9A1 uses a smaller version of the net launcher found on other Icarus industries vehicles.
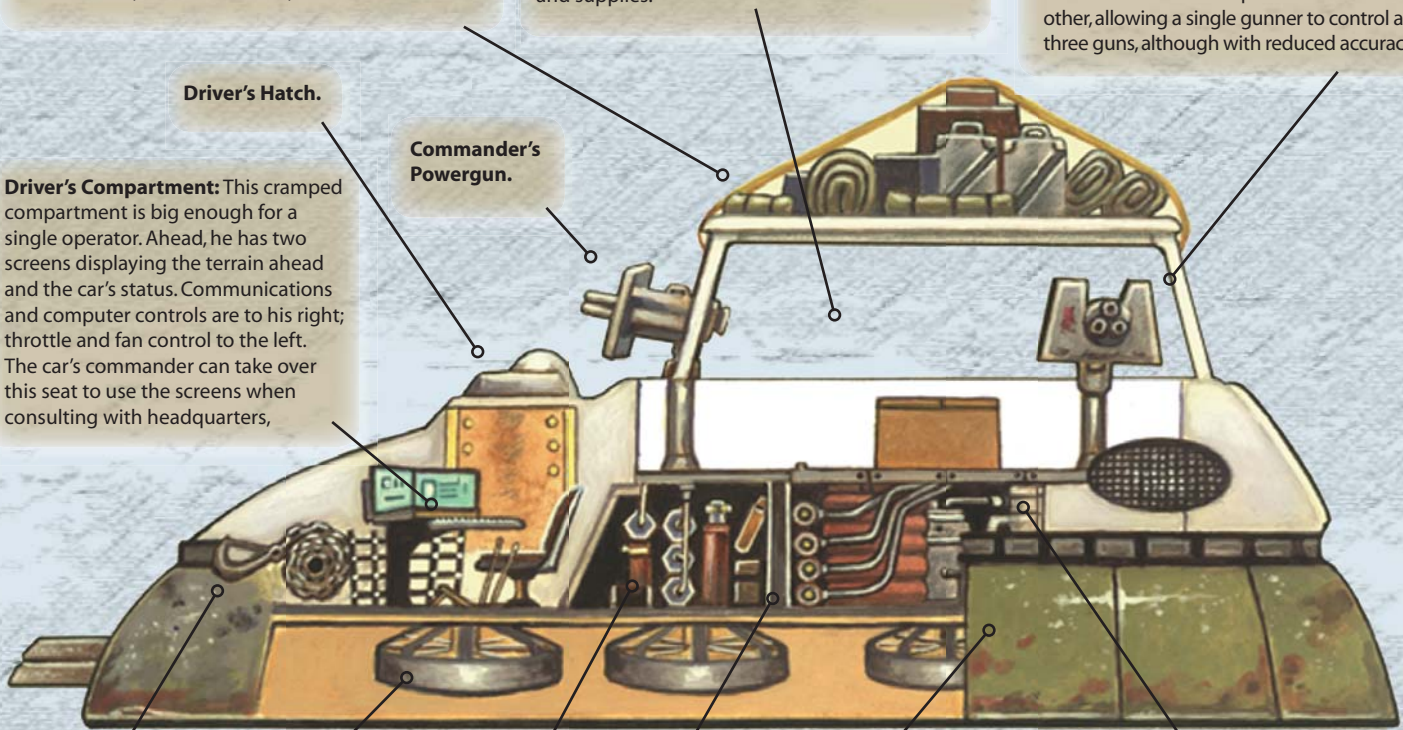
	Front	**Side**	**Rear**	**Belly/Internal**
Armour	100	100	100	40/–
1	Hull	Hull	Hull	Structure
2	Armour	Drive	Drive	Computer
3	Driver Compartment	Fighting Compartment	Fighting Compartment	Driver Compartment
4	Mine Net Launcher	Tribarrel	Tribarrel	Power Plant
5	Tribarrel	Tribarrel	Tribarrel	Fighting Compartment
6	Armour	Armour	Armour	Structure

M9A4 series: A roll of a 4 on the Side or Rear table hits Hull, not a tribarrel.
M9A4A, B, D, E: A roll of a 5 on the Side or Rear table hits Hull, not a tribarrel.

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
The M9A1, A2 and M9A4C have three tribarrels. All others have just one.											
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12

Fabrique National A21 1100K Jeep

The A21 series of hover jeeps is used by the Slammers and several other merc units. These rugged vehicles have steel armour over a ceramic-beryllium sandwich, trading speed for protection. The skirts are made of a flexible polymer instead of the steel of the larger combat cars. The jeep's driver sits in the forward compartment, along with a passenger. The rear compartment can be fitted with any of several weapons, such as a pintel-mounted tribarrel, a rocket launcher, twin grenade launchers, twin 2cm powerguns or enhanced sensor gear.

The jeep uses a battery power pack, which can be recharged off any power source. The usual method is to hook a jeep up to a combat car or blower tank, whose fusion bottles can recharge a jeep overnight.

Manufacturer: Fabrique National

Statistics
Technology Level: 9
Weight: 2 tons
Speed: 160kph
Drive: Hover
Agility: +1
Sensors: -2
Crew: 1-3
Hull: 3
Structure: 3

Armour	Front	Belly/Internal
	12	6/–
1	Hull	Destroyed
2	Armour	Main Weapon
3	Drive	Driver Compartment
4	Drive	Power Plant
5	Armour	Fighting Compartment
6	Hull	Destroyed

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
Choose One											
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12
Rocket Launcher	8d6	-	-	2	-2	-1	+0	-2	-4	-	-
Grenade Launcher	Varies	4	-	6	-1	+0	-1	-3	-6	-	-

Recharge Times

Power Source	Jeep	Skimmer
Domestic	36	18
Industrial	24	12
Fusion Bottle	6	3
Vehicle Charger	1	0.5

Times are measured in hours.

Skimmer

Infantry skimmers are small one-man hoversleds used by the Slammers infantry. The operator kneels on the sled and pilots it with one hand leaving the other free to operate a weapon. The standard 2cm shoulder weapon can be rested on a purpose-built mount on the control bars.

The skimmers are normally used as ground vehicles but they can fly to heights of up to 6,000 metres. They are poor flyers and should only be operated in this fashion by highly trained personnel. Like the larger jeep, the skimmer has a battery pack charged from the fusion bottle of a larger vehicle.

Skimmers are unarmed but can be fitted with buzz bomb racks.

Manufacturer: Fabrique National

Statistics
Technology Level: 9
Weight: 0.5 tons
Speed: 250kph
Drive: Hover
Agility: +1
When flying: -2
Sensors: –
Crew: 1
Hull: 2
Structure: 1

Attacks on a Skimmer: Roll 1d6. On a 1-3, the attack hits the skimmer. On a 4-6, the attack hits the driver.

ARTILLERY

M53A1 Rocket Hog

The M53 self-propelled artillery piece is built on an enlarged combat car chassis and uses many of the same systems. The large turrets assembly contains a 20cm rocket assisted howitzer, capable of delivering a variety of rounds at distant targets. The M53 has a limited magazine, so rockets are supplied via conveyor belt from the M5A7 Armoured Artillery Support Vehicle; the M5A7 has the same chassis as the launcher and both are equipped with tribarrels for close-range defence work.

Rocket	Description
Nuclear	Nuclear warhead, destroys any targets not shielded by nuclear dampers
High Explosive	20d6 damage, 12 metre burst
Solid Targeting	14d6 damage, 6 metre burst, halve armour
Illuminating	Illuminates battlefield
Firecracker Cluster Munitions	4d6 damage, 250 metre burst
Practice	No damage
Practice, Extended Range	No damage.
SFASAA	Self-Forging Active Seeking Anti Armour: +2 DM to hit, 14d6 damage.
Extended Range HE	As HE, reduce DMs to hit for Long, Very Long or Distant range by 1, reduce damage by 2d6
Extended Range Solid Targeting	As Solid Targeting, reduce DMs to hit for Long, Very Long or Distant range by 1, reduce damage by 2d6
Extended Range Flechette	As Firecracker, reduce DMs to hit for Long, Very Long or Distant range by 1, reduce damage by 1d6
Observation Satellite	Deploys satellite into high or low orbit

Manufacturer: Icarus Industries

Statistics

Technology Level: 11
Speed: 100 kph
Agility: -1
Crew: 3

Weight: 60 tons
Drive: Hover
Sensors: +2
Hull: 8
Structure: 8

Features
Computer/3

Special Rules: None.

	Front	Side	Rear	Belly/Internal
Armour	80	80	70	40/–
1	Hull	Hull	Hull	Ammunition
2	Armour	Drive	Drive	Computer
3	Tribarrel	Sensors	Armour	Driver Compartment
4	Main Gun	Main Gun	Main Gun	Power Plant
5	Turrets	Turrets	Turrets	Turrets Compartment
6	Armour	Armour	Armour	Structure

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
Rocket Launcher	By Warhead	-	-	8	-6	-4	-2	+0	-1	-2	-4
Secondary Weapons											
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12

SRC-8 Calliope

This Earth-made Calliope is typical of this category of weapon. Calliopes are towed anti-artillery powerguns but they can also be used as lethal direct-fire artillery pieces. The SRC-8 is powered by a miniature fusion bottle and uses magnetic bearings to independently articulate its six 3cm powerguns. The operator sits to the side of the weapon, behind the sensor assembly which incorporates millimetre-radar and laser targeting. The calliope's computer system is optimised for its anti-artillery role and a single calliope can provide cover for a 120° arc of sky, although a wise commander will situate multiple calliopes with overlapping fields of fire so that the loss of one unit does not leave a hole in the artillery cover.

Manufacturer: Armscore

Statistics
Technology Level: 12
Weight: 10 tons
Sensors: +2
Crew: 1
Hull: 2
Structure: 2

Features
- Computer/2, Specialised for Air Defence

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
3cm powergun	5d6+5 Destructive	8	16	200	-1	+0	+0	-2	-4	-8	-12

Powergun Emplacement

This is a typical fortress bastion containing a heavy powergun. This weapon is designed to damage spacecraft in orbit but it can also be turned on ground targets with deadly force. The fortress is constructed of concrete and steel and armoured with density-enhanced steel and ceramic/beryllium sandwiches. It has its own deeply buried fusion reactor and nuclear dampers.

Manufacturer: Icarus Industries

Statistics
Technology Level: 12
Weight: 5,000 tons
Sensors: +2
Crew: 30
Hull: 50
Structure: 50
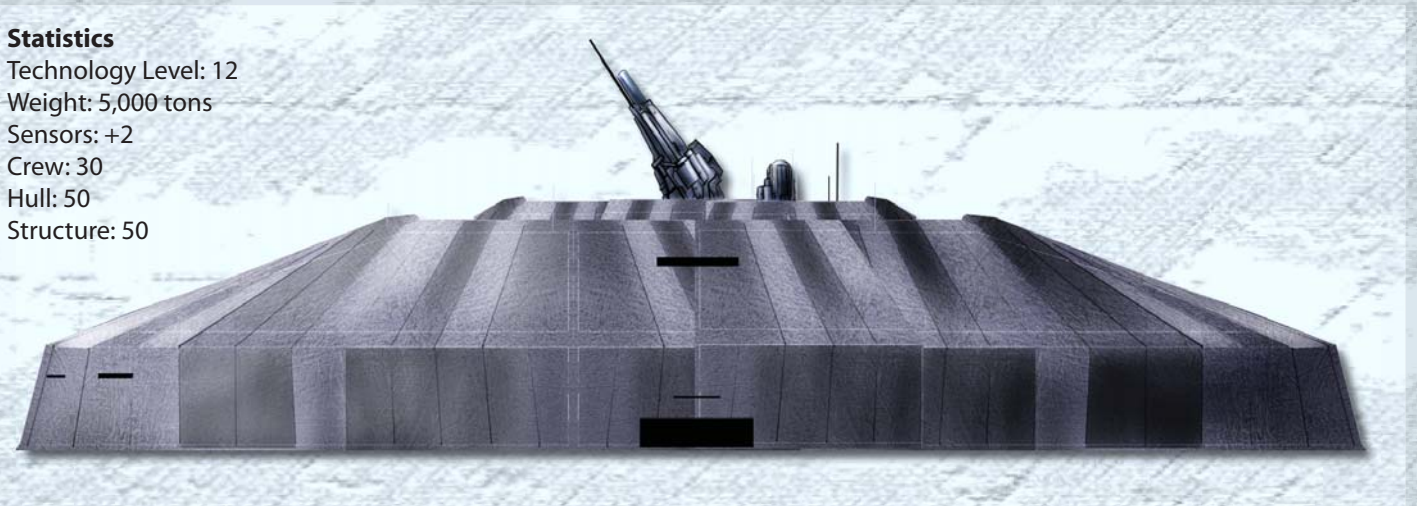
Armour		Front	Internal
		120	–
1		Hull	Structure
2		Armour	Fighting Compartment
3		Secondary Weapon	Sensors
4		Main Gun	Power Plant
5		Turrets	Turrets Compartment
6		Armour	Structure

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
20cm	20d6+20 Super destructive	-	1/6	10	-6	-4	-2	+0	-1	-2	-4
Secondary Weapons											
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12
Tribarrel	4d6+4 Destructive	6	12	200	-1	+0	+0	-2	-4	-8	-12

Nuclear Damper

Danny was trembling worse than before the botched attack. The briefing cubes had said the Densonites were religious nuts, sure. But to use unsupported artillery against a force whose satellite spotters would finger the guns before the first salvo landed; aircraft – probably converted cargo haulers – thrown against powerguns that shot light swift and line straight; and then nukes, against a regiment more likely to advance stark naked than without a nuclear damper up!

–   The Butcher's Bill

Nuclear dampers are passive defensive devices which create an interference field in which the strong nuclear force can be manipulated. A series of nodes and anti-nodes are created, either to enhance or degrade the strong nuclear force. Focussing a negative node on incoming nuclear warheads lowers the potential barriers around nuclei, thus suppressing the strong force; the warheads shed neutrons at very low energies and are rendered harmless after a short exposure. Both fission and fusion warheads are affected, as fusion warheads use a fission trigger to create the heat required for the fusion reaction.

Dampers have no effect on fusion bottle power plants. A damper unit has a maximum range of five kilometres.

Manufacturer: Varies

Statistics
Technology Level: 12
Weight: 20 tons
Crew: 2
Hull: 2
Structure: 2

Chapter 8

TABLE OF ORGANISATION

The Slammers regiment is divided into six sections, comprising four combat battalions together with support and training elements. The total number of personnel is approximately 4,300, although the regiment usually employs local contractors for supply, logistics, administration, construction and other work, adding another several hundred depending on the current needs of the Regiment.

SECTION 1 HEADQUARTERS

Alpha Company

Alpha Company consists of Colonel Hammer and his staff officers, along with a security element. The Slammers' combat doctrine calls for central command setup to be as flexible as possible – in some campaigns, headquarters is buried in a deep bunker and on others, the Colonel commands from a combat car. Slammers headquarters can be broken down or set up in a matter of hours.

The White Mice

If you are in the Slammers, then you probably fear the White Mice a lot more than you fear the enemy. If you believe all the rumours, the White Mice are all crazed psychopaths, the Colonel's assassins, torturers and bagmen. The Mice do not take the best; they take the best who are also ruthless enough to satisfy the twisted demands of Joachim Steuben. No-one crosses the White Mice and lives to tell about it, and no-one is quite sure how tight the Colonel's leash is on his attack dogs.

The security element, also known as the White Mice, has combat cars and is commanded by Major Joachim Steuben. They serve as the regiment's military police, as well as a covert unit when needed.

The legal, financial and patron liaison sections are mostly staffed by officers, although the regiment employs civilian specialists where necessary. The Slammers maintain a permanent office on Earth at the Mercenary Bonding Authority as part of the legal section. Patron Liaison's role is negotiating contracts and ensuring that the Slammers are properly integrated into the military of their current employer. Unofficially, Patron Liaison also sends scouts to unstable or wartorn worlds, examining their suitability as future patrons.

Alpha Company also includes the Slammers' satellite assets, which can be launched into low orbit by rockets from the surface or deployed by spacecraft. Satellites are only of use against lower-tech foes that lack computer-guided lasers, powerguns or satellite-killing weapons. If the enemy can shoot satellites out of orbit, then the Slammers must rely on low-flying drones instead. The Slammers do have a number of disposable aerial photography satellites that are designed to rapidly skim a planet's surface and develop maps of the terrain in situations where civilian maps are untrustworthy or substandard.

Maintenance

The maintenance section employs 212 engineers and mechanics and can handle anything short of building a tank from scratch or tinkering with the inside of a fusion bottle. The section's assets include six combat car transports and three tank transports, which are elongated lifters with fans at either end of the carrying platform.

Communications

The Slammers' primary communications systems use narrow cast radio communications and lasers, all automatically encrypted by built-in scramblers. Where possible, fibre-optic hardlines are laid between headquarters and the field bases; alternatively, the communications systems can bounce signals off ionized meteoroid trails in the atmosphere.

In addition to setting up the Slammers' own communications and computers, this section has the often-arduous task of integrating with the C3 networks of local forces. If the local troops are using equipment of comparable quality to the Slammers, this can be quite simple but often local troops are using outdated computers and communicators that are woefully insecure by modern standards. In such cases, it is common for the two communications networks to be uses in parallel – a commander might pick up one phone to talk to the local troops and another to contact Slammers headquarters.

Another responsibility of Communications is to prepare sleep-learning courses and briefing cubes for the troops before each new contract.

Medical

The Slammers have a full field hospital that is set up immediately on landing on a planet. This field hospital is equipped with the latest in surgical and diagnostic technology. Obviously, the surgeons are specialists in trauma and reconstructive surgery but also in dealing with infectious diseases, parasites, sexually transmitted diseases and unusual pathogens – all necessities when dealing with a hothouse of 4,000 humans who between them have been exposed to the viruses and bacteria of hundreds of worlds.

In addition to the hospital, Medical section has 24 field medics. These combat doctors are equipped with medical computers that are connected to the field hospital mainframe, allowing them to transmit medical data and scans from the battlefront to the operating theatre. In an

emergency, field hospital staff can also remotely walk the medics through a procedure via the computer link.

The Slammers use the latest in cybernetic replacements and many injured troops can continue to serve in the Regiment, either in a combat role or in support if their injuries are too debilitating. Almost any limb or organ short of the brain can be replaced by cybernetics. To aid wounded or traumatised soldiers the Medical section also has trained therapists and psychiatrists on staff, who use a combination of counselling and psycomp treatment to rebuild shattered psyches.

Supply

The Slammers must travel as light as possible, so many basic needs such as food and commonplace supplies are bought from whatever suppliers are available. Dropping the Slammers on a world tends to increase prices by 20% or more as war profiteers swing into action but these costs are passed onto the hirer by the regiment. More problematic are vital supplies such as powergun and rocket ammunition, medical supplies, spare parts and electronics which are unavailable on outlying worlds. The bulk of the Slammers' gear is purchased from Friesland or Earth.

Supplies are carried in standard shipping containers. Many of the containers have been with the regiment since Melpomone and have been converted into storerooms or offices. This means that Supply can be up and running even while the rest of the regiment is still disembarking.

The catering corps is part of supply. Regimental policy is to use local foodstuffs were possible, supplemented by synthetic ration packs. Troopers can look forward to a range of interesting local intestinal parasites together with fresh cuisine on each new world.

Intelligence

The Slammers rely heavily on computer analysis to determine enemy force composition and locations. Sensors can tell one model of tank from another by the vibrations of the engines or the chemical constituents of the exhaust fumes; satellite or drone images can be pieced together to give precise counts of enemy forces down to individual soldiers.

Signals analysis is responsible for intercepting and decrypting enemy transmissions. Local troops lack the encryption technology needed to keep the Slammers out but other merc units have much more secure communications.

Satellite analysis also covers analysis of drone photographs. Computer analysis of images is nearly flawless but human intuition and experience can still catch some clues that a computer would miss. Combining humans and computers ensures that if satellite analysis sees something, they recognise it and can advise the front-line troops accordingly.

Field analysis units are scouts and battlefield forensics troops, studying the aftermath of battles for information about enemy weapons and troops. They also assist the regiment's Military Police where necessary.

The three Mechanical Interrogation teams are adept at using whatever means are necessary to extract information from captured enemies, using psycomps together with conventional interrogation techniques.

Finally, the Intelligence section includes a small Special Operations team, capable of covert surveillance or infiltration of enemy units – or more often, civilian groups on the other side of whatever war the Slammers are fighting.

Transport

The transport section's fleet of trucks – a mix of fusion-powered hovertrucks and scavenged diesel-powered wheeled trucks – dwarfs the combat car or tank battalions in terms of sheer size. The section also possesses six combat landing craft, which are capable of transporting a platoon each from orbit to a hot landing zone. The combat landers are the most expensive vehicles possessed by the regiment and are only deployed when absolutely necessary.

Arranging for the regiment to be transported from one world to another is also the responsibility of this section. Few commercial freighters are large enough to hold the whole regiment, so the shipping liaison must break the regiment into sections. Often, up to 20% of the regiment's fighting force is unavailable because it is still en route to the target world when fighting begins.

Recreation

The Recreation section contains one to three field brothels, staffed where possible by non-persons such as androids or Genefran flirts. Human women are also employed but only where absolutely necessary. Colonel Hammer prefers that his men avoid local women – diseases and emotional entanglements are both equally problematic for mercenaries – so the Recreation Section provides safe, medically vetted alternatives. As many worlds are heavily influenced by the sexually conservative Church of the Lord's Universe, the Recreation Section is often a controversial element of the Slammers.

Company Codes & Callsigns

Each company in the Slammers' combat elements has a letter. Individual units within that company may be named beginning with that letter (for example, F company's combat cars are all named Fencing Master, Flamethrower, Floosie and so on) but this is not a formal requirement. Each unit has a number denoting its platoon and its number within that platoon, although the numbers within a platoon are not always sequential due to replacements. A tank with the designation H16 is in H company, 1st platoon and is the 6th vehicle assigned to that platoon, even though the platoon consists of only four tanks.

A vehicle's code is painted on its skirts; its nickname is painted on its bow slope or fighting compartment. Colonel Hammer encourages his men to name their vehicles.

In addition, units will be assigned a callsign for the duration of a campaign or single operation. By custom, the commander of a unit is Callsign-6, while the senior enlisted man is Callsign-5. Company letters are the default callsign.

For example, Major Joachim Steuben's combat car might be A11 (Alpha Company, 1st Platoon, 1st Vehicle) but he would refer to himself as Alpha Six on the radio generally. During a specific mission in which Alpha Company is codenamed Hound, he would be Hound-Six.

Non-combat vehicles are not named. If assigned to a specific company, their unit identifier is a three-digit code prefixed with that company's letter. If not assigned to a company, then the vehicle has a four-digit code.

★★★★★ CHAIN OF COMMAND

```
COLONEL HAMMER
    └── SECTION MAJOR
            └── COMPANY CAPTAIN
                    └── PLATOON LIEUTENANT
                            └── SQUAD SERGEANT
```
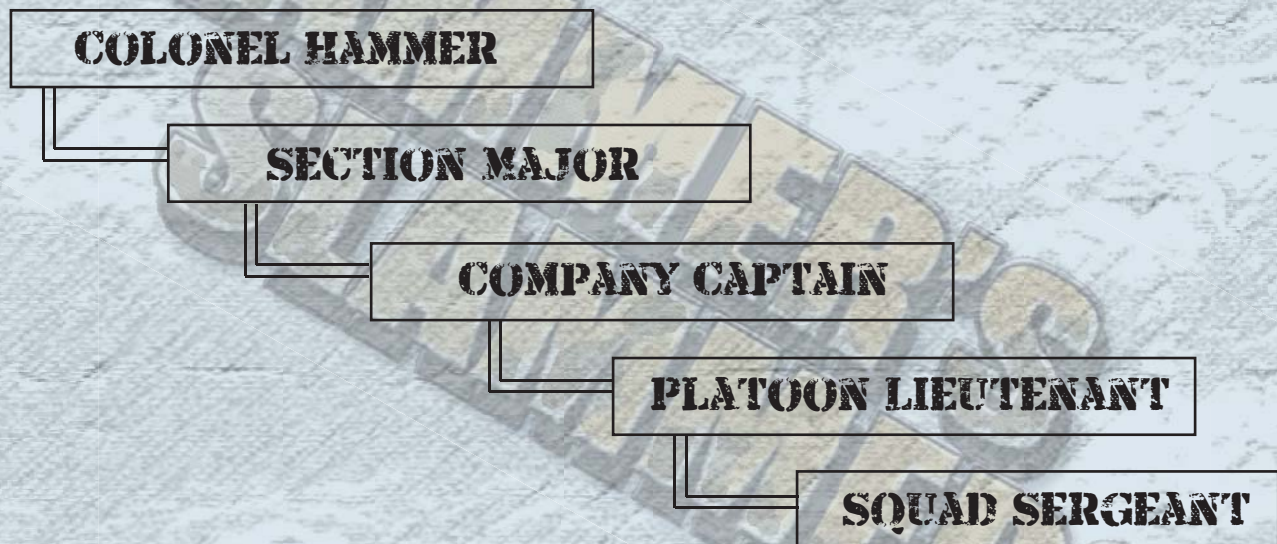
SECTION I HEADQUARTERS BATTALION

Headquarters Company – 153
- Command
- Patron Liaison
- Legal
- Finance
- Security (White Mice) – **A company**
- Satellite Operations
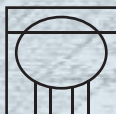
Supply –143
- Quartermaster
- Armoury
- Stores
- Mess
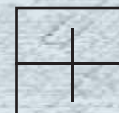
Intelligence – 84
- Signals Analysis
- Satellite Analysis
- Field Analysis
- Mechanical Interrogation
- Special Operations

Transport – 312
- Air-cushion trucks x 288
- Landing Boats x 6
- Shipping Liaison

Maintenance – 212
- Repair & Refit
- Recovery & Transport
- Tank transports x 3
- Combat car transports x 6

Communications – 143
- Operations Control
- Command Central
- Information Technology
- Signals
- Communications Liaison
- Briefing

Recreation
- Field Brothels

Medical – 60
- First Field Medic Platoon (8 medics per platoon)
- Second Field Medic Platoon
- Third Field Medic Platoon
- Field hospital
- Administration
- Cybernetics
- Counselling

Combat Engineers – 50
- First Platoon (16 men and one Engineer Vehicle per platoon)
- Second Platoon
- Third Platoon
- Engineer Command
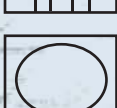
SECTION II COMBAT CARS

Eight companies, each of which consists of a command car and four line platoons. Each platoon consists of a command car and five combat cars, or six combat cars.

- B company
- E company
- F company
- I company
- K company
- N company
- O company
- P company

SECTION III TANKS

Four tank companies, each of a command tank and four line platoons. Each line platoon contains four tanks.

- D company
- H company
- M company
- R company

SECTION IV INFANTRY

Four companies, each of four platoons. Each platoon consists of: Command element, Two men with a Jeep mounted tribarrel x2 , Two men with 100mm mortar, First skimmer squad (10 men), Second skimmer squad (10 men), Third skimmer squad (10 men), Fourth skimmer squad (10 men)

- C company
- G company
- L company
- S company

SECTION V ARTILLERY

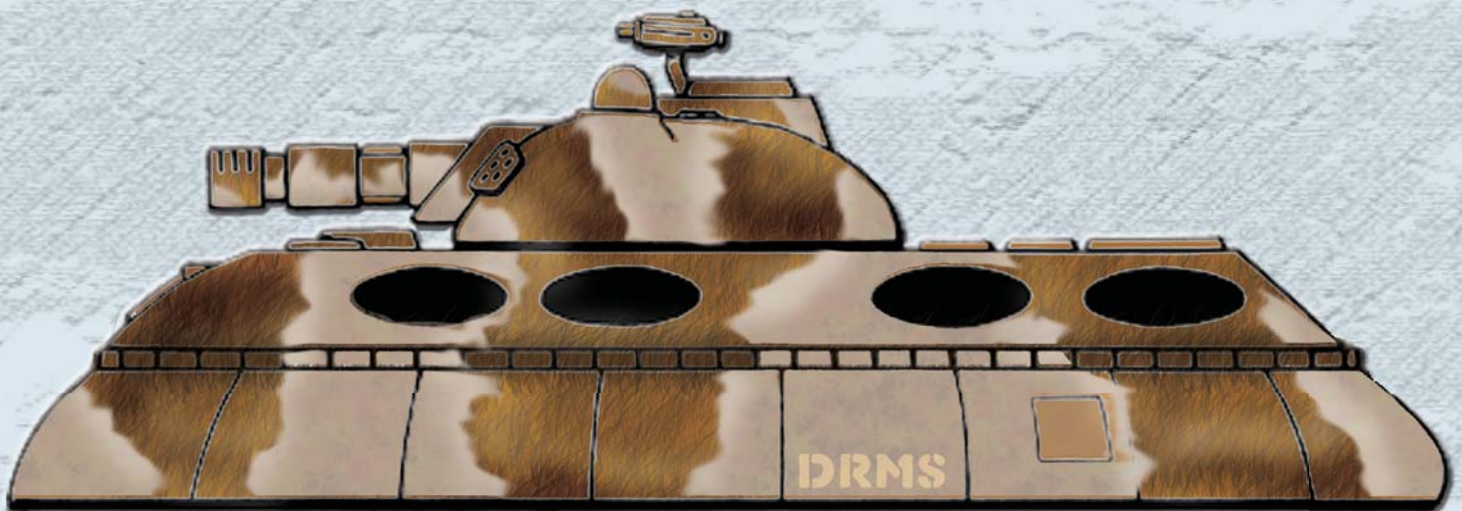Three batteries, each consisting of: Command car, Self-propelled six-tube 200mm rocket howitzer, Munition hauler x2
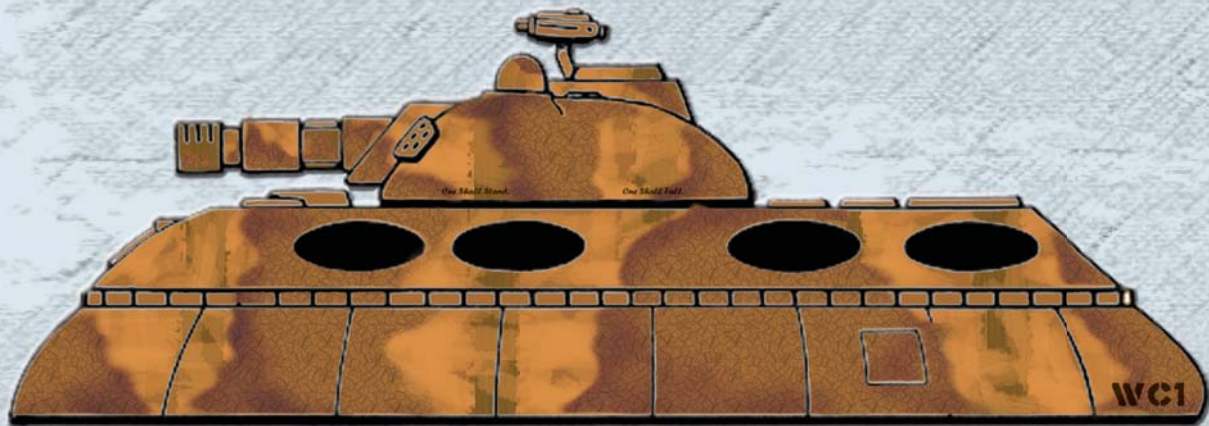
- **V company**
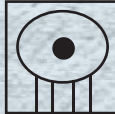
SECTION VI REPLACEMENT

Training and reserve, consisting of approximately 1,500 men including cadre, 10 tanks, 25 combat cars, 100 trucks.
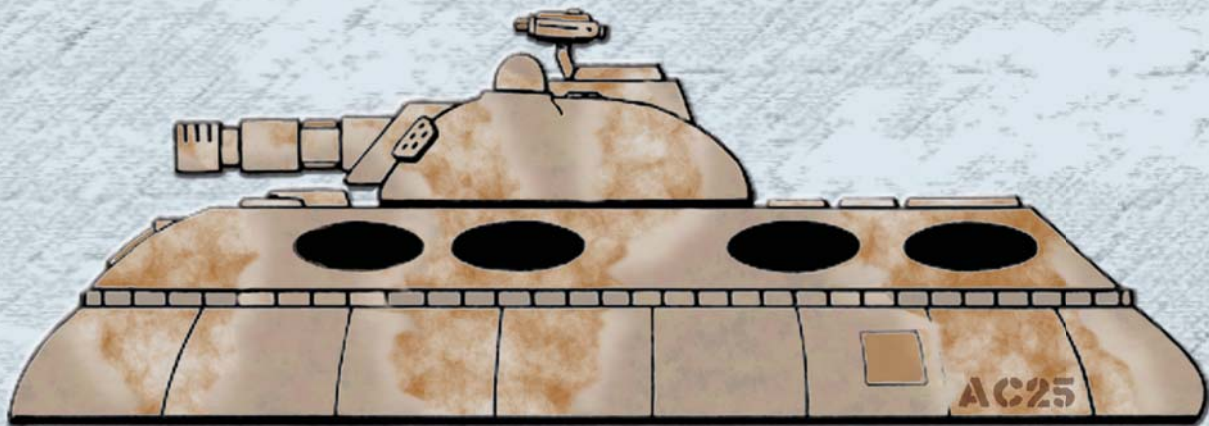
M2A1 HOVER TANK - FIELD COMBAT COLOUR EXAMPLES

Urban Desert camouflage rarely used due to the conditions involved in navagating a desert city.
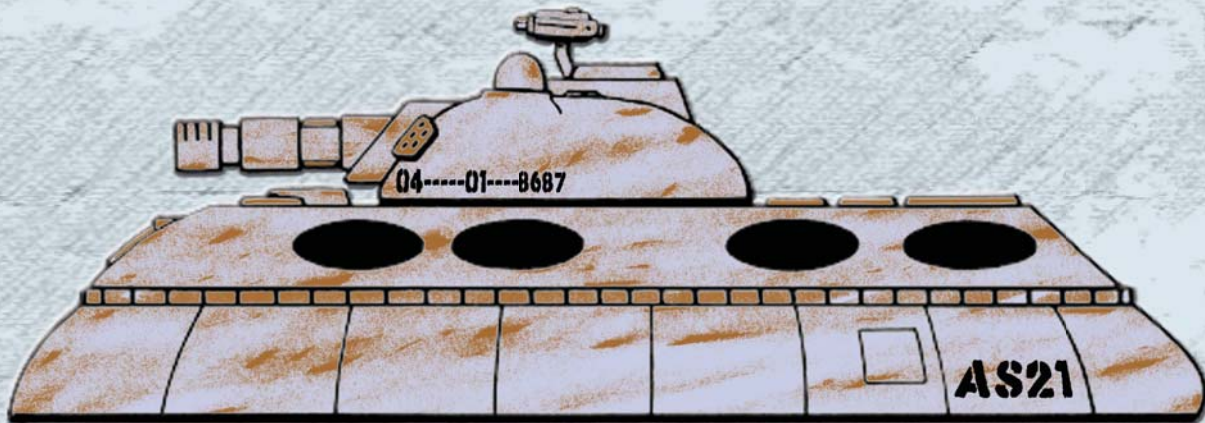
Swamp camouflage pattern used in the Aphrodite Delta during the Primavera campaign

Hover vehicles are notoriously easy to spot in deserts – the plumes of sand thrown up by the fans can be seen for miles. Worse, sand in the plenum chamber can cause internal damage and increased wear.

This pattern, for use in polar warfare, uses a heat-absorbing paint that reduces the tank's infrared signature. A hull-down tank with this coating has at least a chance of hiding from an IR-snooping microsatellite or drone.
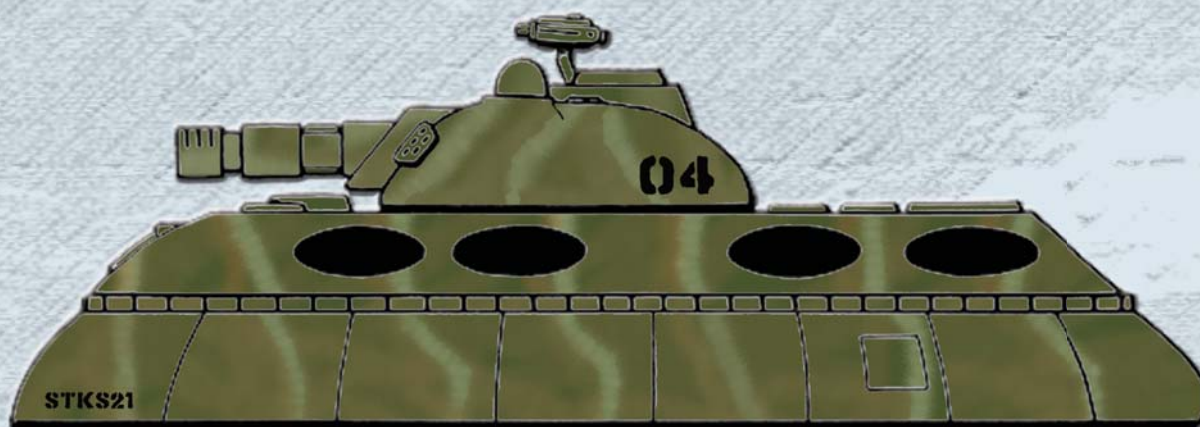
A basic camouflage pattern; this one was used during the Weststar Campaign by the Slammers.
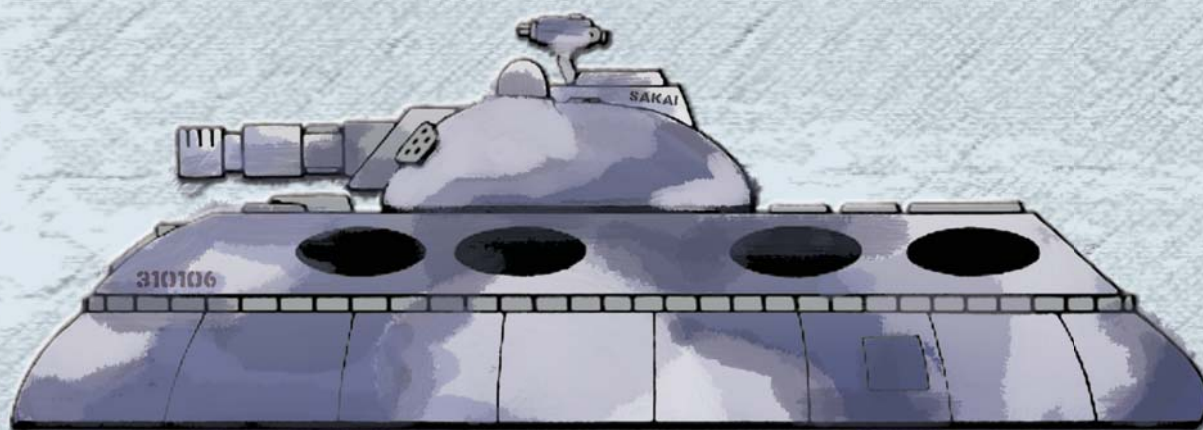
Thick jungle camouflage, used on Squire's World. Few hovertanks actually saw action in the jungle, as the thick vegetation impeded movement.

A classic forest camouflage pattern; this one is associated with the Kobold Police Action.

This curious pattern was used by the Slammers in the mountains of Oltenia in the campaign against the native Molts. Slammers techs experimented with a camouflage system that also masked the electromagnetic signature of the tanks, as it was feared the natives could sense shifts in the local EM field.

Another forest camouflage pattern, this one used on Plattner's World. The alternating pattern of pale-and-green mimics sunlight filtering through the tree cover.
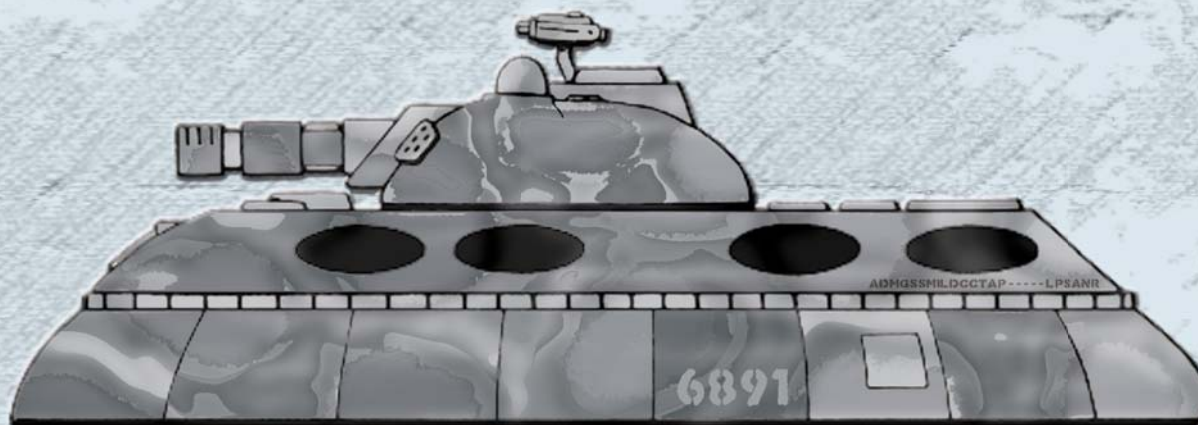
Urban camouflage, used during the long urban war on New Aberdeen. Note that this tank has no callsign or markings other than a serial number; the brutal fighting cost the Slammers numerous vehicles, and this one must have been a brand-new replacement.
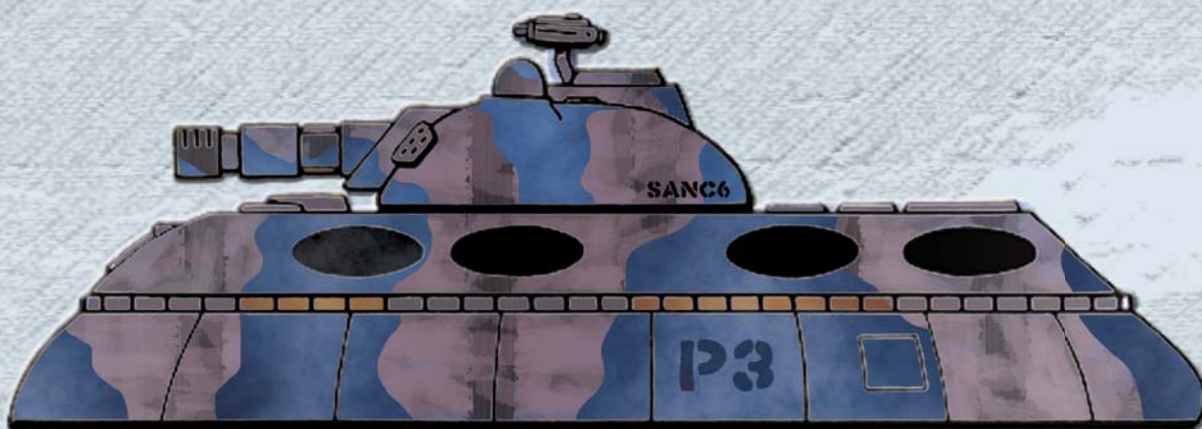
A camouflage pattern for the short campaign on Tanner's Moon. The world's freezing conditions and lethal atmosphere stretched the abilities of the regiment's support staff to produce a workable camouflage system.
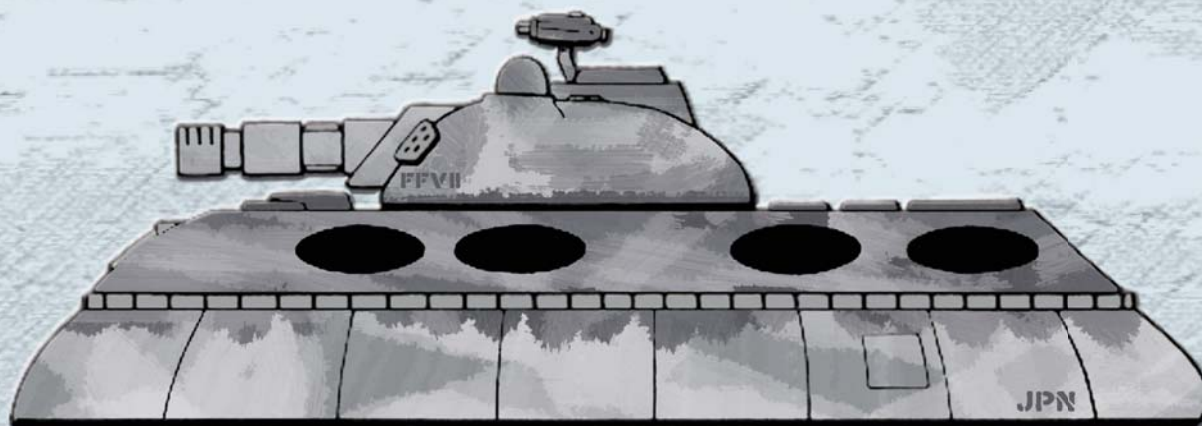
Camouflage pattern used during the city fighting on Nieuw Friesland. Towards the end of the war, the Slammers added a large lion rampant logo on the port side of each tank, and the Friesland flag on the other.
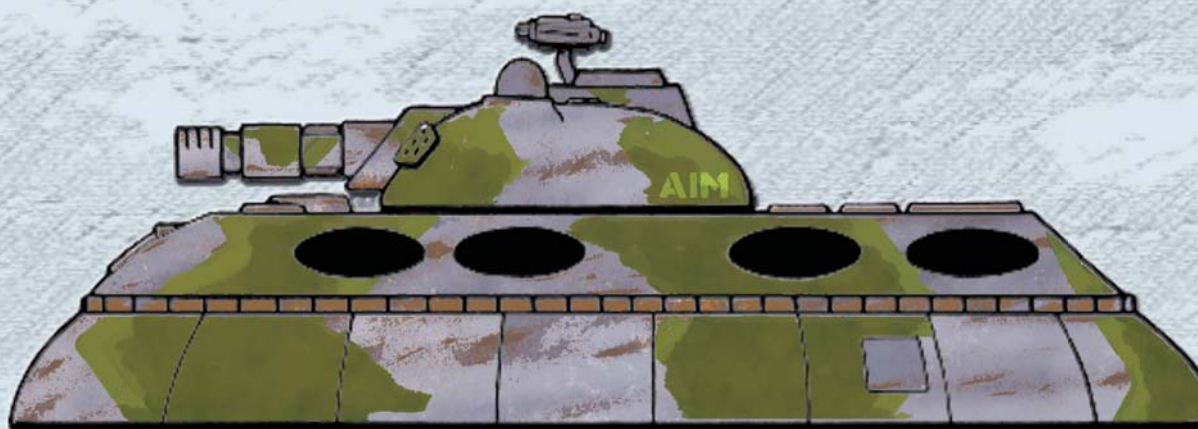
A standard camouflage pattern; most Slammers vehicles are painted in this style by default.

Chapter 9

VEHICLE COMBAT

The core of the Slammers is the tank and combat car units. Hammer's Slammers adventures will often centre on armoured engagements and tank battles, instead of the small-scale skirmishes and space battles of most Traveller campaigns. This chapter expands the vehicle rules.

VEHICLE SCALE

Combat between vehicles takes place on a scale that is larger than personal scale but much smaller than ship combat scale.

Vehicle ranges are as follows:

Range	Distance to Target	Example Attack
Adjacent	Less than 10 metres	Melee or satchel charge
Close	10 metres to 50 metres	Buzzbomb
Short	50 metres to 250 meters	Small arms fire
Medium	250 metres to one kilometre	Rifle fire
Long	1 kilometre to 10 kilometres	Powergun fire
Very Long	10 kilometres to horizon	Computer-controlled powergun
Distant	Over the horizon	Artillery

Range	1.5 metres	3 metres	12 metres	50 metres	250 metres	500 metres	510 metres+
Vehicle Scale	Adjacent	**Adjacent**	Adjacent	Close	Short	Medium	Medium
Personal Scale	Personal	Close	Short	Medium	Long	Very Long	**Distant**

Movement

Vehicles keep moving every round on their driver's Initiative. A driver must use a Minor action each round to keep the vehicle under control and may take a Significant action to alter the vehicle's course or navigate difficult terrain.

Converting Vehicle Speeds

There are 600 rounds in an hour and 1,000 metres in a kilometre, so to convert speeds in kph to metres per round, just multiple by 10 and divide by 6.

Crew Roles

There are four basic roles on board any vehicle: driver (or pilot), gunner, communications & sensors and commander. A character may hold multiple roles on board; for example, on a one-man skimmer, the pilot is also the gunner, sensor operator and commander. Most tanks have two crewmen, a driver and a gunner/sensor operator/commander.

Some actions can only be taken by a particular role. Obviously, only the driver can control the vehicle's movement, only the gunner can fire and so forth. A character that is fulfilling multiple roles can try to do multiple things at once but suffers a -2DM for each additional significant or minor action he undertakes in a single round.

MINOR ACTIONS

Control Vehicle
(Driver Only)

The character controls his vehicle, keeping it moving in a straight line or along its current course. As part of this action,

the vehicle may turn up to 30 degrees. The driver should take this minor action each round.

If this action is not taken, the vehicle may veer off-course or smash into an obstacle.

Dismount
(Any)

The character leaves the vehicle. If the vehicle is moving at speed (or is flying), then the character will take damage when if he jumps off. If the vehicle is sealed, then he must first spend another minor action opening the hatch.

Maintain Comms
(Comms Only)
The character maintains contact with the rest of his unit, allowing him to share information and tactical data. If this action is not taken, the character is only aware of what he can see and what his instruments tell him and may lose track of the rest of the battlefield. The communications officer should take this action each round.

Scan for Trouble
(Gunner Only)
In the cramped confines of a vehicle, surrounded by sensors displays and controls, a character cannot give his full attention to the battlefield around him and may be ambushed by concealed foes or be caught unaware by an attack. Taking this action that the character is scanning his surroundings (either using natural senses or electronic sensors) and is ready for trouble. The gunner should take this action each round.

If this action is not taken, then the vehicle may be surprised by attackers it has not detected with sensors or spotted earlier and may not react to their attacks.

Note that this is distinct from the 'Sensor Scan' option. Scan for Trouble means the character is paying attention to his surroundings; Sensor Scan means that he is actively using sensors to search for targets.

Take Cover
(Any; Open Vehicle Only)
The character keeps his head down, maximising the amount of protection given to him by the vehicle. Any attacks that hit the crew have a 50% chance of hitting the Hull instead. Normally, a character will take this action only when under attack.

REACTIONS
As per the normal rules for reactions, each reaction taken in a round lowers the character's Initiative by 2 and gives him a

-1 DM to all skill checks until the following round.

Dodge
(Driver Only)
The driver dodges an incoming attack, swerving wildly to throw off the enemy's aim. The attack suffers a DM that depends on the vehicle's Agility and the drive's Drive skill. Note that this means that it is pointless dodging in a very sluggish vehicle.

Hit The Deck
(Any, Open Vehicle Only)
The character is considered to be taking the Take Cover action in addition to any other actions this round.

SIGNICANT ACTIONS
Manoeuvre
(Driver Only)
The driver changes the vehicle's course significantly. A vehicle's Agility determines its maximum safe turn.

Agility	Turn
-3	30°
-2	45°
-1	60°
0	90°
+1	135°
+2	180°
+3	360°

Grav or Rotor vehicles count their Agility as being one higher when determining maximum safe turn. The driver may make a Drive check to turn beyond the safe turn limit. If this check is successful, the vehicle's Agility counts as being two higher. If the check fails, the vehicle is now out of control.

A vehicle may safely increase its speed by up to 10% of its maximum speed in a round or decelerate by up to 20% of its maximum speed. With a successful Drive check, it can increase its speed by up to 20% of its maximum speed or decelerate by up to 40% of its maximum speed.

Drive Skill	Agility -3	Agility -2	Agility -1	Agility 0	Agility +1	Agility +2	Agility +3
0	-0	-0	-0	-0	-1	-1	-2
1	-0	-0	-0	-1	-1	-2	-2
2	-0	-0	-1	-1	-2	-2	-3
3	-0	-1	-1	-2	-2	-3	-3
4	-1	-1	-2	-2	-3	-3	-4

Attack
(Gunner Only)
The gunner fires one or more weapons mounted on the vehicle. Different weapons may be linked into a single attack. For example, a gunner may fire both the main gun and the tribarrel at the same time, as long as both weapons are aimed at the same target. A single attack roll is used for both, applying the appropriate DMs for each weapon.

Attacking From A Moving Vehicle: An attack from a moving vehicle suffers a -1 DM if the vehicle is moving at half speed and a -2 DM if the vehicle is moving at full speed.

Coordinated Action
(Commander Only)
The commander of a vehicle or task force may make a Tactics (military) or Leadership check to set up one or more task chains. The total number of steps in the task chains is equal to the Effect of his roll. The commander chooses the order of rolls. For each successful check,

For example, Danny Pritchard is commanding a tank platoon and makes a Coordinated Action. He rolls an 11 on his Tactics (military) check, giving him an Effect of 3. He may therefore create a three-step task chain, such as:

1. **'Jenne, bring us up over the hill.'** (Drive check)
2. **'Margi, feed me seismic sensor data.'** (Sensors check)
3. **'I'll have the main gun fire based on that data.'** (Gunner check).

The Effect of Jenne's check feeds into Margritte's check and the Effect of Margritte's check feeds into Danny's check. Assuming everyone succeeds,

Establish Communications
(Comms Only)
If communications are jammed or if the communications are to avoid interception, the comms operator must make a Comms check. The Comms check is modified as follows:

	Power of Jamming
Active Jamming	– Power of Transmitter
Burst Transmission	-1
Avoid Intercept	Varies
Holographic Conference	-1

Active Jamming: If an enemy unit is using radio jammers, then subtract the power of the transmitter from the power of the jammer.

Transmitters & Jammers
These devices appeared in the Traveller core rulebook.

Device	Power	Device	Power
Bug		**Comm**	
TL5-TL0	-2	TL6	-2
TL11-13	-1	TL8	-1
TL14+	-0	TL10	-0
Transceiver (Radio)		**Suit Comm (Vacc Suit, HEV Suit, Battle Dress)**	
TL5	+0	TL8-9	-2
TL8	+1	TL10-13	+0
TL9	+2	TL14+	+2
TL12	+3	**Vehicle**	
TL13	+4	Civilian	As per equivalent TL transceiver
		Military	As per equivalent TL transceiver +2

Burst Transmission: A burst or squeal compresses a large amount of voice or text into a short burst of data that can be decoded by the receiver. Sending a burst transmission means that the transmitter only needs to be active for a second or two.

Avoid Intercept: By bouncing signals off atmospheric disturbances such as ionization trails or off other relays, a comms operator can attempt to hide a transmission. By taking a negative DM to his Comms roll, the comms operator gives an equal DM to any Comms attempts to intercept the transmission.

Holographic Conference: Real-time holographic conferences take up a great deal of bandwidth but offer unparalleled facilities for discussion and tactical briefings. The Slammers favour holographic conferences between commanders at different locations to ensure that all parts of the regiment are aware of the overall strategy.

Evasive Action
(Driver Only)
A driver can take Evasive Action as a Significant action. He must make a Drive check; if successful, he may Dodge (as per the Dodge reaction) against a number of attacks equal to the Effect of the check without affecting his Initiative or taking a DM to future skill checks.

For example, Slick Des Grieux takes Evasive Action in his tank. He makes a Drive (hover tank) check and throws a total of 9 – a success with an Effect of 1. He may dodge one attack this round without taking an Initiative penalty or a negative DM to other skill checks. Subsequent attacks may be dodged normally.

Hull-Down
(Driver Only)
The driver places the vehicle behind a hill or other obstacle, so that only its turrets is visible to those on the far side of the obstacle. The driver must make a Drive check to park the tank correctly. If successful, any attacks on the tank that hit a location other than the turrets hit the cover instead.

Jam Communications
(Comms Only)
A comms operator may attempt to jam communications. The range of this jamming is equal to the Power of the jammer in kilometres. A comms operator may use a conventional transceiver as a jammer but reduce the Power of the transmitter by 2.

Navigate Hazard
(Driver Only)
Vehicles have trouble negotiating certain types of terrain. To navigate a hazard, the driver must make a successful drive check, modified as per the Difficult Ground or Hazard tables. If the check is failed, roll 1d6 on the Hazard Failure table or pick the most appropriate result.

Light vehicles weigh 30 tons or less. Heavy vehicles weigh more than 30 tons.

Difficult Ground

	Poor Road	Rubble	Soft Ground	Water	Sand	Light Vegetation	Thick Vegetation
Light Wheeled	+0	-1	-2	-6	-4	-3	-5
Heavy Wheeled	-1	-2	-3	-6	-4	-2	-4
Light Tracked	+0	-0	-0	-4	-2	-1	-3
Heavy Tracked	-1	-0	-1	-4	-2	-0	-2
Light Hover	+2	+0	+0	-1	-1	-2	-4
Heavy Hover	+0	+0	-1	-4	-2	-1	-3
Light Grav	+2	+2	+2	+2	+2	-2	-4
Heavy Grav	+0	+0	+0	+0	+0	-1	-3

Poor Road: Roads that are constructed from sub-standard materials or that have suffered battle damage.

Rubble: Collapsed buildings, bomb craters, scattered debris.

Soft Ground: Mud, swamp, beaches.

Water: Water up to three metres deep. Beyond this depth, light hover and grav vehicles can keep moving as they skim along the surface.

Sand: Dry sand and desert terrain.

Light Vegetation: Overgrowth, small trees, bushes.

Thick Vegetation: Jungle and thick forests.

Light Barrier: An improvised barrier composed of oil drums, burned-out vehicles and other debris.

Heavy Barrier: A purpose-built concrete or ferroceramic barrier or line of tank stakes.

Trench: A deep trench or pit, narrow enough to cross without falling into it if the driver is careful.

Berm: An anti-tank earthwork, consisting of a low earthen wall adjacent to a ditch. A berm therefore combines a light barrier and a trench. They can be easily and swiftly constructed.

Steep Incline: This is a slope of 30° or more.

Hazards

	Light Barrier	Heavy Barrier	Trench	Berm	Steep Incline
Light Wheeled	-2	-3	-2	-4	-2
Heavy Wheeled	-1	-2	-2	-3	-3
Light Tracked	-1	-2	-1	-2	-1
Heavy Tracked	-0	-1	-2	-2	-2
Light Hover	-1	-2	-1	-3	+0
Heavy Hover	-0	-1	-1	-1	+0
Light Grav	-0	-0	-0	-0	-0
Heavy Grav	-0	-0	-0	-0	-0

Hazard Failure Table

Roll	Result
1	Vehicle becomes partially stuck on the obstacle. Its movement is reduced by 50% and it suffers a -2 DM to any Drive rolls made in the next turn.
2	Vehicle becomes struck on the obstacle. Another Drive check is required next turn at a -1 DM to move off the obstacle.
3	Vehicle takes one Hull hit.
4	Vehicle becomes struck on the obstacle. Another Drive check is required next turn at a -2 DM to move off the obstacle.
5	Vehicle takes 1-3 Hull hits.
6	Vehicle takes a hit to its Drive and becomes stuck on the obstacle. Another Drive check is required next turn at a -4 DM to move off the obstacle.

Range

Range	DM
Adjacent	+3
Close	+2
Short	+1
Medium	+0
Long	-1
Very Long	-2
Distant	-3

Target

Target	DM
Single person	-3
Infantry Unit	-1
Light vehicle, concealed	+0
Light vehicle, active	+0
Tank, concealed	+1
Tank, active	+3
Concealed mine	-3

Sensor Scan

(Comms Only)

Modern vehicles are equipped with a range of sensor systems – radar, seismic, electro-magnetic detectors, motion sensors and so forth – which can detect enemy targets and threats. A sensor scan is an active search for such threats. The character must make a Sensor check, modified as follows for each potential threat. Only one Sensor roll is made; apply the DMs for each potential threat to the roll.

For example, the sensor operator of a blower tank makes a Sensor sweep. The Referee determines there are four potential threats that might be detected and notes the range and target DMs for each. There's an injured friendly soldier concealed in the undergrowth nearby. Up ahead, there are some enemy infantry on the road, next to a concealed anti-tank mine. Finally, in the distance, an enemy tank is moving through the hills.

Sensor Targets

Target	Range DM	Target DM	Total Sensor DM
Injured friendly	+2 (Close)	-3	-1
Hostile infantry	+1 (Short)	-1	+0
Concealed mine	+1 (Short)	-3	-2
Enemy tank	-2 (Very Long)	+3	+1

The sensor operator makes a Sensor check, adding his Sensor skill and his Education modifier and get a total of 8. The Referee then applies the Total Sensor DM for each target.

Sensor Results

Target	Total Sensor DM	8+Total Sensor DM	Result
Injured friendly	-1	7	Failure
Hostile infantry	+0	8	Success
Concealed mine	-2	6	Failure
Enemy tank	+1	9	Success

The sensor operator detects the infantry and enemy tank but fails to notice the wounded friendly or the anti-tank mine buried in the road ahead.

SPECIAL CONSIDERATIONS

These circumstances will not arise in every combat but are an important part of the modern battlefield.

Artillery

If artillery is available, a character can request an artillery strike. Correctly targeting an artillery strike is a task chain. First, the character requesting the strike (the spotter) must make a Recon (for visual targeting), Navigate (targeting based on map co-ordinates) or Sensors (using computer systems to target). Next, the operator of the artillery unit must make a Heavy Weapons (field artillery) check to correctly target the attack.

If the attack misses, the spotter can use the missed attack as a guide when sending corrections. Each missed attack on the same target gives a +1 DM to future artillery attacks on that target, as long as the target does not move and conditions such as weather remain roughly the same.

Air Defence

A vehicle equipped with a powergun and a computer running the Air Defence program can shoot down incoming missiles and shells, as well as fast-moving aircraft or even satellites. Other weapons are not suitable for this role – projectile weapons move too slowly and lasers need to be kept on target for a prolonged period to inflict damage. A powergun bolt moves at the speed of light and delivers all its energy instantly to the target.

When in air defence mode, the powergun cannot be used on ground targets. Roll 2d6 + the powergun's Auto score and check the result on the Air Defence Table.

Weapons with an Overheat threshold of 1 or less suffer a -4 DM when used in air defence mode.

Apply the usual range modifiers for air defence attacks. Air defence against attacks aimed at the unit itself count as being at Short range.

Barrage: An attack consisting of numerous small unguided projectiles. Reduce the overall damage of the barrage by the value listed in the Barrage column. A single powergun can only defend against the barrage from a single artillery piece.

Unguided Projectiles: Shells, rockets or missiles on a ballistic course. The value listed in the Unguided Projectile column is the number of projectiles shot down.

Guided Missiles: Missiles or drones that are capable of changing course to home in on a target or avoid air defence fire. The value listed in the Guided Missile column is the number of missiles shot down.

Aircraft: Flying aircraft or satellites.

For example, an artillery unit launches four guided missiles at a tank. The tank has a tribarrel with Auto 6. The player controlling the tank rolls a 6+6 (Auto 6) for a total of 12. Two of the guided missiles are shot down by the tribarrel – the third and fourth hit home.

Remote Control of Air Defence: It is possible to use a larger computer to remotely co-ordinate the air defence of a computer-equipped unit. A Computers check is needed to set up the link; if successful, the larger computer's programs may be used, such as the Air Defence program.

For example, the Slammers have a combat car in position to intercept an enemy nuke shell but want to be certain of making the shot. The combat car (Computer/1) is slaved to Base Alpha's computer (Computer/10), which is running the Air Defence program.

Defending Other Units: A powergun-equipped unit can provide air defence for another unit – for example, a combat car on a hill could provide air defence cover for advancing infantry below. Apply the range modifier for the distance between the unit providing air defence and the target unit and apply an additional -1DM.

The combat car has a tribarrel (auto 6) and a Computer/1 system connected to anot. The infantry unit is attacked by an artillery strike containing firecracker rounds. The combat car rolls an 11 for Air Defence, for a total of 17. 75% of the firecracker rounds are shot out of the sky before they hit.

Combined Air Defence: Each additional powergun assigned to the same air defence attempt adds an additional +2DM to the roll.

Automatic Defence Systems

Automatic Defence Systems are vehicle-mounted devices that intercept incoming missiles and buzzbombs. The most common form of ADS is a strip of explosives mounted along the side of the hull, studded with metal spheres. When the vehicle's radar detects an incoming attack, the explosive strip fires and fills the air with tiny projectiles. With luck, these projectiles destroy or prematurely detonate the incoming projectile.

Conventional ADS activates automatically when the tank is the target of a missile or buzzbomb attack and the attack is approaching a side of the vehicle equipped with ADS. A roll of 8+ on 2d6 means that the ADS has successfully intercepted the attack. This roll is modified as follows:

ADS

Condition	DM
Attack from Adjacent range	-1
Attack from Close or Short range	+0
Attack from Medium range or more	+1
Per previous ADS firing	-1

ADS vs Infantry: Automatic Defence Systems can be used against infantry who are Adjacent to the tank. Treat the ADS as a normal attack that inflicts 3d6 damage.

GAMMS: Some vehicles employ a variant of ADS called GAMMS (Guided Anti-Missile Missile System). GAMMS uses

Air Defence Table

Total	Barrage	Unguided Projectile	Guided Missile	Aircraft
2	0%	0	0	Miss
3-5	10%	1	0	Miss
6-8	25%	2	1	Miss
9-11	50%	3	1	Hit
12-14	75%	4	2	Hit
15-17	90%	5	2	Hit
18-20	100%	6	3	Hit

small radar-guided missiles to shoot down incoming attacks. GAMMS has the following DMs to its intercept rolls.

GAMMS

Condition	DM
Attack from Adjacent range	-2
Attack from Close or Short range	+0
Attack from Medium range or more	+2
Per previous GAMMS firing	-1

GAMMS cannot be used in anti-infantry mode.

Booster AI

The computer AI carried on modern combat vehicles is capable of aiding the operator or even controlling the vehicle automatically. A vehicle's Computer rating determines the total rating of programs it can run in any given round. Switching programs is a Minor action.

Common programs used by Booster AIs include:

Program	Rating	Effect
Intelligent Interface	1	Allows the vehicle to respond to voice commands
Intellect	1	Allows the vehicle to use one Expert program
Expert (Gunner)	3	Gives the vehicle a Gunner (turrets) skill of 2
Expert (Navigate)	3	Gives the vehicle a Navigate skill of 2
Expert (Comms)	3	Gives the vehicle a Comms skill of 2
Expert (Recon)	3	Gives the vehicle a Recon skill of 2
Expert (Drive)	3	Gives the vehicle a Drive (appropriate specialty) skill of 2
Expert (Heavy Weapons)	3	Gives the vehicle a Heavy Weapons (tribarrel) skill of 2
Expert (Sensors)	3	Gives the vehicle a Sensors skill of 2
Air Defence	4	Allows the vehicle to engage in Air Defence

Booster and Minor Actions: A Booster AI running the Intellect program can perform one Significant action per round. This means that the AI perform any one of Scan For Trouble, Control Vehicle or Maintain Comms if not doing anything else, allowing the crew to concentrate on other matters.

For example, the tank Hoodoo is patrolling the mountains of Ambiorix. Its driver, Sergeant Hesh, sets the tank on autopilot – in game terms, it takes a Control Vehicle action each round, keeping the tank on course. It could even try navigating an obstacle, using its Drive (hover tank) skill of 2.

Mines

Buried landmines are a threat to even iridium-armoured tanks. The chances of a mine being triggered vary depending on the type of mine and the unit that moves over it. An infantry-man does not have the weight to trigger an anti-tank mine but a lighter vehicle may be unlucky enough to roll right over the mine. If the Referee rolls over the listed value on 2d6 when the mine is triggered, the mine explodes.

Mine Type	Damage	Pedestrian	Very Light Vehicle (0-10 tons)	Light Vehicle (10-30 tons)	Medium Vehicle (30-60 tons)	Heavy Vehicle (60 tons+)	Mine Clearing Net
Personnel	6d6	4+	8+	8+	12+	12+	4+
Vehicle	8d6	10+	4+	6+	10+	10+	4+
Tank	12d6	-	12+	8+	4+	4+	4+
Tankbuster	24d6	-	12+	10+	4+	4+	4+

Mine Clearing: Several vehicles are equipped with mine clearing net launchers, which fire an explosive net over a wide area. Any mines in the area covered by the net are destroyed on a roll of 4+ for each mine.

EXPANDED DAMAGE RULES

These rules replace the normal Traveller vehicle damage rules. To reiterate those rules, vehicles have a number of Hull and Structure points. When Hull is reduced to 0, damage is applied to the Internal damage table instead. When Structure is reduced to 0, the vehicle is destroyed.

An attack deals a number of hits to a vehicle based on the damage it inflicts after armour is subtracted.

Damage	Hits	Damage	Hits
0	No damage	25-27	Triple Hit, Double Hit
1-3	Single Hit	28-30	Triple Hit, Double Hit, Single Hit
4-6	Two Single Hits	31-33	Two Triple Hits
7-9	Double Hit	34-36	Triple Hits, Internal Single Hit
10-12	Three Single Hits	37-39	Triple Hit, Internal Double Hit
13-15	Two Single Hits, Double Hit	40-42	Triple Hit, Internal Triple Hit
16-18	Two Double Hits	43-45	Triple Hit, Single Hit, Internal Triple Hit
19-21	Triple Hit	46-48	Triple Hit, Double Hit, Internal Triple Hit
22-24	Triple Hit, Single Hit	48-51	Two Triple Hits, Internal Triple Hit

Internal Hits are rolled directly to the vehicle's Internal column, even if the vehicle still has Hull remaining.

Armour: Reduce the vehicle's armour by an amount equal to the number of damage dice rolled.

Hull: Reduce the vehicle or drone's Hull by one. If a vehicle runs out of Hull, further damage is applied on the internal damage table instead.

Drive: Damage to the Drive affects the vehicle depending on its type.

	Hover	Tracked	Wheeled	Helicopter
First Hit	-1 DM to Drive, 90% movement	-1 DM to drive, 90% movement	-2 DM to drive, 75% movement	-2DM to Flyer checks
Second Hit	-2 DM to Drive	-2 DM to drive, 75% movement	-3 DM to drive, 50% movement	Immobilised
Third Hit	-3 DM to Drive	-3 DM to drive, 50% movement	Immobilised	Immobilised
Fourth Hit	½ movement	Immobilised	Immobilised	Immobilised
Fifth Hit	¼ movement	Immobilised	Immobilised	Immobilised
Sixth Hit	Immobilised	Immobilised	Immobilised	Immobilised

Main Weapons: Damage to a main weapon has effects that vary depending on the weapon type.

	Powergun	Railgun/Coilgun	Chemical Propellant	Laser	Other
First Hit	Cosmetic damage only, no effect				
Second Hit	-1 DM to all attack rolls				
Third Hit	Damage to barrel, halve overheat value	Damage to capacitors, double all negative range DMs	Jammed, requires a Mechanic check to unjam	-2 DM to all attack rolls	-2 DM to all attack rolls
Fourth Hit	-2 DM to all attack rolls	Disabled	Disabled	Disabled	Disabled
Fifth Hit	Disabled	Disabled	Ammunition Explosion – deals 1d6 Internal hits	Disabled	Ammunition Explosion – deals 1d6 Internal hits
Sixth Hit	Destroyed				

Secondary Weapon: First Hit: The weapon is temporarily disabled. This hit can be removed with a successful Mechanic check.
Second Hit: The weapon is disabled. It can be repaired in the field but not in battle.
Third Hit: The weapon is destroyed and must be replaced.

Sensors: First Hit: The vehicle or drone suffers a -1DM to all Sensors checks.
Second Hit: The vehicle or drone suffers a -2DM to all Sensors checks.
Third Hit: The sensors are destroyed, blinding the vehicle or drone.

Power Plant: First Hit: The vehicle or drone is disabled for one round.
Second Hit: The vehicle or drone's movement is reduced by 50%.
Third Hit: The power plant is destroyed, disabling the vehicle and inflicting 1d6 Hull hits on it.

Computer: First Hit: The vehicle's computer system is disabled. A drone with a disabled computer system shuts down for 1d6 rounds. A successful Computers check allows the system to be reactivated.
Second Hit: The vehicle's computer system is disabled and cannot be repaired in battle.
Third Hit: The computer system is destroyed.

Driver Compartment: First Hit: The driver takes 2d6 damage and must immediately make a Drive check to avoid losing control of the vehicle.
Second Hit: The driver takes 3d6 damage and must immediately make a Drive check to avoid losing control of the vehicle. All Drive checks suffer a -1DM due to damage to the controls.
Third Hit: The driver takes 6d6 damage. The driver's compartment is destroyed and the vehicle cannot be controlled from this station.

Turrets: First Hit: Cosmetic damage and scarring only.
Second Hit: The turrets's rotation ring is damaged, giving a -1DM to attacks with the main gun.
Third Hit: The turrets compartment takes a hit.
Fourth Hit: The turrets's rotation ring fails and is stuck in place.
Fifth Hit: All systems in the turrets fail. The turrets compartment takes a hit.
Sixth Hit: The turrets is destroyed.

Turrets Compartment: First Hit: All crew in the compartment take 2d6 damage.
Second Hit: All crew in the compartment take 3d6 damage. All Comms, Gunner and Computer checks suffer a -1DM due to damage to the controls.
Third Hit: All crew in the compartment take 6d6 damage. The turrets compartment is destroyed and the vehicle cannot be controlled from this station, nor may it fire any turrets-mounted weapons.

Mine Launcher: First Hit: The mine launcher is jammed and cannot be used until repaired with a successful Mechanic roll.
Second Hit: The mine launcher is disabled.
Third Hit: The mine launcher's explosive net is detonated, inflicting 1d6 hits on the Hit Location table containing the launcher.

Fuel Tank: First Hit: The vehicle begins to leak fuel.
Second Hit: If the vehicle has a combustion engine, the fuel begins to burn, inflicting one hit per round on the same Hit Location table as the tank until extinguished.
Third Hit: If the vehicle has a combustion engine, the tank explodes, destroying the vehicle.

Ammunition: First Hit: The vehicle's ammunition feed jams, requiring a Mechanic check to unjam it.
Second Hit: The ammunition magazine is hit. Roll 2d6; on an 8+, it explodes.
Third Hit: The ammunition magazine explodes, destroying the vehicle.

Chapter 10

CONFLICT

To the poor grunt riding shotgun on a combat car, the reasons why one bunch of indigs are killing another bunch of indigs are usually irrelevant. Hostiles are the ones making your life hell by shooting at you and you shoot back at them. Friendlies may make your life hell by being clueless, incompetent or cowardly and you try to restrain yourself from shooting them. All that really matters is the weather, the food and where you are going to sleep tonight. Maybe the bars and the local women if you're lucky enough to pull some R&R time before the regiment lifts for the next fight. Anything beyond that is the province of the briefing cube and the LT.

Every world and every conflict is different and poses its own unique dangers to the regiment. This chapter provides rules for generating a contract for the Slammers (or for another mercenary regiment) and for creating scenarios based on that contract. The Referee can use these rules in the order present or jump from section to section as desired.

The rules sections are:
- World Design
- Seeds of Conflict
- The Contract
- The Opposition
- Resolving the War
- Missions & Scenarios

The key concepts in these rules are:
- **Factions:** The sides in the war that the mercenaries are fighting.
- **Faction Strength:** The relative strength of that faction, measuring in an abstract fashion its available troops, funding and morale.
- **Missions:** Individual manoeuvres and attacks within the war; actions on a scale that the player characters can affect.
- **Conflict Checks:** A roll made every month to determine who is winning the war.

The aim of the rules is not to precisely simulate a conflict but to give the Referee a framework for designing adventures.

WORLD DESIGN

Follow the standard Traveller rules to determine the world's Size, Atmosphere, Hydrology, Population, Government, Law Level, Starport and Tech Level, bearing in mind that the vast majority of the worlds in human space are Earth-like (Size of 6 to 9, Atmosphere of 5 to 9, Hydrology of 4 to 8).

Old colonies are those founded in the initial rush to colonise. They tend to have a high population (7 to 10) and a moderately high Technology Level (TL11 to 13). Old colonies pride themselves on their cultural sophistication and their technology; they usually have slightly more stable governments than younger colonies. Of key importance is the relationship between the colony and Earth – some of the older colonies are still ruled from Terra but most have thrown off the shackles of Terran rule and are now proudly independent.

Middle colonies were founded by third-world states and are often less hospitable and less technologically advanced than old colony worlds. They have an equally high population (6 to 9) but their Technology Level ranges from 8 to 10. These worlds are often on the brink of failure, with unstable or dictatorial

governments, dwindling resources and a hunger for new wealth and new prestige.

Young colonies are part of a more recent wave of colonisation and are usually settled from other old or middle colonies. These worlds have a lower population (4 to 8) and are often settled by colonists from two or more parent worlds. Their government types are almost always 1 (Corporate), 4 (Feudal), 6 (Dominated from Offworld) or 7 (Balkanised). With their hybrid parentage, young colonies often fall into civil war or rebellion against one of the parent worlds or they are raided for their resources.

Cultural Influences

Which Terran nations or other cultural influences shape the world? Choose or roll on the following table:

11	United States – East	41	Russia
12	United States - Midwest	42	Russia
13	United States - South	43	China
14	United States - West	44	China
15	Canada	45	Japan
16	EvangelicalChristianity	46	Buddhist
21	Mexico	51	Turkey
22	Central America	52	North Africa
23	South America – Amazonian basin	53	Central Africa
24	South America - Andean	54	South Africa
25	South America – South	55	Indonesia
26	Catholicism	56	Islam
31	European - Scandinavian	61	Arab
32	European – British Isles	62	India
33	European - Western	63	Australian
34	European - Eastern	64	Old Colony
35	European - Southern	65	The Way - Mainstream
36	Protestant	66	The Way – Heretical

Example 1: Royce (C-665767-9) is a Young agricultural colony made up of settlers from China and Peru. It is mostly Earthlike, with thick forests and swamps.

Example 2: New Kiev (B-978844-10) is a Middle world settled from Russia. It is a water-world with a dense atmosphere; the population dwell mostly on huge floating islands made from genetically engineered seaweed seeded during the initial colonisation effort.

Example 3: Green's World (A-867AC5-12) was one of the first worlds settled from Earth, by a mix of English, Australian and Turkish colonists. It is a pleasant Earth-like world, highly populated and ruled by corporations.

SEEDS OF CONFLICT

Every war is driven by an existing conflict that some flashpoint has turned into open warfare. What are the seeds of conflict on this world? Roll or choose from the following table:

Seeds of Conflict

Roll	Seed of Conflict
2 or less	Rebellion against parent world.
3	Rebellion against offworld interests
4	Trade War
5	Ethnic or Religious Divide
6	Territory War
7	Invasion
8	Resource War
9	Peacekeeping
10	Failed Coup
11+	Civil War

Old Colony +2
Young Colony -2
Balkanised (7): +2
Ruled From Offworld (6): -2
Example 1: Royce, with a -2 for being a Young colony and a -2 for being Ruled from Offworld, is a prime candidate for a rebellion. The Referee rolls 5 and with a total DM of -4, the result is a 1 – Rebellion indeed!

Example 2: New Kiev has no DMs. The Referee rolls a 9 –Peacekeeping. The amphibious capabilities of the regiment's combat cars will be vital in securing this water world.

Example 3: With a +2DM for being an old colony, Green's World is likely to be politically unstable. The Referee rolls an 8, for a total of 10 – a failed coup.

Factions

In each case, the factions involved in the war are listed, along with a random roll for their relative strength, which measures their military forces, resources and fighting spirit. Possible advantages for either faction are also listed. If a number is noted after an advantage, roll 1d6; if the roll is equal to or higher than the listed number, the faction also has that advantage.

Rebellion against parent world: The world is fighting for its independence from another, older colony. To achieve independence, the rebels must inflict so much damage on the forces of the other planet that it is no longer worth holding or seize all spaceports and prevent the other planet from landing forces or destroy the planetary capital.
Factions: Rebels (2d6), Parent World (3d6)
Rebel Advantages: Familiar Terrain, Popular Support 4+, Dug In 5+
Parent World Advantages: Control of Space, Superior Equipment, Planetary Capital 3+, Offworld Allies 4+

Rebellion against offworld interests: The world does not necessarily want independence but is attempting to force concessions from an offworld trade partner, corporation or other entity. Both sides want to avoid damaging the planet's economic and industrial base.
Factions: Rebels (2d6), Offworlders (2d6)
Rebel Advantages: Familiar Terrain, Planetary Capital 3+
Parent World Advantages: Offworld Allies 4+, Planetary Capital 5+

Trade War: The conflict is over trade rights or payment. In general, such conflicts are between the workers – peasants, miners, foresters, fishermen – and the traders or industrialists.

Random Faction Names

Roll	Title	Roll	Title
11	Republicans	41	Highlanders
12	Federalists	42	Southern States
13	Royalists	43	North Star League
14	Separatists	44	Terran Loyalists
15	Alliance	45	Progressive Party
16	League of Barons	46	Crusaders
21	Trade Federation	51	Mountain Partisans
22	Farmer's Union	52	Centralists
23	Citizen's Movement	53	Treaty Forces
24	Revolutionaries	54	Western Alliance
25	Glorious Brotherhood	55	Eastern Bloc
26	Freedom Party	56	Stability Party
31	Corporate Militia	61	Moderate Alliance
32	Rebels	62	People's Party
33	Industry Alliance	63	Imperialists
34	Coalition	64	Monarchists
35	Tripartite Alliance	65	Liberators
36	Coastal Union	66	Peace Faction

Such conflicts are won when one side gives in or when one side runs out of money.
Factions: Workers (2d6), Traders (1d6+2)
Worker Advantages: Familiar Terrain
Trader Advantages: Control of Space, Planetary Capital 4+

Ethnic or Religious Divide: The conflict is driven by beliefs, not by money. One group of people on the planet refuses to tolerate the existence of another faction. This is a religious war or ethnic cleansing.
Factions: One Side (2d6), The Other Side (2d6)
Both Sides Advantages: Fanaticism 4+, Planetary Capital 4+

Territory War: One polity on the planet is trying to seize territory from another. The defenders have the advantage of fighting on their home ground; the attackers are better equipped and more numerous.
Factions: Attacker (3d6), Defender (2d6)
Attacker Advantages: Superior Technology 4+
Defender Advantages: Dug In 5+, Popular Support 4+, Planetary Capital 5+

Invasion: Offworld forces are invading! Roll again on the conflict table to determine the reason for the invasion.
Factions: Attackers +2d6, Defenders +1d6
Attacker's Advantage: Control of Space, Planetary Capital 6+
Defender's Advantage: Familiar Terrain, Dug In 5+, Popular Support 5+, Planetary Capital 5+

Resource War: The battle is over some natural resource on the planet and the side that holds more of the resource will be able to pay for more mercenaries. Resources worth fighting over include agricultural produce, valuable minerals, strategic locations or anagathic drugs.
Both Sides: 2d6
Both Sides Advantage: Dug In 5+, Offworld Allies 5+.

Peacekeeping: One or more factions on the planet are on the brink of war and the mercenaries have been assigned to keep the peace and ensure fighting does not break out (or break out again).
Any Dissidents: 2d6, Peacekeepers 2d6
Dissident Advantages: Dug In 4+, Popular Support 4+
Peacekeepers: Offworld Support 4+, Control of Space

Coup: Planetary military or part of the political structure, are attempting to overthrow the government. The government holds the planetary capital and spaceport; the other side may have popular support.
Coup Forces 3d6, Government 3d6
Coup Advantages: Superior Technology 4+, Popular Support 3+
Government: Planetary Capital 4+, Popular Support 4+

Civil War: The planet has collapsed into civil war.
Both Factions: 4d6

Example 1: The Rebellion on Royce is between the rebels and the Peruvian government on Terra. The rebels have a strength of 11 and the Familiar Terrain and Popular Support advantages. The Peruvian forces have Control of Space, Superior Technology, hold the Planetary Capital and have Offworld Support but have a strength of only 9.

Example 2: The dissidents on New Kiev have a strength of 8 and have Popular Support. The government has a Strength of 10, Control of Space and Offworld Support.

Example 3: The coup forces on Green's World have a strength of 10 and Popular Support. The government has an equal strength and hold the capital city.

Complications & Advantages

There is always more to a conflict than the simple question of who has the better troops. These complications and advantages can sway the pendulum of battle one way or the other. Some of these complications are tied to a particular type of conflict. The other potential complications can be added by the Referee as desired.

Control of Space: One side has near-total control over the planetary spaceport, if any and over orbit. This may extend to air superiority if the opposing side lacks the weapons to shoot aircraft down. The side with control of space may use satellites to track enemy forces or block enemy reinforcements from reaching the planetary surface. Effective control of space is rare in mercenary conflicts – only a handful of rich worlds can afford warships and smaller craft can easily be destroyed with powergun fire from the planetary surface.
Effect: Until the satellites are brought down, the side with Control of Space may track any troop or vehicle movements that are not actively camouflaged. Furthermore, any landings (including the initial deployment of the mercenary forces) may be made under enemy fire.

Difficult Terrain: Something about the planet's terrain makes travel and combat difficult. The planet may be thickly forested or covered in swampy ground and marshes. The only way to move between settlements might be via roads or using flyers.
Effect: Heavy vehicles such as tanks may be unable to move freely on the planet or be restricted to the roads. The use of landmines and ambushes to block travel routes will be common; infantry and light skimmers may be decisive elements in the war. It may be possible to overcome the difficult terrain (burning the trees with incendiary shells, for example).

Disease: There is a native disease or other medical problem endemic to the planet, one that the usual broad-spectrum traveller drugs cannot wholly prevent. Newcomers to the planet may fall victim to this disease, impeding their ability to fight.
Effect: Use the Disease rules from the Traveller Core Rulebook to design the disease.

Divisions: One of the factions fighting on the planet is a loose alliance, one that is likely to break apart over the course of the war. Clever characters may be able to exploit these divisions and break apart their enemies or their allies may collapse into civil war.
Effect: When the faction drops below ½ its starting strength, roll 2d6. On an 8+, the faction breaks into 1d3 factions, dividing its remaining strength among them equally.

Dug In: The faction has been preparing for this war for a long time and has numerous weapons caches, underground complexes, bunkers, gun emplacements and other fortifications. The faction may have made these preparations openly or concealed their military assets beneath civilian structures.
Effect: Reduce any Strength losses suffered by the faction by 1.

Environmental Conditions: The planet's environment is hostile in some fashion. Hot, cold or desert worlds can be difficult for troops not equipped with the right clothing; high-radiation worlds might require all troops to be issued with anti-rad drugs or shielded by nuclear dampers. Not all conditions are hostile – a world lashed by constant rainstorms, shrouded in thick fog or home to a particular unpleasant and persistent species of bloodsucking tick would have a distracting Environmental Condition.

Familiar Terrain: The faction has a vastly superior understanding of the local geography due to long experience living there. They know every shortcut, every ambush site, ever hiding place. The people living in that region are likely to be close allies or even kinfolk of the fighting faction.
Effect: While fighting on familiar terrain, that faction has a +1 DM to Conflict checks and a +1 DM to Stealth and Recon checks.

Fanaticism: The faction is absolutely committed to the war and will fight on at all costs. Its members will never surrender and the war will not end until the faction has not just been defeated but completely broken.
Effect: The faction must be reduced to a Strength of -6 before it is defeated.

Hostile Fauna: There are creatures on the planet large enough to be a threat to humans or even to light vehicles. Creatures analogous to Terran dinosaurs are not unknown on some alien worlds.

Incompetent Commanders: The faction's leaders are cowardly, hidebound, concerned with scoring political points instead of fighting the war or have some other crucial failing that makes them utterly unsuited for commanding a war.
Effect: The Tactics (military) DM of the faction is at most +2.

Limited Support: The faction has only a very fragile mandate for war among the people it claims to be fighting for.

When pressed, the faction's support may evaporate, leaving them without allies or funding.
Effect: Increase any strength losses suffered by the faction by +1.

Native Sapients: An intelligent alien species dwells on this planet. The alien species may be a faction in the war or innocent bystanders. Determine the aliens' population, technology level, government and law level normally. The alien species should have capabilities very different to humans (such as the Molts' teleportation).

Offworld Allies: The faction has allies from offworld, who secretly support the faction's aims for their own purposes. The faction may provide support as the war progresses or attempt to influence events behind the scenes.
Effect: At some point during the war, the offworld allies may intervene and lend added support, increasing the faction's strength by 1d6.

Planetary Capital: The faction holds the planetary capital or another large city, which usually means that it also controls the seat of government and the spaceport. Defending this city is likely to be a major priority for that faction.
Effect: The faction that controls the capital has a +2 bonus to its Strength.
The planetary capital can be controlled by multiple factions simultaneously, indicating that the capital is divided between them or is a demilitarised zone; either way, no faction gains the bonus from holding the capital unless it is the sole faction present.

Popular Support: The general population of the planet support the faction's goals. Soldiers in the streets are feted as heroes and most people believe the war is a right and just one, certain to end in victory.
Effect: When rolling to see if the faction gains Strength, the faction has a +1DM to the roll.

Superior Technology: The faction's troops are equipped with significantly superior weapons and vehicles, giving them an edge against the opposition.
Effect: The faction's troops have equipment of a Tech Level equal to the planet's Tech Level +2.

Third Party: There is another faction on the planet which is currently neutral in the war but may become involved. Examples would include a neutral state, a militant religion, a significant group of nobles or a megacorporation.
Effect: The neutral faction has a Strength of 1d6+3 but is not involved unless brought in by events.

Treachery: There are spies or double agents within the leadership of one of the factions.
Effect: The opposing faction has a +1 DM to all Conflict checks.

THE CONTRACT

Once the relative strengths of the factions have been determined, it is time for the factions to start hiring mercenaries. Mercenaries give a DM to Conflict Checks but also sap the faction's strength over time due to the cost of hiring a merc regiment. The cost is paid every month.

Merc Unit	Example	DM	Cost
Poor	Drafted farmboys	+1	½
Average	Heliodorus Regiment	+2	1
Good	Broglie's Legion	+5	2
Elite	Hammer's Slammers	+9	3

Example 1: The rebels on Royce have a significantly greater strength than the Peruvian government (11 to 9). The government therefore hires the Slammers to smash the rebellion.

Example 2: The dissidents on Kiev have a strength of 8, compared to the government's 10. They hire four regiments of cheap Poor mercenaries, giving them a +4DM to Conflict checks,

It is possible and even likely for two factions in a conflict to enter a hiring war, where one side hires mercenaries and then the other side hires more mercenaries to compensate.

Contract Terms

The Mercenary supplement gives details on standard contract terms and clauses. Common elements in a contract include:

- **Mercenary Duties:** What role will the mercenaries fulfil on the battlefield? Some mercenary units have tanks and heavy weapons and are front-line troops. Some have calliopes to provide anti-artillery cover; others specialise in communications support or sabotage or training. What do the mercenaries guarantee to do?
- **Chain of Command:** Who commands the mercenaries? Is the mercenary regiment split up into companies or smaller units and assigned as needed or does it retain its integrity? Who decides on the overall tactics of the war?
- **Support:** What support will the hirer provide to the merc unit?
- **Length of Contract:** How long are the mercenaries hired for? Most contracts will have a minimum duration of three months or until the end of the conflict.
- **Termination of Contract:** What ends the contract? Most contracts have a clause releasing the mercenary unit if the employer's strength drops below a certain level or if the mercenary unit suffers excessive casualties.

The Opposition

In addition to any mercenaries fielded by a faction, it also has its own troops. Regular troops are ordinary soldiers. Special Forces are elite units, such as royal guards or commandoes who undertake special missions. Irregulars are conscripts, armed civilians, militias and so forth. The equipment table gives the suggested equipment for units at various Tech Level bands.

The skill of the troops varies depending on their experience. In the table below, 'battle skills' refer to the skills that are commonly used by that soldier while 'other skills' refer to other skills that might be possessed by that character but are not priorities for the soldier's role on the battlefield. The number of terms is the number of terms spent by the character in a combat-focussed career.

Soldier Type	Terms	Battle-1	Battle-2	Battle-3	Other Skills
Irregular	0	+1	+0	+0	+0
Irregular, Militant	1	+1	+1	+0	+0
Regular, Green	0	+1	+1	+0	+1
Regular, Average	1	+2	+1	+1	+1
Regular, Veteran	2	+2	+2	+1	+2
Regular, Elite	3	+3	+2	+2	+2
Mercenary, Green	2	+1	+1	+0	+0
Mercenary, Average	3	+2	+1	+1	+1
Mercenary, Veteran	4	+3	+2	+1	+2
Mercenary, Elite	5	+3	+3	+2	+2
Civilian	0	+0	+0	+0	+1

Battle Skills

Battlefield Role	[Battle-1]	[Battle-2]	[Battle-3]
Infantry	Gun Combat (rifle)	Athletics	Recon
Heavy Weapons	Heavy Weapons	Athletics	Recon
Tank Driver	Drive (tank)	Mechanic	Gunner (turrets)
Tank Commander	Gunner (turrets)	Sensors	Drive (tank)
Light Armour Driver	Drive	Mechanic	Navigate
Light Armour Gunner	Gunner or Heavy Weapons	Gun Combat (pistol)	Sensors
Communications	Comms	Computers	Sensors
Sapper	Explosives	Mechanic	Gun Combat (pistol)
Commander	Leadership	Tactics (military)	Gun Combat (pistol)
Medic	Medic	Stealth	Gun Combat (pistol)
Commando	Stealth	Gun Combat (pistol)	Athletics

Enemy Equipment

	Infantry	Light Armour	Heavy Armour	Other
TL 4 or less				
Irregular	Muskets Jack	Horses	None	Field Telephones
Regular	Antique Rifles Jack	Horses	Armoured Car	
Special	Antique Rifles Jack	Horses	Primitive Tanks	
TL5-6				
Irregular	Antique Rifles Jack	Civilian Vehicle	None	Radio Communication Artillery
Regular	Rifles Jack	Armoured Vehicle	Tank	
Special	Autorifle Cloth (TL7)	Armoured Vehicle	Tank	
TL7-8				
Irregular	Rifles Flak Jacket	Civilian Vehicle	None	Radio Communication Artillery Mines
Regular	Assault Rifles Flak Jacket	Armoured Vehicle	Tank	
Special	ACR Cloth (TL7)	Armoured Vehicle	Tank	
TL9-10				
Irregular	Assault Rifles Flak Jacket	Civilian Vehicle	None	Laser Communication Artillery Mines
Regular	ACR Cloth (TL10)	Combat Car	Tank	
Special	Laser Rifle or Coilgun Combat Armour	Combat Car	Tank	
TL11-12				
Irregular	ACR Cloth (TL10)	Armoured Vehicle	Tank	Laser Communication Artillery Mines Battle Computers
Regular	Coilgun or Laser Rifle Clamshell Armour	Combat Car	Tank	
Special	Powergun Combat Armour	Combat Car	Tank	
TL13+				
Irregular	Coilgun or Laser Rifle Clamshell	Armoured Vehicle	None	Laser Communication Artillery Mines Battle Computers Drones
Regular	Powerguns Clamshell	Combat Car	Tank	
Special	Powerguns Battle Dress	Combat Car	Tank	

RESOLVING THE WAR

A war is not won or lost in a single engagement – it ebbs and flows, as the combatants attack, retreat or call up reinforcements, as opportunities appear and vanish and as politicians and nobles chase public opinion. The actions of the Player Characters will affect the course of the war but not wholly determine who wins. It is possible for the characters to win every battle but lose the war.

Missions and scenarios for the Player Characters are given at the end of this chapter.

Once per month (or as appropriate), all factions involved in the war must make a Conflict check. A Conflict check is made as follows:

2d6+Faction Strength+Commander Tactics+Mercenary DMs+Mission Result DMs

Faction Strength: The current strength of the faction

Commander Tactics: The average Tactics (military) score of the senior commanders of the faction

Mercenary DMs: The DM of any mercenary units employed by the faction.

Mission Result DMs: The DM from any missions undertaken by the Player Characters (see Missions & Scenarios, below).

Conflict Results

Subtract the total Conflict check of one faction from the other and compare the different to the Conflict resolution table below. 'Attacker' and 'Defender' are just titles for the factions and are not necessarily reflective of the current state of the war.

Conflict Difference	Attacker	Defender
+5 or more	-5	-0
+4	-4	-1
+3	-3	-1
+2	-3	-1
+1	-2	-1
0	-2	-2
-1	-1	-2
-2	-1	-3
-3	-1	-3
-4	-1	-4
-5 or less	-0	-5

Multiple Factions: If multiple factions are fighting against each other, make a Conflict checks for each pair of factions. The order of checks is chosen by the commanders with the highest Tactics score.

Example 1: The rebel's commander on Royce has a Tactics score of +3. The rebels roll a 7, +3 (Tactics), +11 (strength),

+1 for Familiar Terrain for a total of 22. The government has wisely given command to Colonel Hammer, so the government total is 5 (roll) +5 (tactics) +9 (Strength) +9 (Slammers) for a total of 28. The government wins by 6. The government's Strength is reduced by 0; the rebels by 5.

Example 2: The dissidents on Kiev have a strength of 8, compared to the government's 10. They hire four regiments of cheap Poor mercenaries, giving them a +4DM to Conflict checks. The dissidents roll a 7, +2 (Tactics) +8 (Strength) +4 (mercs) for a total of 21. The government rolls an 8, +2 (Tactics) +10 (Strength) for a total of 20. The dissidents win by 1; their Strength is reduced to 6, the government drops to 8.

Example 3: The coup forces on Green's World have a strength of 10 and Popular Support. The government has an equal strength and hold the capital city. The government hires Broglie's Legion to crush the coup. The coup responds by hiring the Heliodorus regiment.

The coup forces roll a 4, +3 (Tactics), +10 (Strength) +2 (Mercs) for a total of 19. The government rolls a 2, +3 (Tactics) +10 (Strength) +5 (Mercs) for a total of 20. The government wins by 1, reducing the enemy strength by 2 and their own strength by 1.

Mercenary Costs

Once per month, after applying the results of the Conflict check, subtract the costs for any mercenary units employed by that faction. Note that the costs of a merc unit can drag even a victorious faction down.

For example, both the coup and the government forces on Green's World hired mercenaries. The Heliodorus regiment costs 1, reducing the coup's strength to 7. The government hired Broglie's Legion, which costs 2. The government drops to strength 7 also.

Repair & Reinforcements

A faction with a strength of 1 or more may keep fighting. Roll 2d6 after each Conflict check – on an 8+, increase the faction's Strength by 1. Having the Popular Support advantage gives a +1DM to this roll.

Victory & Defeat

Any faction reduced to 0 or less strength is in danger of defeat. Roll 2d6 – if the result is less than 8, the faction collapses and is defeated. Popular Support does not help in this case.

For example, after a long series of battles, the rebels on Royce are reduced to Strength 0. The rebels roll a 6 – not enough to keep fighting. The rebel leaders surrender.

MISSIONS SCENARIOS

The majority of Hammer's Slammers tales tell of the actions not of the whole regiment but of a small group of combatants - a combat car platoon on a scouting mission, a few infantrymen pinned down in a ruin by enemy fire, a task force assigned to a desperate push into enemy territory. Often, these engagements are only a tiny part of the overall conflict and the soldiers may have no idea how their battles play into the larger war. They have their orders and they carry them out as best they can. See page 12 for more detail on running a Slammers game.

Missions

These missions are of a scale appropriate for a platoon or other small unit – the sort of unit that Player Characters might be commanding. During a two-week period of conflict, the regiment as a whole will undertake dozens or even hundreds of these missions but it is the mission of the Player Characters that the game focuses on. If the players succeed in their mission, then they give a positive DM to the Conflict check for that two-week period. If they fail, they harm their faction's chances of success.

Mission Result	DM	Description
Exceptional Success	+2	The characters win out against incredible odds or complete their mission with incredible élan.
Success	+1	The characters complete their mission successfully.
Partial Success	+0	The characters complete their mission but take severe casualties.
Partial Failure	-0	The characters fail to complete their mission but come very close.
Failure	-1	The characters failed to complete their mission.
Dismal Failure	-2	The characters not only failed but made matters much worse.

Note that the Player Characters' mission need not be the deciding factor in the overall conflict, even if it provides a significant DM. For example, the characters are assigned to protect an obscure fort in the borderland and succeed in their mission. They still provide a +1 DM to the Conflict check for that period, even though this DM is quite out of proportion to their actual contribution to the war effort.

Missions should be more than just a series of fights. The player characters should have to overcome all manner of challenges, from tactical encounters to roleplaying and diplomacy to hard decisions.

Critical Missions: Some missions may be designated critical by the Referee. The DM for a critical mission is increased by one – so, a partial success on a critical mission gives a +1DM, a partial failure gives a -1 and so on.

Mission Structure

Most missions will follow this structure:

(Optional) Right Into The Action! Optionally, open the game in the middle of a conflict. The characters are under fire, surrounded by enemies, hit by an explosion or some other threat. The game then jumps back a few hours or days to the start of the mission. The Referee must orchestrate events as lightly as possible to bring the game back to that conflict. The trick is not to tell the players much about the opening conflict, so that there are as many ways into the conflict as possible.

The Briefing: The characters are briefed, either in person or via hologram, on their goal and assets. This may be the only time the characters can ask questions or request extra aid from their commanders.

Arrival: The characters and their assets are deployed to the mission area.

Orientation: The characters learn about the mission area and the locals present. Complications may become foreshadowed. For example, if a local lord is secretly in league with the enemy, then the Referee should drop hints about his opposition to the characters now.

Rising Action: The characters encounter increasing enemy resistance, blocking their progress to their goal.

Complication: Complications arise that prevent the characters from reaching their goal. These must be overcome if the characters are to succeed.

Finale: The characters clash with the strongest opposition forces. Try to give the players meaningful choices here – do they turn their guns on the ancient alien shrines or send their troops in to attack hand-to-hand? Do they push on in the face of overwhelming odds or fall back? Can they convince the locals to agree to a peace deal or must they storm the fortress?

Aftermath: After the battle, give the players time to reflect on their decisions and their actions.

Mission Design

When designing a mission, answer the following questions.

1. Goal: What must the characters do to complete the mission? This should be stated openly as part of the initial briefing – the players should know exactly what is expected of them.

- Hunt down and destroy an enemy unit
- Seize an enemy fortress
- Support local forces in battle
- Protect a rear base
- Locate an enemy force
- Join up with alliance forces
- Win hearts and minds among the civilian population
- Protect a civilian city from attack
- Secure supplies from the planetary spaceport

2. Assets: What troops and other assets are available to the characters?

- Nothing – the characters have whatever gear they normally carry, nothing more
- Enough vehicles to transport the characters and their gear
- A combat car or two
- An infantry platoon
- Local forces and a few Slammers support crew
- A blower tank
- Artillery support

3. Location: Where does the mission take place?

- A small town or city
- Open farmland
- Fortified base
- Wilderness
- Deep in enemy territory

4. Opposition: What enemy forces oppose the characters? This includes both hostile military forces and other obstacles, such as civilians, natural disasters and so forth.

- A handful of bandits or deserters
- An enemy unit of roughly the same size and composition as the Player Characters
- An enemy platoon
- An enemy company
- Local resistance fighters

5. Encounters: How will the characters encounter the opposition? What preparations have the opposition made?

- Scouting parties
- Ambushes
- Direct assault
- Dug-in positions
- Concealed positions
- Enemy bases
- Artillery strikes

6. Complications: What other factors will complicate the characters' ability to complete the mission? What makes the mission memorable?

- Enemy spies observing characters
- Local forces are in league with the enemy
- Unexpected third party is present
- The characters' goal changes
- One of the characters' assets proves to be a problem

SAMPLE MISSIONS

The Hammer Falls

Situation: An ordinary little war.

Goal: Locate and destroy an enemy unit.

Assets: One platoon.

Location: A war-torn countryside. There are still civilians in this once-verdant farmland but most settlements have been abandoned or destroyed.

Opposition: An enemy unit, comprising elements of a partially destroyed company. The enemy outnumbers the Player Characters but are wounded, exhausted and demoralised. This is a mopping up operation.

Encounters:

- An enemy lieutenant who is trying to surrender along with his platoon but his tyrannical commanding officer refuses to contemplate defeat and is hunting the lieutenant and his men.
- Enemy troops who have taken refuge in a village and have hostages.
- Wounded enemy troops determined to fight to the last man unless the Player Characters can talk them down.

Complications:

- Civilians hoping to prevent the war from spreading to their lands; they are willing to hide the enemy forces, as long as the enemy do not attempt to engage the Player Characters
- Local commanders accusing the civilians of being in league with the enemy and who order the Player Characters to do whatever is necessary to locate and destroy the enemy unit.
- A time limit – enemy reinforcements are believed to be en route. The characters need to locate and destroy the enemy unit before the reinforcements arrive.

In The Line of Fire

Situation: The regiment is bogged down in a war with the enemy, who have a series of underground bunkers.

Artillery strikes can destroy these bunkers, if only they can be located.

Goal: Locate the bunkers.

Assets: One mechanical interrogation team, two combat cars. Enough artillery firepower to level a city.

Location: A coastal region.

Opposition: A dozen bunkers, each of which has two infantry squads, concealed heavy weapons and landmines.

Encounters:
- The characters have a choice of methods to locate the bunkers. They can capture enemy troops and use mechanical interrogation; they can use short-range sensors to find them, they can observe the coast and watch for enemy supply runs or they can storm a bunker and capture a map showing the location of the other bunkers.
- One of the bunkers is on a peninsula, protected by land mines and accessible only by sea or by a narrow land bridge.
- Another bunker contains stockpiles of nerve gas. If the characters call in an artillery strike without first clearing the bunker, the nerve gas will roll downhill into a civilian settlement.
- Another bunker is built in a series of caverns that was once a smuggler's refuge. The characters can ally with the smugglers to find a back way in.

Complications: A ferocious storm is brewing off the coast. Electrical disturbances will foul sensors; high waves and wind force amphibious vehicles off the water. The characters may have to deal with the last bunkers without support.

We've Got Your Back

Situation: The vanguard of the regiment is advancing on enemy positions elsewhere. However, a terrorist bomb destroyed two warehouses near the spaceport containing Slammers supplies and a second bomb was found when it failed to detonate. With supply lines threatened, Colonel Hammer orders the characters to secure the supply depot and deal with the threat of bombs.

Goal: Secure the supply depot.

Assets: One infantry squad, whatever assets have been retired to the rear base for repair.

Location: A heavily built-up area of the city near the spaceport.

Opposition: Native dissidents and criminals. There are three groups who oppose the Slammers' presence on the world – ordinary people who oppose the war, criminals hoping to steal advanced weapons and blame the loss on bombings and fifth columnists operating in the city.

Encounters:
- Street protests against the war. Enemies may use this demonstration as a distraction to sneak into the depot.
- A trio of technicians from the Slammers base get into trouble when drinking in town, causing a riot. During the riot, one of the techs loses his security pass.
- The supply base employs a large number of native workers and assistants. Some of these are security risks but if the characters fire them all, the base will shut down. How do the characters deal with this problem?
- The criminal gangs in the region know who the fifth columnists are and may deal with the characters in exchange for weapons and CR.

Complications: The depot commander despises the locals and is exacerbating the situation with ill-chosen comments and by mistreating the locally hired workers. He urges the characters to take the most forceful, violent option whenever possible.

The Fortress

Situation: There's a mountain of ferrocrete and iridium in the way and the characters need to bring it down.

Goal: Capture or destroy the fortress.

Assets: Four blower tanks, two artillery hogs, eight combat cars, two infantry platoons.

Location: In the shadow of a huge fortress. The fortress is the last refuge of a near-beaten foe but it is still a significant obstacle. It has powergun emplacements, nuclear dampers, artillery launchers and huge ramparts protecting several hundred desperate enemy troops.

The enemy fortress is a rambling, decaying relic of an earlier age. Many of its systems are breaking down – at least, according to rumour. If the characters press the attack, they may find the fortress is just a paper tiger – or they may discover that the fortress has been refurbished and its weapons systems are fully operational and get slaughtered.

Opposition: The enemy troops are demoralised, scared and desperate. In terms of numbers and firepower, they have a significant advantage over the Slammers troops. If the characters attack unsuccessfully, they may actually rally the enemy forces. The enemy commander is a madman who is determined to hold against all odds.

Encounters:

- One old section of the fortress has been abandoned but it may be possible to navigate through the ruins and find a secret entrance.
- The characters can try to open negotiations with the troops or they can start a bombardment of the fortress.
- The longer the characters wait, the bigger the chance that the enemy troops elsewhere will be able to rally. They need to end the war swiftly and decisively. The fortress has filters blocking nerve gas attacks but the nuclear dampers are housed in one of the outlying ramparts. If the characters can destroy the dampers, they can nuke the fortress.

Complications:

- The local government who hired the Slammers wants the war ended immediately and decisively and expect to see tanks rolling into the fortress immediately.
- There are Slammers prisoners of war held in the fortress. Can the characters rescue them before the fortress is destroyed?

His Grace Wishes To Inspect The Troops

Situation: On a feudal world, an important noble wishes to inspect these offworld troops who cost so much and do so little in his eyes.

Goal: Babysit the noble and keep him alive and happy or at least drunk.

Assets: One combat car, the recreation section and a crate of Newland sherry.

Location: The Slammers front line positions.

Opposition: Enemy agents, spies, militant locals, the noble's libido.

Encounters:

- The noble is bored, drunk and escorted by a host of hangers-on, servants, advisors and sycophants, none of whom are officially part of his entourage but demand to be allowed accompany him. Getting all of this entourage onto one combat car is going to be a problem.
- The noble likes pressing buttons and seeing things go bomb.
- The noble is exceedingly unpopular and the locals want to lynch him. Normally, the noble is protected by a host of soldiers but he has turned his security over to the Slammers this time. Can the characters deal with the local mob without turning to violence?
- An enemy spy in the noble's entourage intends to try to kidnap him by grabbing a combat car and driving off towards the front line. Failing that, he's going to kill him.

Complications: The noble is an idiot.

The Relief

Situation: A Slammers unit is trapped and needs extraction. Their column, consisting of a tank, two combat cars and four trucks, was ambushed. The tank is still functional but the plenum chamber is breached and it is immobile. The cars are junked, the trucks are stuck and they are surrounded. They have at least 30 wounded.

Goal: Get to the unit, rescue who you can, destroy any equipment that cannot be salvaged.

Assets: Two combat cars, one hospital truck and one repair truck. Artillery and drone support.

Location: The unit was ambushed in the middle of a ghastly swamp, thick with swarms of the local mosquito analogue. There are a few roads through the swamp that are capable of bearing the weight of a blower tank but they are being watched by the enemy partisans.

Opposition: There are dozens of partisan bands in the swamp, travelling on foot, on hover jeeps or on dug-out canoes. They have minimal training and a random selection of weapons, from powerguns to buzzbombs and satchel charges. They do know the terrain better than anyone.

Encounters:

- The characters may blunder into ambushes as they make their way through the swamp.
- They have intermittent contact with the trapped unit by bouncing signals off ionization trails in the atmosphere. They can choose to contact the trapped unit directly but that will give their location away to the enemy.
- Once the characters reach the trapped convoy, they have several tough choices to make. Do they wait until the blower tank is functional again? If they do, the tank is capable of blowing through the enemy partisans but restricts the convoy to the roads.

Complications:

- There is an enemy stronghold in the depths of the swamp. If the characters capture any partisans, they can learn its location. Alpha Base will then order them to recover the blower tank and use it to smash the stronghold.

Murder Mystery

Situation: A Slammers infantryman is accused of murder at a liberty port. He is alleged to have raped and murdered the daughter of a popular local politician.

Goal: Go to the port, investigate the situation and ensure justice is done.

CONFLICT

Assets: None.

Location: A once-quiet town now filled with mercenaries and camp followers.

Opposition: The angry locals, the furious and vengeful politician and the infantryman's comrades, an enemy spy.

Encounters:
- The facts are these: the infantryman was seen drinking with and then arguing with the murdered woman. They appeared to be arguing about the progress of the war. Her father was a firm supporter of the war, although his daughter's death has obviously soured him on mercenaries. The other Slammers believe that the murdered woman and the infantryman slept together and that someone else murdered her in his bed.
- The infantryman is being held in the town jail but a mob is growing who want to lynch him. The mob is being whipped up by the commander of another mercenary unit, who sees this as an opportunity to kick the Slammers out of the contract and pick up more fighting work for his men.
- The politician demands justice for his daughter and will do anything to ensure that the infantryman stands trial.

Complications:
- The other Slammers troops are plotting an attack on the jail to free their comrade. Doing so will ensure that the infantryman never stands trial but will anger everyone else.
- Optionally, there may be an enemy spy in town, who was responsible for murdering the young woman.

Untrustworthy Allies

Situation: The Slammers are working with native forces and the war is not going well. As the enemy advance along the whole front, the characters are sent to the native base to stiffen the resistance and lend tactical and technical support.

Goal: Ensure the native base holds out against enemy attacks for at least one month.

Assets: One combat car, one repair truck; whatever assets the native base has.

Location: The native firebase is a ramshackle affair. The equipment is good but the soldiers are untrained in its use. The commander is a drunkard; his subordinates believe the war is as good as lost and are plotting ways to get the weapons offworld so they can be sold on the black market. The troops are on the verge of deserting and there is a whole platoon of ex-criminals released from a native prison to fight in the war.

Opposition: The opposition comes in waves. The initial attack will be just a probing attack from native troops; then a heavier attack and finally an attack backed by the opposition's mercs.

Encounters:
- After the characters arrive at the firebase, they need to kick it into shape. They have to train and prepare the soldiers, set up proper communications and sensors networks and prepare the base's defences.
- They also need to deal with the base's officers, who are useless, corrupt or both.
- The first attack should be easy to repel, as the attackers are expecting a walkover. The second will challenge the characters' preparations; the third should push them to the very edge.

Complications:
- As the attacks get tougher, more soldiers will try to desert and the base officers will again advocate fleeing offworld.

Embedded Media

Situation: The Slammers are fighting a war on two fronts; against the enemy and against the media, who oppose the war. In an attempt to wrench public opinion back on their side, the regiment's employers are embedding reporters with the mercs.

Goal: Show the best side of the mercs in warfare.

Assets: None, initially.

Location: The capital city, then the front lines.

Opposition: Public opinion; enemy forces.

Encounters:
- Initially, the characters are sent to show the human face of the mercs and have to navigate through a minefield of social engagements, talk shows, press conferences and so forth.
- The characters are then introduced to a reporting team, who will accompany them into the field.
- While on the front lines, the characters are the only unit in position to accomplish some dangerous but vital mission. They have to complete this mission with the reporters on board.

Complications: The reporters need to be kept in the dark about important strategic information.

The White Mice

Situation: There is a traitor in Hammer's Slammers and Joachim Steuben wants to know who it is. Someone is passing on military intelligence to the enemy. The characters are assigned to the unit that is believed to contain the traitor and ordered to find him.

Goal: Locate the traitor.

Assets: The characters are Joachim Steuben's assets.

Location: A Slammers firebase.

Opposition: The traitor; the enemy attacking the firebase.

Encounters:
- On arriving at the firebase, the characters learn that the unit there is close-knit, with bonds of trust forged by the fires of war. Integrating themselves will not be easy.
- The traitor is using the communications system of his blower tank to send coded messages to the enemy. Once the characters discover that the enemy change their tactics whenever a particular tank is in the field, they need to work out which of the tank's crew are involved.

Complications: Joachim Steuben demands results, now.

Rolling Hot

Situation: A vital tactical objective must be acquired and the characters are the only ones in position to do so.

Goal: Complete the mission at any cost.

Assets: Whatever vehicles and troops are to hand.

Location: A battlefield in flux.

Opposition: Everything the enemy can throw at the problem.

Encounters: The encounters in this mission are up to the players. Just hand them a map of the area and tell them what they know about the overwhelming enemy forces present. They have to get to the target (a bridge, an enemy fortress, a spaceport, an elevated artillery position, a nuclear damper). The enemy have to stop them.

RUNNING A HAMMER'S SLAMMERS GAME

The first thing any prospective Referee should do, of course, is read the Slammers stories themselves. At the very least, the stories Under The Hammer, Hangman, Rolling Hot and Night March give a great view of the Slammers universe from the perspective of ordinary grunts, while But Loyal To His Own, Standing Down and A Death In Peacetime are among the best windows into command.

Among the novella-length stories, The Sharp End basically involves a group of Player Characters on a mission and is very easy to translate into game terms. At Any Price is also an excellent example of how the actions of a few individuals in the right place can affect the larger war and how characters can be put on detached duty and act independently.

Every Slammers story (bar the handful that take place on Nieuw Friesland) takes place on a different world. The Referee should follow this – each adventure should put the characters on a new world fighting a new foe. The only regular recurring characters should be the other mercenaries in the characters' unit, although you can have the occasional returning mercenary. With the lack of a continuing external narrative, the game should focus on the Player Characters themselves – how do they survive? How do they react to the carnage of war? How do they retain their humanity?

The basic structure of each Slammers mission is the same – the regiment gets a contract, lands, deals with logistical or political problems, engages the enemy and moves on. Use this structure as a framework and improvise around it. A game session might start with the regiment landing or it might open right in the middle of combat. Focus on small-scale action for the Player Characters. They may not have any idea how the greater war is going and throw in reference and mentions of distant or incomprehensible events. For example, the characters might be ordered to escort a column of vehicles and never learn what the vehicles are carrying or where they are going.

Characterisation

As the Players Characters and their fellow mercenaries are the only continuing characters in a Slammers game, it is important to have good characterisation. Give the Player Characters a chance to get to know each other, by mixing scenes where character traits come to the fore in with the combat. Make sure there is something to react to – saying 'ok, you're all riding along in your combat cars, nothing much is going on, what are you doing? Roleplay!' will only evoke surface traits but saying 'you find a terrified and starving child in one of the bombed-out houses – what do you do?' will let the players show off deeper elements of their characters. Perhaps the hardened merc has a soft spot for kids or the dashing, heroic lieutenant actually has little empathy for civilians who cannot help his career.

For Non-Player Characters in the players' unit, introduce them to the players in stages. In the first adventure, the players need only know the name, duty and broad characterisations

of their fellow soldiers. After that, slowly introduce new traits and background details when they become relevant. Try showcasing one or two Non-Player Characters in each adventure. You should also have deeper background details for each major NPC, although these secrets may never be learned by the characters.

For example, consider this tanker, Private Floyd Drummond.

Surface Traits (first introduction)	• Tank Driver • Private • Big, Gruff
Deeper Traits (highlight one per session)	• Ex-farmer • Comes from Dunstan • Decorates tank cockpit with wooden religious icons for good luck
Secret Traits (discovered only by investigation, extended roleplaying or as part of a plot)	• Intends to become a priest of the Way, is studying for his ordination • Fears that life as a merc has imperilled his immortal soul

Tell the players the surface traits when they first meet the Non-Player Character: he's clearly big and gruff and he drives a tank. The deeper traits can be brought slowly over a series of game sessions: he might show a surprising talent for driving a civilian farm vehicle that the Player Characters have to jerry-rig into a fighting machine or give a Player Character one of his religious icons for good luck. The secret traits would only come out in an adventure that centres on religion. For example, the characters are forced to take refuge in a church and must convince the other people hiding there to take up arms and fight, even though the local priest preaches non-violence.

A similar system can be applied to the commanding officers of the characters. In general, keep the high-level commanders offscreen as much as possible – people like Colonel Hammer or Steuben should be legends, not familiar figures to the characters. See also The Chain of Command below.

By contrast, employers, native commanders and regular army soldiers who show up for only one or two sessions can be drawn with broad strokes. Play them as eccentrics, buffoons or incompetents but play them broadly to contract them with the more multi-dimensional mercenary characters. Get as much roleplaying as you can out of a native, then cast the character aside.

The Chain of Command
Roleplaying games thrive on anarchy, on the ability to do anything you want and go anywhere you want. Military units thrive on control, on knowing where you are and being able to send you where they need you to be. Where possible, the Player Characters should be the highest ranking personnel in their unit, so there is no-one there to give them immediate orders. You should scale the action down to ensure this – if the Player Characters are all non-commissioned infantry, then the action will involve squad-level tactics. If the highest ranking Player Character is a captain, then give him his own company-sized task force. Avoid a situation where the Player Characters are relying on the orders of a Non-Player Character who is always present and always available.

Instead, use the chain of command to hand missions and objectives to the players. Tell them what they have got to do and let them decide how they will achieve it. Base Alpha might order the players to hold a particular town against an advancing enemy force. The players can decide whether they want to engage the enemy force head on, to harass it with ambushes, to blow bridges or to fortify the town. They might even come up with another plan, like allying with the townsfolk, letting the enemy roll into town unopposed, then ambushing them when they least expect it. Always ensure that the players have the freedom to make their own decisions and act on their own initiative – and to get into trouble on their own.

War Is Hell
Do not be afraid to kill off Player Characters. Roll the dice openly, apply damage remorselessly and remember that most deaths in wartime do not mean a damn thing. You can easily bring in replacement Player Characters – if a character is killed, then a new character can be recruited by the Slammers or transferred from another unit. The regiment lives on, even if everyone in the unit killed.

Similarly, there is no need to be 'balanced'. While the Referee should not arbitrarily throw insurmountable odds against the players, he should not worry too much about ensuring that there is an obvious way for the players to triumph. Circumstances may be against them and the characters may find themselves in situations where retreating is the best tactic.

Give the players problems that have no clear or right solutions. Sometimes, make their allies objectionable and their foes heroic; sometimes, make the right military decision be a morally suspect one (however, do not go overboard on this – not every game should be a heavy-handed morality play about the horrors of war. There are good wars and bad wars, right wars and wrong ones but the distinction is rarely a clear-cut one.)

Chapter 11

THE KANTURK WAR

Kanturk (UPC) was settled by a mix of ethnically-European colonists in the 2500s; it is a third-phase colony, although up until five years ago, it was one of the most stable and prosperous in the galaxy. Kanturk was settled to take advantage of the planet's gold and silver reserves and its fertile soils. Terran-derived plants flourish here. The planet's economy and industry benefited greatly from investment by the nearby world of Ruby. Many of the corporations working the mines on Kanturk are Ruby-owned and settlers from Ruby make up a sizeable minority on Kanturk.
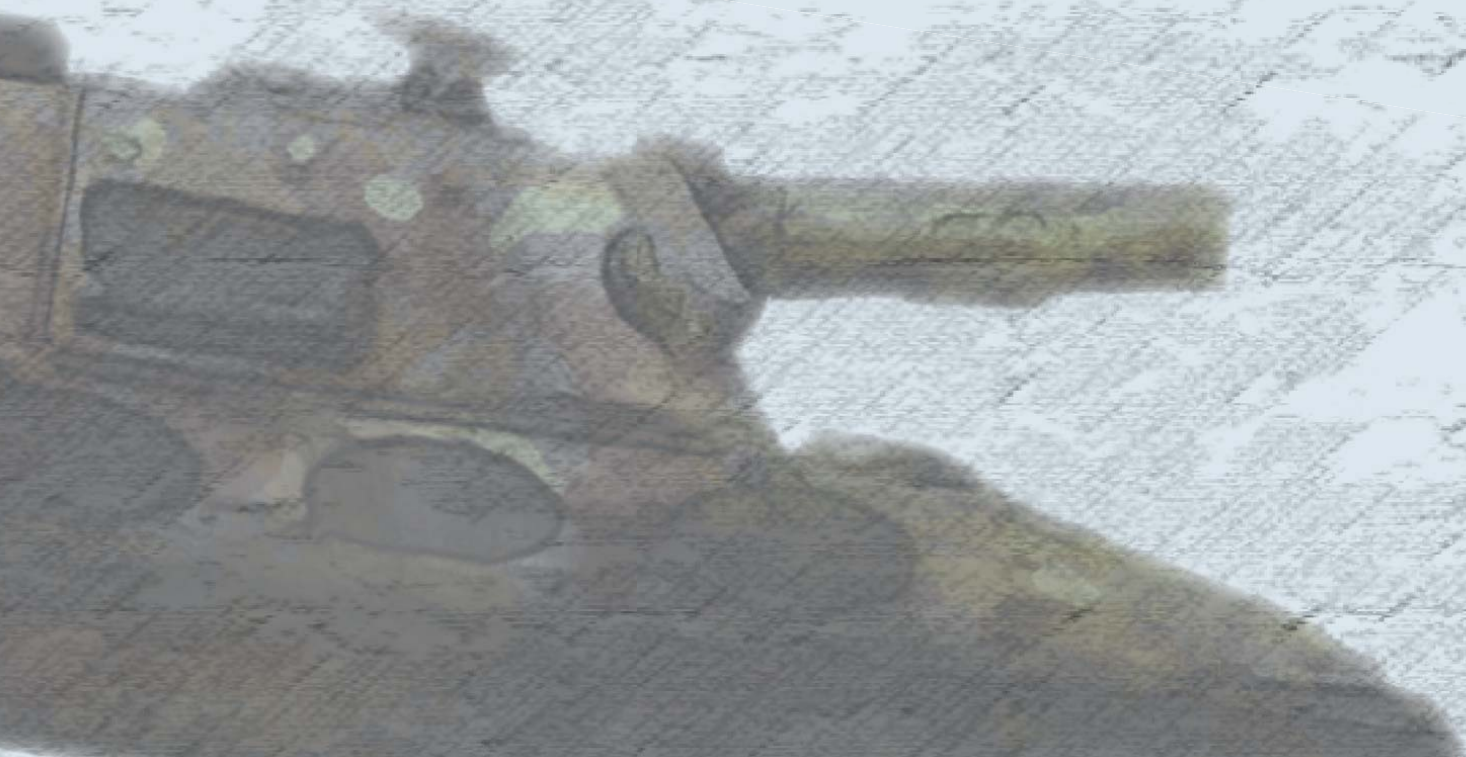
Five years ago, a political scandal led to the collapse of the established Commerce Party. Many of the Commerce Party members were taking bribes from Ruby. The new government, a coalition led by the Kanturk Unity party, cut ties with Ruby and seized Rubric assets and companies. Ruby's government protested and relations between the two worlds rapidly soured. Soon, Rubric citizens living on Kanturk were the targets of violence and hatred and the Ruby Government acted to 'safeguard its citizens' by invading.

Four regiments of the Ruby Royal Cavalry dropped onto the eastern arm of Kanturk's main continent. The Unity government panicked – the Kanturk Militia was no match for the well-equipped, well-disciplined cavalry.

So, they hired Hammer's Slammers.

Geography
Kanturk: B867644-8

Kanturk's main continent is dominated by the rolling plains and forests of the central basin. To the north and west rise the imposing Barrier Mountains; the south and the long trailing Eastern Arm peninsula are the home of most of the population and the farmlands. The capital city, Mordun, was built on the Blue River delta. The starport is built on an artificial island in the delta. To the east, the Royal Cavalry landed at the city of Acrington, which was friendly to the Ruby cause.

The Barrier Mountains trap the winds and clouds, so the western portion of the continent gets rainy weather for most of the year. Grey, miserable drizzle, torrents of icy water and unrelenting sheets of rain – the west gets them all. By contrast, the eastern half of the continent is more exposed and the weather is more changeable, varying between warm sunshine and ferocious storms.

Most of the mines are in the Barrier Mountains to the north; ore is shipped downriver on barges. The Ruby Government was building a transcontinental railway but this remains incomplete.

Mordun (Pop. 1,250,000): The capital city of Kanturk, Mordun is a pleasant town, full of canals and waterways. The spaceport provides most of the city's income. The government centre overlooks the harbour from the west; on the eastern side of the harbour is the Old Fort, the headquarters of the Kanturk Militia. This fortress is equipped with nuclear dampers covering the whole city, as well as an antique surface-to-space missile silo.

Acrington (Pop. 500,00): The fastest growing city, Acrington reverses the 80-20 ratio of native Kanturkians to Rubric offworlders. Acrington, also known as 'Ruby City', is home to many of the colonists from Ruby.

Faring Rock (Pop. 125,000): This offshore city is built on an artificial island like the starport. Faring Rock is home to most of Kanturk's fishing fleet. The government of Faring Rock has declared neutrality in the war between Ruby and Kanturk.

Eastport (Pop. 120,000): A town on the road between Acrington and Mordun, Eastport stands in the way of any attacks from the eastern arm of the continent. Eastport is a grim industrial town, scarred by pollution and ore tailings.

Vestry (Pop. 200,000): The northern town of Vestry is known for its miners and its independent attitude. Most of the mining traffic in the Barrier Peaks goes through Vestry.

Culture
The average Kanturkian prides himself on his homestead and his hunting rifle and thinks that offworlders complain about the weather too much. The Church of the Lord's Universe is highly popular here, with Zen Buddhism running a distant second. Oddly, alcohol is almost unheard-of on Kanturk; a local drug called zangor is used instead. Zangor can be inhaled or made into a type of oil and absorbed through the pores. Zangor saunas are common.

Up until five years ago, the Rubric colonists were seen as valuable trading partners but now most Rubrics are seen as potential collaborators or enemies. Ruby is an old colony and not accustomed to having its authority challenged. The average Rubric is a well-to-do businessman who sees the Kanturkians as a bit backward but a good investment and a friendly world. They feel betrayed by the Unity Party's victory in the election, along with the subsequent change in relations and are terrified or infuriated by the attacks on Rubrics on Kanturk.

Political Factions
The government of Kanturk is dominated by the Unity Party. Formerly a fringe party, the Unity Party surged into power after the scandal-ridden Commerce Party was voted out of office. The Unity Party's charismatic leader, Bendrick Huggins, hails from the northern town of Vestry. He has been an outspoken critic of Ruby's involvement in Kanturk's affairs. His government is unstable, made up of other fringe elements, the old opposition and defectors from the Commerce Party. The war he has inadvertently triggered has seized the public imagination and has enthusiastic support.

The former ruling party, the Commerce Party under ex-President Gail Frank, was found guilty of accepting bribes from Ruby. Many of these charges were exaggerated but they ruined the reputation of the party and brought the Unity

BLUE RIVER DELTA

FARING ROCK

STARPORT

OLD FORT

MORDUN

EAST PORT

ACRINGTON

VESTRY

BARRIER MOUNTAINS

KANTURK

Party into power. The other major political factions are the Faring Rock city council, the now-banned New Progressives (a Ruby-dominated party based out of Acrington) and the Barrier State party (who want independence for the north).

Military Forces

The Kanturk Militia consists of five regiments of motorised infantry and one regiment of light armour. They are mostly green troops, equipped with chemical rifles and flak jackets. Their vehicles are a mix of tracked fighting vehicles with light cannons and a small few tanks that the militia barely knows how to use. The previous Grand Marshal, Terrence Brady, was dismissed by the Unity Party, to be replaced by Jack 'Wolf' O'Malley, an old friend of Bendrick Huggins.

The Ruby Royal Cavalry has only four regiments on the planet but they completely outclass the Kanturk forces. The Royal Cavalry is a combined-armed force; each regiment has one battalion of infantry equipped with light railguns, one battalion of half-track railgun AFVs and rocket AFVs and one battalion of medium-weight laser tanks.

The Conflict

The military conflict on Kanturk is between the Kanturk Unity Government and the Rubric Royal Cavalry. The two sides have the following statistics:

Kanturk Militia	Rubric Royal Cavalry
Strength: 5	Strength: 8
Familiar Terrain, Planetary Capital, Divisions	Offworld Allies, Superior Technology
Hammer's Slammers: +8	

The Kanturk militia is a weaker fighting force and if you discount the advantage of holding Morden, it is even more lop-sided. They do know the terrain but even a single defeat will shatter their morale.

The Course of the War

The Rubric Royal Cavalry's plan is to push methodically across the Eastern Arm of the continent until they reach Morden or until the Unity Government collapses. Their timetable of conquest calls for them to seize Eastport as their first major target and then send two regiments north along the Barrier Peaks to secure the mines there. The other forces will press on towards Morden but their projections show that the Unity Government will surrender long before the tanks roll into the city.

'Wolf' O'Malley's strategy is to harass the Royal Cavalry using guerrilla tactics, stringing out their supply lines and using hit-and-run attacks with buzzbombs. It is the sort of tactic that might work with the hard-bitten miners and trappers of the north but the regular Kanturk troops are more used to parade ground drilling than running through muddy bogs with rocket launchers.

When the Slammers land their first priority is to stiffen the Kanturk defences by distributing Slammers personnel among them, providing leadership, extra firepower, tactical expertise and air defence cover. Meanwhile, the Slammers tanks spearhead a counterattack against the Royal Cavalry, shattering their advance and pushing on to capture the secondary starport at Acrington.

Running the War: The Kanturk Militia will likely be out of money within two months but the actions of the Player Characters may be enough to push the advantage over to the Kanturk side.

The Player Characters

The Player Characters will be among those embedded in the Kanturk forces. If they are infantry specialists, then they get to lead squads of Kanturk Militia. If they are combat car or tankers, they provide extra firepower and air defence support. Other specialities will be put to good use at the front.

Liaison Officer Matthew Brady

The liaison officer assigned to work with the characters as a native guide and aide is Lt. Matthew Brady of the Kanturk Militia. He is a junior lieutenant, quiet and competent. He comes from Morden and is a card-carrying member of the Commerce Party. His father is Terrence Brady, former Grand Marshal of the Kanturk Militia. Matthew Brady has lived in his father's shadow all of his life. Everyone else believed that Matthew benefited from his father's patronage; in fact, Terrence consciously put his son into positions where he would have to struggle to excel. Now his father has been forced to retire and Brady's – both Bradys – connection to the unpopular Commerce Party gives his enemies an excuse to attack him.

Most of the Kanturk Militia believe that this war will be easy won without the mercenaries. They believe the Rubric forces are effete wimps who will fold when they meet the might of the militia. Babysitting the mercs is seen as a pointless assignment.

For his part, Matthew Brady believes that Kanturk is flushing its future down the toilet with absolute glee. The mercs are just another expression of how the Unity Government is destroying Kanturk.

MISSIONS EVENTS

The Referee can use some of these as missions that give a DM to the monthly Conflict check; others can be used as events that have no effect on the overall conflict.

Arriving

Situation: The characters land on Kanturk.

Goal: Orientation and establishing the major characters.

Kanturk Infantryman

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Infantryman	Army (infantry) 1 term	7	7	7	5	5	4

Gun Combat (rifle) 1, Stealth 0, Recon 1, Drive 0, Athletics 0
Flak Jacket (6), Rifle (3d6)

Kanturk 358-Bear Armoured Fighting Vehicle

The Bear is a tracked light tank, powered by a balky chemical power cell. It is a poor vehicle at best, although the 20cm cannon does give it a respectable punch for its size. It has a pair of machine guns for close-range defence, one on the turrets and one above the driver's compartment.

Statistics
Technology Level: 8
Weight: 40 tons
Speed: 60 kph
Drive: Tracked
Agility: -2
Sensors: +0
Crew: 2
Hull: 15
Structure: 15

	Front	Side	Rear	Belly/Internal
Armour	100	83	70	40/-
1	Hull	Hull	Hull	Structure
2	Armour	Drive	Drive	Structure
3	Hull	Main Gun	Turrets	Driver Compartment
4	Hull	Turrets	Turrets	Power Plant
5	Machine Gun	Machine Gun	Hull	Fighting Compartment
6	Armour	Armour	Armour	Ammunition

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
Cannon	10d6 SuperAP	-	-	30	-2	-1	+0	-1	-3	-5	-12
Secondary Weapons											
Machine gun	3d6	6	-	200	-1	+0	+0	-3	-5	-	-
Machine Gun	3d6	6		200	-1	+0	+0	-3	-5	-	-

Rubric Infantry

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Infantryman	Army (infantry) 2 terms	7	7	7	6	6	6

Gun Combat (rifle) 2, Stealth 1, Recon 1, Tactics (military) 1, Medic 0, Drive 0, Athletics 0
Flak Jacket (6), Kuiper Rifle (4d6)

Rubric Rapier-II

The Rapier AFV used by the Rubric Royal Cavalry is a half-track vehicle. The driver's compartment and engine is at the front, while the wheeled rear section contains the vehicle's weaponry, either a railgun or a missile rack. Unusually, the middle of the vehicle is articulated, allowing it to make exceedingly tight turns but this joint is a weak spot and is vulnerable to damage.

There is a single remote-controlled machine gun atop the driver's cab.

Variants: The RIIR is the rocket-carrying version of this vehicle.

Statistics
Technology Level: 10
Weight: 30 tons
Speed: 90 kph
Drive: Tracked
Agility: +1
Sensors: +1
Crew: 3
Hull: 5
Structure: 5

Features
- Computer/2
- ADS (all sides)

Special Rules: Roll 1d6 if the Rapier's Articulated Joint is hit. On a 1-3, the hit is rerolled on the Internal table instead.

	Front	Side	Rear	Belly/Internal
Armour	100	80	60	40/-
1	Hull	Hull	Hull	Structure
2	Drive	Drive	Drive	Computer
3	Sensors	Articulated Joint	Armour	Driver Compartment
4	Armour	Turrets	Turrets	Power Plant
5	Secondary Weapon	Main Weapon	Main Weapon	Fighting Compartment
6	Armour	Armour	Armour	Ammunition

Weapon	Damage	Auto	Overheat	Magazine	A	C	S	M	L	VL	D
Main Weapon											
RII											
Railgun	6d6 MegaAP	-	-	50	-1	+0	+0	-2	-4	-8	-12
RIIR											
Rocket	By Warhead	-	-	6	-6	-4	-2	+0	-1	-2	-4
Secondary Weapons											
Both											
Machine Gun	3d6	6		200	-1	+0	+0	-3	-5	-	-

Assets: None

Location: Kanturk Spaceport/Mordun

Opposition: None.

Encounters:
- The characters meet their commanding officer in the Slammers and are given their assignment – they will be placed on detached duty, advising and reinforcing the Kanturk Militia. They are to report to the Old Fort in Mordun to meet their Kanturk Liaison officer.
- They are briefed on the political and military situation in broad terms – the Kanturk split from Ruby, the political scandal dooming the Commerce party, the Rubric Royal Guard landing in Acrington.
- The characters meet Matthew Brady at the Old Fort. He makes no mention of his father's connections but if the characters ask around, they can pick up rumours about their new liaison officer – his father was the Grand Marshal but daddy's not around to protect little Matthew any more.
- Brady briefs the characters on their assignment further. Choose one of the missions described below that suits the characters.

Complications:
- The starport is built on an island; the bridge to the mainland cannot take the weight of the tanks. If the characters have a tank, they will need to find a barge capable of carrying it. This may require Admin or Streetwise.
- If they take the bridge, they run into a small group of civilian protestors from Ruby and larger mob out to break up the protest. Do they just let events take their course or do they protect the people who were just protesting against the mercenaries?
- Everywhere – posters, televisions, newspapers - the characters see the faces of President Bendrick Huggins and Grand Marshal Wolf O'Malley.

In The Woods
Situation: As the vanguard of the Rubric Royal Guard advance towards Mordun, the Kanturk Militia try to slow them down. Meanwhile, the Hammers tanks punch a hole right through the advance.

Goal: Prevent the Rubric Royal Cavalry from progressing through the woodlands north of Eastport.

Assets: Whatever the characters brought with them, plus two platoons of Kanturk infantry (100 men), four AFVs.

Location: The defence of the woodlands will be co-ordinated from Fort Independence, a newly-constructed firebase with severely limited facilities.

Opposition: The Rubric Royal Cavalry forces in the area consists of one platoon of infantry (40 men) and 10 AFVs (8 railgun, 2 rocket). They also have remote-controlled scout drones.

Encounters:
- The Ruby forces have no idea what sort of defensive forces the Kanturk Militia has in the area, so they are using drones to survey the area before advancing. The drones fly too high and fast for the Kanturk forces to shoot them down but powergun-equipped vehicles can bring the drones down.
- The woods north of Eastport are thick and there are few good trails through them. The characters can carry out effective ambushes but they will need to organise the Kanturk Militia properly – they have no idea how to pick good ambush sites or how to use buzzbombs or mines.
- The Rubrics will use their artillery on Fort Independence as soon as they locate it. They also have nerve gas but will keep it in reserve. If the artillery rockets fail to destroy the fort, they will throw all their remaining forces at it.

Complications: The thick woods prevent easy movement through the woods for anything bigger than a skimmer.

Shadow of the Peaks
Situation: The Rubric Royal Cavalry sends two regiments through the difficult ground of the Barrier Peaks, trying to secure the mines there. If the Ruby forces hold the mines at the cessation of hostilities, then Ruby will be negotiating from a position of greater strength in any peace settlement.

Goal: Deny the Rubric Cavalry the mines and industrial facilities around Vestry. Specifically, the Blue Ridge, BRMC and Ruby State mines.

Assets: One battalion of Kanturk Infantry, one battalion of Kanturk tanks, although not all of these are under the characters' direct command.

Location: Vestry and the Barrier Peaks

Opposition: Two regiments of Royal Cavalry, although these characters are unlikely to face all of these at once. Their mission is to secure the mines and then turn their attention to Vestry if they have the resources available.

Encounters:
- The Kanturk forces are commanded by Jethro Mulholland an old friend of Wolf O'Malley. He is convinced that the Cavalry will have no idea how to fight in the wet mountain roads and will be slaughtered. He has no time for the characters' advice and particularly hates their liaison officer.

- The Kanturk forces are dug in around Vestry, with smaller bands scattered among the mountains. Communications between the Vestry forces and the mountain guerrillas are almost non-existent – the characters will have to contact the mountain groups themselves.
- Vestry is a grim industrial town. There are plenty of places where the characters could lure the Rubric forces into a trap, using the industrial machinery as cover.
- The Blue Ridge mine is a huge open-cast mine, a crater dug into the hillside. It is very dangerous terrain for tanks, as there are pits and potential landslides everywhere.
- The BRMC mine is a very valuable target for both sides and the Rubrics send a full company to capture it. The characters may have to blow up the mine to deny it to the enemy.
- The Ruby State mine is owned by Rubric citizens and staffed by Rubric workers. They will act as spies and saboteurs if the characters try to secure this mine.

Complications:
- The Kanturk commander in this area will blame any failings on Rubric spies, opening up the plot of Grand Marshal Brady (retired).

Rearguard Action
Situation: As the war continues, Ruby sympathisers launch terrorist attacks on Morden and other Kanturk cities.

Goal: Use the superior electronics and investigative abilities of the Slammers to locate the sympathisers.

Assets: Mechanical interrogation unit, combat cars with enhanced sensors

Location: Morden

Opposition: Ruby agents

Encounters:
- The attacks are actually relatively minor and there has been no loss of life. They have all targeted Unity Party buildings. President Huggins worries that this may be a precursor to an attempt on his life.
- The characters come under pressure from Wolf O'Malley to find or manufacture evidence linking the Commerce party to the attacks. If they do so, they will be privately rewarded. If they fail to do so, then O'Malley points to their liaison officer, a Commerce Party member and no doubt a sympathiser. The characters will then be mistrusted and hated by the Kanturk militia they are supposed to be fighting alongside.

Complications: There is considerable media interest in this operation and the characters will be followed by crusading journalist Caitlin Jones.

The Battle of Eastport
Situation: The Hammers and the Royal Cavalry clash in the battle of Eastport.

Goal: Secure the northern flank.

Assets: Four blower tanks, eight combat cars.

Location: Northern suburbs of Eastport.

Opposition: One company of AFVs (32 vehicles)

Encounters:
- This is a straight fight, with the characters in the middle of one of the biggest tank battles of the war to date.
- Eastport has mostly been evacuated but there are a few holdouts. There is also plenty of scope for urban warfare.
- The northern suburbs are dominated by towering Ruby-built arcologies – combined residential, industrial and commercial blocks hundreds of metres tall.
- Key targets in the northern suburbs include the power station, the three arcologies and the Newburg Bridge.

Complications: If the characters are not liked by the Kanturk forces, then their 'allies' may try to get them killed.

Faring Rock Diplomacy
Situation: The city of Faring Rock is staying neutral in the war – at least, so they say. The characters are sent undercover to the Rock to watch for Ruby attempts to woo the city council.

Goal: Locate any Ruby agents on the Rock; ensure they do not bring Faring Rock into the war as an ally.

Assets: None.

Location: Faring Rock.

Opposition: One Ruby tech team.

Encounters:
- The characters need to get onto the Rock undetected, either by going undercover as civilians or by using skimmers to sneak onto the island.
- There is a Ruby diplomat and his bodyguards on the island. His name is Ryl Vagos and he is promising a new and more favourable trade deal to the Faring Rock council.
- However, the real danger is not Vagos; it is another Ruby team on the island who arrived with Vagos. They are outfitting Faring Rock fishing boats with enhanced sensors, so they can spy on the coast and even launch drones. The original drones used by the Royal Cavalry were destroyed by Slammers powergun fire.

Complications: None

Grand Marshal Brady (Retired)

Situation: Matthew Brady's father is accused of treachery.

Goal: Decide what to do about Brady's father.

Assets: None.

Location: Morden.

Opposition: Wolf O'Malley.

Encounters:
- The characters first hear about this from the local media – former Grand Marshal and Commerce Party member Terrence Brady has been arrested on suspicion of treason. He is accused of selling military intelligence to Ruby.
- The 'proof' of these allegations is in the computer logs in Brady's house, which show that he sent messages to a small town in the woods near Eastport. Brady owned a cabin in those woods, a cabin that is now in territory held by the Ruby forces. O'Malley claims that the Ruby forces made a special effort to capture that area, as if they knew what was waiting there for them.
- If the characters can get access to either the computers in Brady's house or to the one in the cabin, they can find proof that the former Grand Marshal was framed with a successful Computers check. There is no record of any such transmission in the computer logs; they have been altered by O'Malley's men.
- Matthew Brady will ask the characters for whatever help they can give; if they fail to find proof of his father's innocence, then he asks for their help breaking him out of prison. He is being held in the Old Fort – the characters can get in and out without much trouble.

Complications:
- The Slammers have no reason to intervene in this matter.
- If the characters do find proof of Brady's innocence and give it to the media, then they make open up the Unity Divided event.

Unity Divided

Situation: Either the Kanturk side is losing or evidence has come to light damning Grand Marshal O'Malley and by extension, the Unity government. Either way, the government is now unpopular and in danger of collapsing. Angry mobs have gathered outside the government centre.

Goal: Protect the government long enough for the Slammers to get paid.

Assets: Whatever Slammers units are at the Old Fort.

Location: Mordun.

Opposition: An angry mob.

Encounters:
- The Kanturk government cannot turn the army on the mob – that would just escalate matters out of control. They need the mercs to do their dirty work for them.
- The government centre is across the bay from the Old Fort and the streets are choked with protestors. The characters need to get across the city to protect President Huggins – or else, work out a way to get Huggins out of the government centre safely.

Complications: The mob may just as easily turn on the Old Fort or on the Ruby citizens still living in Mordun or on the mercs.

Acrington Starport

Situation: The Slammers tanks have punched through the enemy lines. The Rubric Cavalry are in full retreat. If a small Slammers team can combat drop behind enemy lines and seize the spaceport before the cavalry get there, this victory turns into a rout.

Goal: Secure the spaceport.

Assets: Whatever the characters want, as long as it adds up to three platoons worth.

Location: Acrington Spaceport.

Opposition: The Cavalry's rearguard elements.

Encounters:
- The drop pod is being provided by the Kanturk Militia, so Brady comes along with the characters on this mission.
- The spaceport is lightly defended but more and more retreating Cavalry will be arriving as the night goes on. The characters will need to hold out until the Slammers arrive or else disable the spaceport completely.

Complications: None.

Chapter 12

HOME BEFORE THE HAMMER FALLS

This is an introductory mission for new Slammers characters. Ideally, most of the characters should be new recruits who have just joined the regiment but you can replace the NPCs with other Player Characters if some of the group has already served one or more terms in the Slammers. The referee should read Under The Hammer before running this adventure.

The Yansworld War

Two months ago, the Slammers were hired by the government of Yansworld to put down the rebellious city-state of Ardan, which was backed by the military forces of the kingdom of Gramayre, a rival planet to Yansworld. When the mercs landed, the Gramayrean forces retreated without firing a shot, leaving the rebels to fight on alone.

Unfortunately for everyone concerned, the rebels did just that, dragging the Slammers into the sort of brutal, muddy guerrilla campaign that no tank regiment wants any part of. For two months, the mercenaries have been hunting down rebel infantry brigades in the suburbs and farmlands around Ardan. In the last few weeks, rebel morale has collapsed and the war is heading towards a conclusion. Victory is certain for the Slammers and their employers – the only question is, how much damage can the rebels do before they are beaten?

The planned final blow is an artillery strike on the rebel fortress of Bunker Hill. The civilian population in the surrounding districts have abandoned Ardan, leaving only rebel soldiers in Bunker Hill. There is nothing stopping the colonel bringing the hammer down on Bunker Hill…

Briefing

The characters are on board the freighter Queen of Marbury, which was heading for the main Yansworld spaceport. However, the Slammers need more troops in the field, so the Queen is contacted as it approaches the planet and ordered to divert to the city of Ardan spaceport, recently captured by the mercenaries. The characters will be met by Lieutenant Hoster, who will give them further orders.

Tell the players that the Slammeres have been hired by the Yansworld government to put down the rebellious city-state of Ardan and that recent reports say the war is going well for the mercenaries.

LANDING

As your transport descends towards the surface of Yansworld, you feel the ship lurch suddenly. 'Attention all passengers'– it's the captain on the intercom – 'we've been ordered to divert to the Ardan spaceport, close to the front lines. We may be making a hot landing, so all Slammers should report to the cargo bay. I want you off my ship ASAP.'
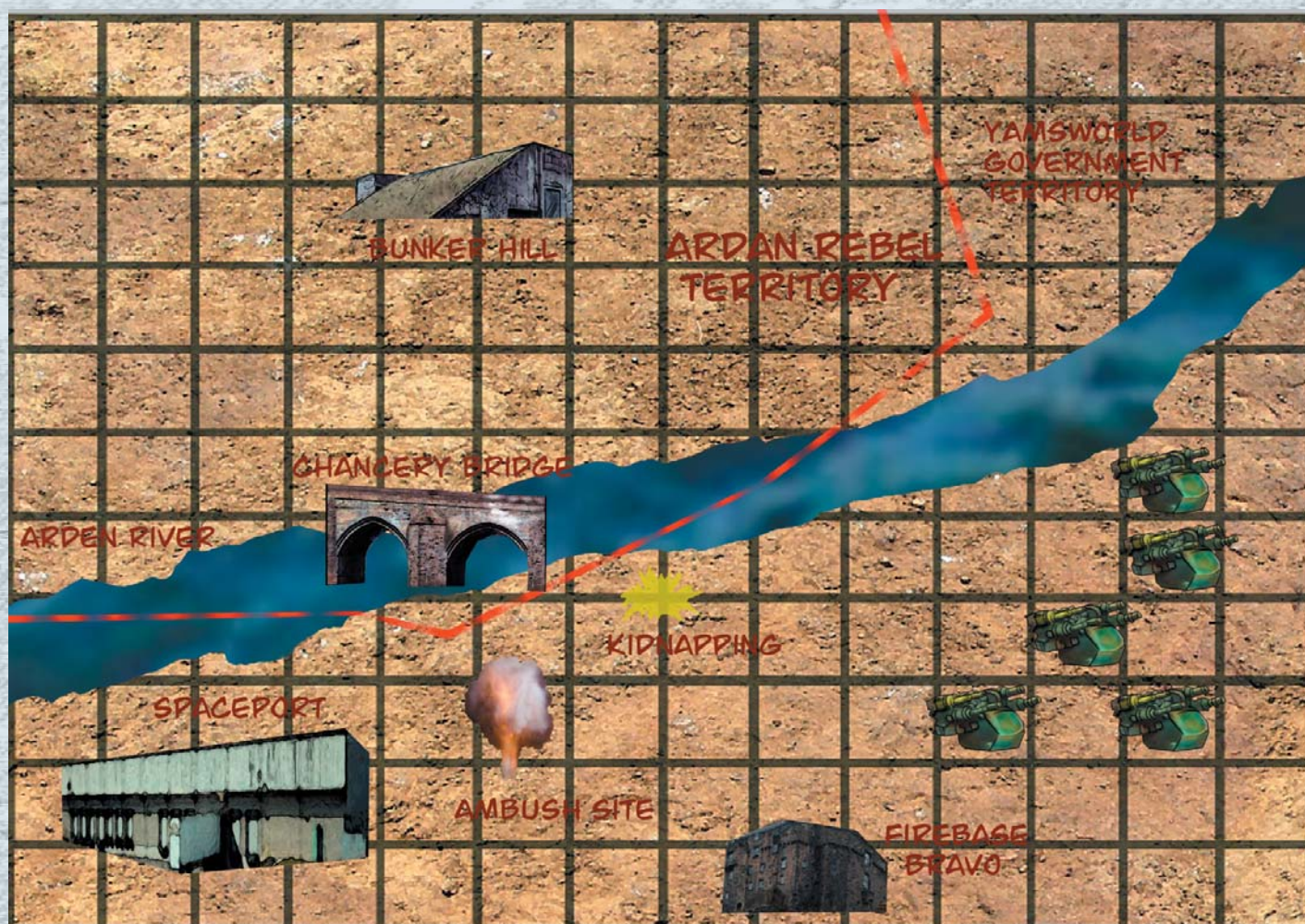
The cargo bay is filled with crates of munitions and supplies for the regiment. You take up position between canisters of spare parts and a disassembled MASH unit and wait for the freighter to hit the ground. A battered monitor above the ramp shows the view ahead of the ship. Black smoke partially occludes the view of a broken and blasted city. Ardan has taken a pounding in its attempted rebellion and the war continues below you. The cyan flashes of powergun fire glimmer through the clouds of ash.

The freighter plunges down and jerks as the braking thrusters fire. The ground comes up hellishly fast and then you're landed and the ramp's coming down and the bay fills with the smell of a dying city. You see the skyline of Ardan lit by fires and rising above it all is the huge fortress of Bunker Hill, the last redoubt of the resistance.

Waiting for you on the landing pad are a dozen cargo trucks and a pair of combat cars. A man in a Slammers uniform sits on the hood of the nearest car, smoking a cigarette as the city burns behind him.

'Lords and martyrs, boys, would you get that cargo unloaded before doomsday?'

Lt. Hoster

Hoster is a four-year veteran of the Slammers and has seen wars on a dozen worlds. He is a cynic – every war seems the same to him, only the terrain and the names change. He orders the characters, regardless of rank, to help unload the Queen of Maybury as quickly as possible. He screams instructions and insults constantly to everyone and anyone. Once the cargo trucks are loaded and several wounded personnel are transferred to the freighter, the characters are ordered to mount up on the combat cars (one combat car, if there are four or fewer player characters; two cars, if there are five or more).

'Welcome to Yansworld, boys. You're bloody late – this whole war will be over by breakfast. Get your asses into the cars and grab a gun anyway. I'm going to drive you to Firebase Bravo where they'll put you to work.'

Hoster has them put on clamshell armour and combat helmets. He then runs the characters through the weapons and other systems of the combat car.

'This is a M9A1 combat car, 30 tons of fighting fury. You're sitting on top of eight, count 'em, eight high-power multidirectional fans blowing air through a steel plenum chamber located approximately zero point five metres below your asses.

'Right, grab the handles of the tribarrels. Firing plate's between the grips – stick your thumb on it and hold it down when you want to screw something up. Don't screw anything you're not supposed to. The gun's fed through the mount with two-cm plastic discs. If you get a dud disc, crank the manual level and cycle the bad round out.

'There's a safety interlock at the base of the gun. Hit it and make sure the light is green. Green means live, boys and I want the guns live in the streets. The only people left in these streets are rebels, so if you see anything moving, shoot the hell out of it.'

He then drives the combat car out of the spaceport, past still-smouldering buildings and into the streets of Ardan's suburbs. This district saw a great deal of combat during the fight for the spaceport – the burnt-out buildings loom like hollow-eyed ghouls and the streets are littered with the wrecks of tanks and combat cars. Over the roar of the fans, Hoster gives the characters an ad-hoc briefing about the current situation.

'Colonel Hammer's been fighting for the high ground for the last week and we won it two days ago. He's bringing up the artillery now. In a few hours, our big guns will open up on that ugly fort yonder and the rebellion will go down like a two-bit whore.

We'll be done with this war in a week. The fort goes down and we all get to get off this coppy mudhole and go somewhere with more sun and more women.

All you lot need to do is keep your heads down and-

And then Hoster's head explodes, as a sniper in one of the buildings nearby hits him with a rifle shot. The characters have driven straight into an ambush.

AMBUSH

There are a dozen rebels in the buildings nearby. There is a sniper on the roof of a mostly-intact parking garage. Another eight rifle-armed ambushers are hiding in buildings nearby on either side of the street. The last three are lurking in a storm drain nearby with a buzzbomb launcher. The plan is for the initial attack to distract the combat cars while the launcher team gets close enough to launch a rocket inside Adjacent range, making it more difficult for the combat cars' ADS to intercept.

Hoster is dead in the driving compartment of the lead combat car. If the characters want to get the combat car moving again, one of them will have to climb forward, drag the corpse out of the driver's seat and take the controls.

The sniper and the two groups of ambushers on either side of the street are communicating using radio and work as a team. One group fires on the combat car, while the other two groups move to a new firing position. They have fought the Slammers before and have a healthy respect for

AMBUSHER

ROCKET TEAM

SNIPER
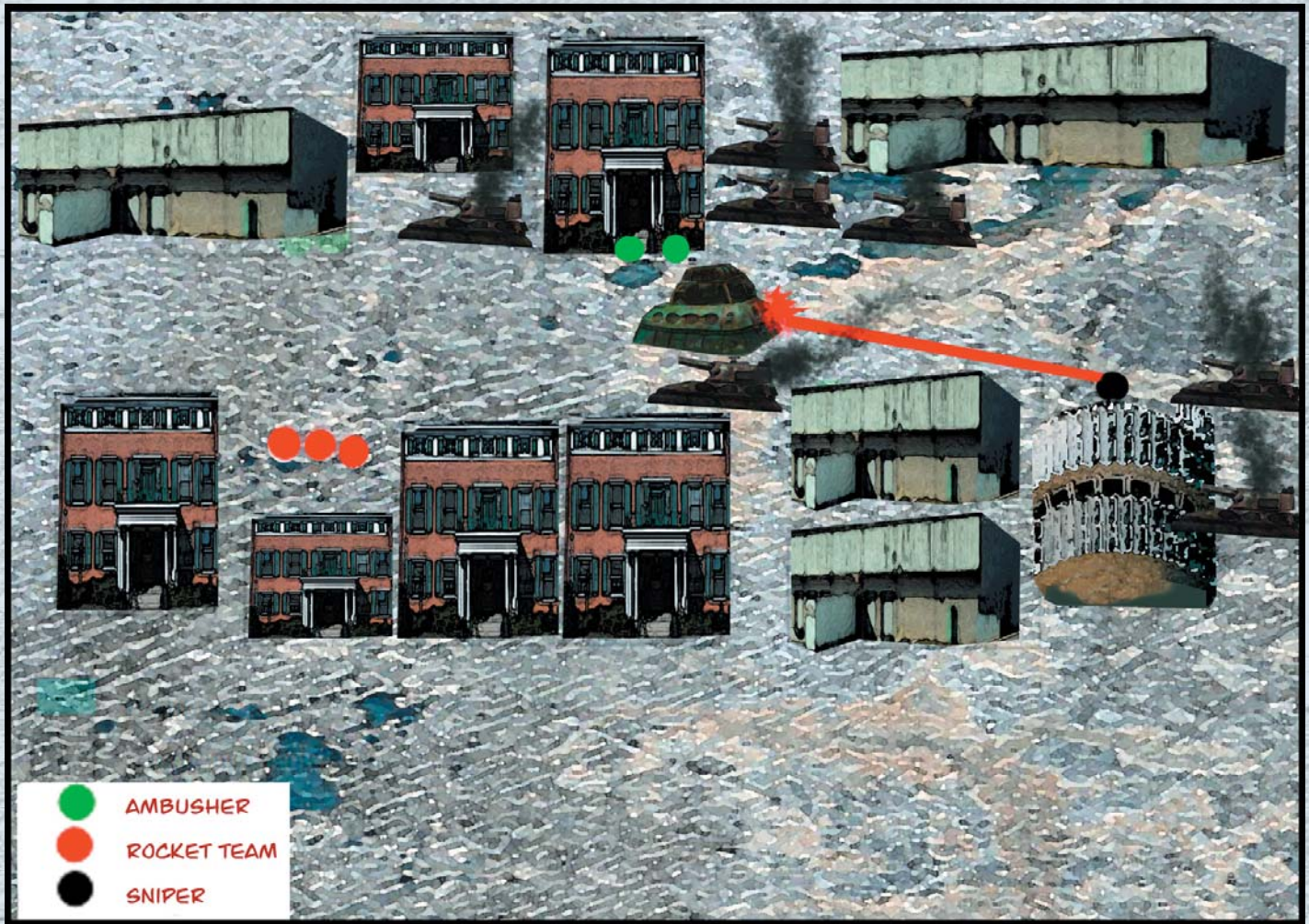
the destructive power of their guns. Therefore, none of the ambushers wants to spend more than one or two rounds firing without moving.

All the attackers have ½ cover thanks to the ruined buildings. The buildings are big enough for the combat car to drive into for extra cover.

Six rounds after the initial attack, the rocket team emerges from the storm drain and runs towards the combat car. As soon as they get into Adjacent range, they keep firing buzzbombs until the combat car is destroyed.

The characters should be able to deal with this ambush quickly enough, assuming they get moving and do not stay still. They can hose down the buildings with powergun fire, blowing away the cover and exposing the ambushers.

THE WORD FROM COMMAND

Once the characters escape the ambush, they can start heading towards Firebase Bravo – the route map is still displayed on the screen in the driver's compartment. They

can also raise command on the radio and report the death of Lt. Hoster. Command orders them to keep heading towards Bravo for the moment.

As the characters drive through the deserted streets, they receive an encrypted transmission from Firebase Bravo.

'Bravo to all Slammers M9 units operating in Sector Three. Hostile forces just hit our forward observation post and took prisoners. Intercepted transmissions suggest they're going to use our guys as human shields in Bunker Hill and stop the hammer.

All M9s are to seek out and intercept the rebel raiders. Recover any captured Slammers personnel before they get to Bunker Hill.

The hammer must fall. T minus two hours and counting.'

The map display on the combat car is updated to show the location of the forward observation post. The characters are the closest Slammers unit to the post.

The Observation Post

The Slammers observation post was located in the ruins of a destroyed rebel base. As the characters approach, they see burning tents and wreckage in the midst of older debris. One tent is still intact. The observation post was hit by a similar guerrilla band to the one that ambushed the characters earlier.

As soon as the characters stop the fans of the combat car, they can hear agonised shouts coming from inside the intact tent. Someone is still alive inside.

However, the characters need to be cautious. The rebels scattered tiny anti-personnel mines in the ground around the observation camp. These mines are hidden inside tin cans, underneath wreckage, buried in the rubble or even inside the bodies of fallen soldiers. The mines are only half the size of a grenade and inflict 3d6 damage if triggered.

A Difficult (-2) Recon roll is needed to cross from the combat car to the intact tent. Alternatively, the characters can drive the combat car up to the tent with a Difficult (-2) Drive roll; the combat car's belly armour is strong enough to withstand blasts from the grenades.

With a successful Investigate roll, characters can piece together what happened. The attackers emerged from a sewer entrance behind the observation post and stormed through the defenders, killing most of them. Tracks suggest that at least two people were dragged away into the sewers. The attack happened no more than 30 minutes ago.

Commtech Jacobs

Inside the tent is Slammers communications technician Alice Jacobs, who was recruited three months ago here on Yansworld. She has been shot in the stomach at close range and is in severe pain. She needs immediate medical attention – a successful Medic roll will fill her full of enough painkillers to get her talking, as well as diagnose the fact that most of Jacob's blood is sloshing around the floor of the tent instead of being inside her like it should be. If she does not get to a surgery within an hour, she is dead.

Once revived, Jacobs can tell the characters that her commanding officer, Lt. Onnasit and their liaison with the Yansworld Government, Captain Coarbourg, were both taken alive by Ardies and dragged off to the sewers. The observation post has seen very little activity on the streets in the last few days and they believe the Ardies have taken to the still-intact sewers to move around without being spotted by satellites and drones. Coarbourg provided the post with maps of the sewers.

The characters are faced with a choice – if they leave Jacobs there, then the Slammers medivac team might get to the observation post in time. If they bring Jacobs back to Firebase Bravo themselves, she will definitely survive but the Hammer will not fall. Jacobs urges the characters to go on and rescue the kidnapped officers.

The Sewer Map

Checking the sewer map provided by Coarbourg shows that while there is a maze of sewer tunnels in this area of the city, there is a definite chokepoint to the north. The most direct way to get to Bunker Hill is via the Chancery Bridge, either via the bridge itself or through the tunnels under it. If the characters drive their combat car north, they can get to Chancery Bridge before the rebels in the sewers and set up an ambush. Alternatively, they can head into the sewers and try to track down the rebels before they even reach the bridge.

Going via the surface means the characters will be driving their combat car into a district of the city filled with snipers and mines but it means the characters are virtually certain of catching the rebels. Going via the sewers means that the characters may not catch the rebels but it is safer.

THE CHASE

If the characters contact Slammers command then they are told that Firebase Bravo can offer them limited support – specifically, an artillery strike that can be called in on any target, except Chancery Bridge. Command can give no advice on which route is the better option but they are scrambling a recovery team to retrieve any survivors from the obs post.

The Surface Route

If the characters take the surface route, they travel north along Chancery Boulevard, formerly one of the most important streets in Ardan. Now, it is a bombed-out wasteland. The streets are littered with debris, wrecked vehicles and tattered papers from ruined office buildings. Flyers dropped by Slammers drones warning of the upcoming artillery strike are everywhere. The characters may make a Recon roll to find the best way through the streets – the better the Recon check, the less trouble they run into.

Recon Effect	Number of Encounters
-5 or less	6
-3 to -4	5
-1 to -2	4
0	3
1 to 2	2
3 to 4	1
5+	0

Next, roll 2d6 on the Surface Encounter table to determine what the encounters are.

Roll	Encounter
2	Enemy TR6A4 tank
3	Slammers forward patrol in another combat car, looking for the kidnapped officers
4	Sniper
5	2d6 Survivors, looking to escape the city
6	Anti-vehicle landmine, concealed in the street
7	2d6 antipersonnel landmines, scattered in the street
8	1d6+1 rebel troopers
9	Heavy barrier, requiring a Very Difficult (-4) Drive roll to bypass; alternatively, the characters can take a detour and have another two encounters
10	1d6 wounded rebel troopers, looking to surrender
11	Missile Team
12	Enemy T-11 tank

The characters arrive at Chancery Bridge ahead of the rebels.

The Sewers

In the sewers, the characters must make a Navigation roll to stay on the trail of the rebels. The Effect of the roll determines how close the characters come to the rebel group.

Navigation Effect	Result
-3 or less	Lost in the sewers; the characters have no idea where the rebels are and the mission is a failure.
-1 to -2	As 1-2, plus the characters run into another rebel patrol of 1d6+1 troopers
0	As 1-2 plus the characters run into the refugees
1 to 2	The characters reach the rebel group after the rebels link up with the reinforcements
3 to 4	The characters reach the rebel group at Chancery Bridge, at the same time as the reinforcements.
5+	The characters reach the rebels as they emerge from the sewers, before Chancery Bridge.

Refugees: The characters encounter a group of a dozen refugees, former citizens of Ardan who did not flee the city when it was besieged by the Yansworld government. They have been hiding in the sewers for weeks, convinced that the war will soon be over and it will be safe to re-emerge. They have no idea about the upcoming artillery assault on Bunker Hill.

The refugee's leader, an older woman named Meredith, begs the characters to help them. She wants the characters to escort them out of the Ardan-controlled zone – she claims the rebels have taken to conscripting any men of fighting age and shooting the rest, which is why they hid in the sewers in the first place. The refugees know faster routes through the sewers and can get the characters to Chancery

The Rebels: The group of rebels holding the hostages consists of eight troopers, led by a rebel commander. The hostages have both been beaten and have their hands tied behind their backs but are otherwise unharmed. The rebels have contacted their superiors at Bunker Hill and support has been dispatched to meet them at Chancery Bridge.

Rebel Reinforcements: The rebel reinforcements consist of a dozen troopers, two jeeps and a TR6A4 Gladius tank.

Fighting In The Sewers

If the characters manage to catch up with the rebels in the sewers, then they face a tricky fight in close quarters. There is plenty of cover in the sewers but it is lit only by the torches carried by the rebel soldiers and the occasional shaft of light from a sewer grating above. In addition to their normal gear, the rebels have eight small mines like the ones used to booby-trap the observation post, which they will use to block the sewer passage behind them if they suspect they are being pursued.

Fighting In The Streets

When the rebel group holding the hostages reaches Chancery Bridge, they emerge from the sewers and wait until their reinforcements reach the far side of the bridge. They then cross the bridge and load the two hostages into a jeep, heading for Bunker Hill.

If the characters reach Chancery Bridge before the rebels link up with the reinforcements, then they can stop them from crossing the bridge and free the hostages. Eight rebel troopers without buzzbombs or other heavy weapons are no match for a combat car. If the characters are forced to

The Hammer Comes Down

It is possible that the characters fail to recover the hostages in time, in which case the artillery assault is launched on Bunker Hill despite the presence of friendly forces in the blast zone. The sky turns black and blue as shells, rockets and powergun blasts rain down on the fortress, overwhelming its point defence systems. Characters not under cover on the streets take 4d6 damage just from the heat and flying debris.

REBEL TROOPER
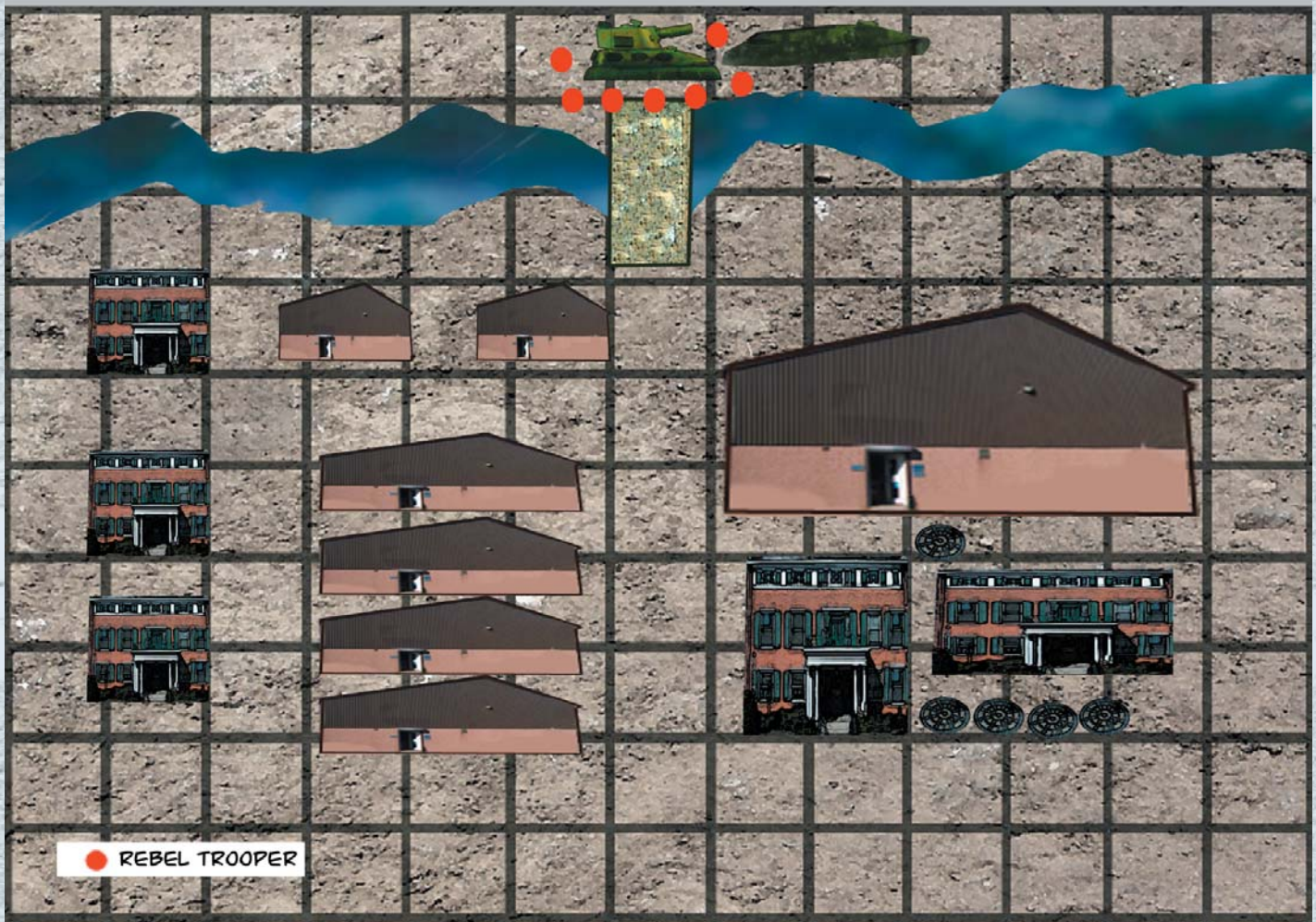
tangle with the reinforcements, they have a much trickier fight and should call in an artillery strike from Firebase Bravo to destroy the Gladius tank.

HOME BEFORE THE HAMMER FALLS

Once the characters retrieve Onnasit and Coarbourg, they can turn around and race back to friendly territory before the Hammer falls on Bunker Hill.

Successfully completing this rescue operation wins the characters the respect of their fellow Slammers, as well as a special commendation from Coarbourg and the Yansworld government. If the characters fail to rescue the kidnapped Slammers, then a brief funeral service is held for Onnasit amid the ruins of Bunker Hill.

Either way, the new recruits have been through their baptism of fire with Hammer's Slammers and will soon lift for the next war.

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