A short guide to "Hammer's Slammers" in The Crucible and all Supplements & Under the Hammer

Optional Rules: it’s probably best to decide which ones are in use before you play!

Separate Detachments (P108): Each detachment will be allocated a commander and their rank and LV (mandatory for more than one detachment per side).

Overkill (P111): If a hit is scored, the difference (if any) between the number scored in the Attack Roll (die roll + Fire Power number) and the DV of the target is added when dicing for the Damage Roll, resulting, possibly, in greater damage to the target.

The Big Guns (P114): Any remaining LPs can be put into a leadership point 'pool' which can be used when calling for off-table artillery support. See Steel Rain (S1) for more details of LP costs (usually 16 - 20LPs).

NOTE: Hammer's Slammers - The Crucible: 3LPs allow a TU to fire Rapid Fire weapon twice. A roll (or any roll on a multi-barrelled or multi-shot weapon) of 1 on the second shot indicates the ONE

ATGW Break: 3LPs allow 'jinking' by vehicles moving maximum distance of SLOW or better: +1 VD for one turn.

Steel Rain (S1): Off-table mortar fire. Cost 3 LPs to fire - shots as per the standard mortar weapon, range: NA. Fire arrives in Phase 7c of the following turn. Down 1 QR if not observed. Interception available like Artillery (Red/Blue Triangles). Snipers may actively spot giving +1 QR.

Returning Fire - Counter Battery fire (S1): Off table artillery and mortars may be detected on a 6+ (5+ for Veterans or Elites). If detected, 4LPs per weapon) can be spent to fire any on or off table Artillery/mortar piece back at the originators of the fire. All bowl a D6 and add +1 for Light Mortar, +2 for Heavy Mortar, +3 for up to 14cm (light) Artillery, +4 for 15cm and over (heavy) artillery, -1 for Partially/Non-Armoured target, -2 for Armoured targets, +1 for Elite and Veteran shooters. Consult table: 0-2: miss; 3-4: 1 Suppression on Inf; 5-6: target vehicle no firing next turn, 2 Sup' on Inf; 7: target vehicle no firing next turn, 3 Sup' on Inf; 8: Target vehicle TU is out of action permanently but not destroyed. Target infantry TU is destroyed; 9-13: Target battery completely destroyed. On results 6-6 targets may withdraw.

Courage under fire (P116): Rather than 4 suppression markers - the standard amount - an infantry TU is destroyed when it accumulates a number of suppression markers dependent on the Quality of the troops. Untrained: 2; Trained: 3; Veteran: 4; Elite: 5.

A leader of men (P116): In Phase 2, infantry TUs may have suppression markers removed using LPs and the 1-2-4 rule (1st: 1LP, 2nd: 2LPs, 3rd: 4LPs).

Leading from the Front (P126): If the detachment leader is in a visually different vehicle or is a distinct infantry TU, the leader gains a +2 bonus to their leadership points. When the TU is destroyed/removed from play this bonus is lost.

When the Bullets Fly (P126): When a detachment reaches over 50% TU losses each individual TU makes a QR for a Morale Check. Those that pass stay and fight on, those that fail leave the field/surrender etc.

Easy Terrain (S2): Roads and other flat surfaces mean some vehicles move one movement rate faster. Check the chart to see what effect this has on your vehicle or infantry TU. Does not effect grav/fliers but does affect wheeled/tracked, some hover and infantry.

Follow Me (S3): A commander leads their troops from the front. For Green (6LPs), Trained (5LPs) veteran (4LPs) and elite (3LPs) varying numbers (depending on rank and quality) of TUs can move at the same movement rate as their commander (including up to 3 moves if the commander uses the 1-2-4 rule) for just 1LP spent on each.

Sniper Pods (S3): Vehicles may have (effectively) a Sniper attached (a micro-drone, mast mount or an actual sniper). They operate and cost (both points an LPs to activate) the same as a regular sniper but don't pay to move (moving with the vehicle) and are not concealed as snipers usually are. For designation/spotting they always have line of sight anywhere on the table. They fire as a standard infantry powergun: Sh 2, FP2/2.

Gun Your Engines! and Charge! (S3): Any commander for 1LP can command up to an entire detachment of TUs to travel 1 movement band greater than standard. So Slow (and Infantry) would increase to Medium, Medium to Fast, Fast to Very Fast and Very Fast would add Medium to Fast. Each TU has to make a QR before movement or they stall and do not move. This QR may be re trieved two more times re-rolling using the 1-2-4 rule for each individual TU.

Special Rule: Enhanced Combat Car Firing Arcs (UtH): At a cost of 1LP a Combat Car’s three weapons can fire in three arcs each. FArc adds LArc and RArc, and the two side weapons add both FArc and RArc. This decreases the defence to DVT from ALL angles. However, when taking a hit, an Attack Roll (AR) that hits on a 7 or an 8 influences the Damage Roll (DR). This ignores a result of a 5 or a 6 (destroyed) even including Overkill when rolling the DR: the result of a 5 or 6 is a miss: no effect. All other results apply normally: a 1,2,3 or 4 DR from an AR that hit on a 6 or 7 do standard damage as does any DR made on a hit from a successful AR roll of 9 or above.

Points may be pulled from the Leadership Points Pool to do extra stuff (P129):

Kick Their Tails: movement on units but at double cost so the ‘1-2-4 rule’ costs 2-4-8 LPs.

Stiffen Their Spine: 2 LPs add +1 to the Morale QR of a single TU spent BEFORE rolling the dice. A roll of 1 always fails.

Stay on Target: 2LPs raise just the firing QV by one level. May not be combined with ConFire (P114)

ATGW Break: 3LPs allow ‘jinking’ by vehicles moving maximum distance of SLOW or better: +1 VD for one turn.

Rapid Fire: 3LPs allow a TU to fire ONE weapon twice. A roll (or any roll on a multi-barrelled or multi-shot weapon) of 1 on the second shot indicates the (vehicle) firer’s weapon is destroyed or (infantry) receives 1 suppression. Only once per TU per turn.

NOTE: More details on pages indicated by the P numbers (as in P120 for example) of Hammer's Slammers The Crucible

S1, S2, S3 and S4 indicates the rules come from Supplements: 1, 2, 3 or 4.

(UtH) means the rule is from the scenario Under the Hammer

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A short guide to 

### Troops (S4):

- Smaller units - half the size of a detachment - run by a sergeant (Elite: 4TUs; Veteran: 5TUs; Trained: 8TUs; Untrained: 15TUs)

### Thunder Run (S4):

Build up of speed on Easy Terrain only so that speed can be maintained without expenditure of LFs. First turn of movement, any moves carried out on Easy Terrain (up to 3 on the 1-2-4 rule) may be declared a Thunder Run from the following turn onwards. Marked with a marker showing first thunder run and how many moves. Next turn another Thunder Run can be declared with additional moves (so maximum of 6 over two Thunder Runs) and this is marked with different coloured marker. That vehicle now has two Thunder Runs declared (noted by two tokens - say a Green and a Red one) and - as long as it chooses to stay on the Easy Terrain - it may move up to the number of moves indicated by the counters for FREE (i.e. with the expenditure of no Leadership Points). Remember, however, any firing it performs will be at -2QR as it belts along (although ConFire for 2LPs per vehicle may be used to recover one of those)

### Ramming Infantry and other vehicle TUs (S4):

If a Vehicle TU rams another Vehicle TU or a similar size, then there is generally no effect. This Optional Rules may be invoked for very large vehicles ramming very small ones (big tanks versus jeeps, perhaps).

In the case of a vehicle versus infantry, assume the ramming vehicle is making something similar to an ADS attack but - instead of a fixed roll - use a Quality Roll to hit Sh1 FP3. Whatever the result the vehicle TU halts at the location of the infantry TU, butted up against it. For a Vehicle TU versus vehicle TU, still make the ADS style attack, again with a QR to hit, and Sh 1 FP 3 with a jeep or similar, FP5 with large tanks and dozer vehicles and FP4 for everything else. Overkill can be used.

### Multi-story buildings (S4):

The standard rules do not deal well with large, multi-story buildings. Use the standard rules (page 115 in The Crucible) for single story buildings. In a multi-story building each floor must be attacked independently (so, essentially, a four story building is 4 targets). This means that:

- Infantry and snipers may hide on a selected floor and must be noted as such.
- Floors must be destroyed one at a time (fire may spread from floor to floor if a result of ‘Burning Building’ is bowled up, but not in a game).
- Artillery strikes must destroy the top floor first and then work there way down one floor at a time.

### Artillery and Mortars and Area Effect (S4):

When area effect weapons are used, each attack may attack not only its selected TU (the initial one selected as being within the rounds targeting radius) but all other TUs within a small ‘Burst’ range of that primary target. These ranges are: **Light mortars:** Point Blank; Heavier mortars, MLRS and Artillery strikes: **Close range**

### Using ADS used against missile attacks (S4):

A working ADS may try and hit incoming missiles. It achieves a success on a roll of a simple 6+ (note that standard ADS against Buzzbombs - their primary targets - is always higher than this). For use on later vehicles with improved AI (i 340TW onwards)

### Prime Detachments and Prime Troops (S4):

Even Elite troops have detachments that are specialists with extra skills and the Slammers are no exception. Playing games with scenarios that reflect the stories in Drake’s work is, after all, one of the functions of the rule system. Check some of the play sheets (eg Lieutenant Huber’s detachment of Combat Cars) and **Supplement 4** as example as a guide for creations of your own, both in terms of Elite skills to choose, and **Supplement 5** for points costs of skills.

### Getting the range (S3):

For use with mortar fire and artillery fire, when both on-table and off-table (using optional rules ‘The Big Guns’, The Crucible page 123, and ‘Steel Rain’, Supplement 1*, page 6). Each salvo against the same location increases the skill level of the firer by one band in each successive turn (up to the maximum of Elite), providing the fire is observed in at least the first turn.

### Laser burn through (S5):

All vehicle mounted lasers from 348TW onwards capable of firing two shots (light Sh2 at FP3/3, medium Sh2 at FP3/4 and heavy Sh2 at FP4/5) can sacrifice their second shot for extra penetration effect for Sh2, medium at FP3/5 and heavy at FP4/6). The result of the second dice is:

1: Add the **infantry FP** to the **FP of the first dice**; 2-5: Add **FP1** to the first dice; 6: **Burn out Barrel** (as if using the Rapid Fire rule).

### Actual Rule Changes

Also introduced in Supplement 4 were some actual rule changes and rule amendments.

### Classes of troops:

3 new troop types with different balances of both Skill Quality and Leadership Quality. All are 12 TUs per detachment.

- **Warriors** (fight as Veterans but have leadership as Trained)
- **Fanatics** (fight as Elite, take morale checks as Elite, but have their Leaders and Leadership as Un-Trained)
- **Commissars** (fight as Trained but have leadership as Elite)

### Anti-Artillery and anti-ATGW capability:

- some non-powergun/laser weapons have reduced (-1QR) anti-AAA. Marked by Blue triangles, not red
- Up-rating Combat Cars fire arcs (UCCF): Combat cars now get better firing arcs plus a back up infantry weapon to cover the rear arc

### Infantry with fast firing close quarter weapons:

Infantry with close quarter weapons are better at short range only:

These weapons get an additional +1 QR at close range (putting them up to +2 at close range) and an additional +1 FP against **infantry targets**.

- **Low Tech Assault Rifle:** Sh1 FP 0+1/0; Powergun submachine guns: Sh3 FP 1+1/1; Infantry laser rifle pack: Sh2 FP 2+1/1;
- **Flechettes:** Sh2 FP 3+1/0. Note: The +1 in the Fire Power figure indicates the reminder to add +1 FP against infantry and acts as a prompt to add the **additional +1 QR** for short range (meaning short range for these weapons is +2 QR in total).

### Infantry in cover:

To make it clear, when they now benefit from the firer dropping one quality level (-1QR) through obscuration AND the benefit of an increase in their DV (+1 soft cover, +2 hard cover). Vehicle TUs **only** get the obscuration -1QR.

### Non-mechanical Transport:

Infantry may be mounted on steeds. **Move Fast**; **May not enter buildings but all other movement unchanged.**

### Unchanged DV:

If theTU does not move, they are assumed to have dismounted and may fire at full effect. Can’t fire Flamethrowers, Buzzbombs, hypersonic missiles, heavy support weapons of grenade launchers while moving.

### Ballistic weapons:

- Off table Artillery, on table mortars and grenade launchers do not count line of site cover or front armour, but top cover and top DV

**NOTE:** S4 indicates the rules come from Supplement 4, S5 = supplement 5 etc.