

OPTIONAL RULES CHEAT SHEET

A short guide to **OPTIONAL RULES** in The Crucible and all Supplements & Under the Hammer 1 of 2

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).

If called, artillery fire arrives in Phase **7c** of the following turn. The firing player nominates a targeting point, dices against **all** TUs (up to a maximum of six), within **20cm** of that point (or 10cm for 15mm games, 7cm for 6mm games) but only scores a **maximum** of one hit on each TU. Each artillery strike is six shots, i.e. six die rolls. The artillery firing player makes a quality roll if the targeting point is observed, down one **QR** if not observed for each round that gets past interception. Incoming rounds may be intercepted using any and all suitable weapons with Red or Blue Triangles (showing number of shots **▲** or **▲**) in detachment. Snipers may actively spot giving +1 **QR**.

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 **0-6** 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 (poth 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 retried 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 **DV7** 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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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 LPs. 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 Rule 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 their way down one floor at a time.

Artillery and Mortars and Area Effect (S4): For those who think that Artillery and Mortars are not unpleasant enough (and don't give enough of a disincentive for clumping units too close together) use the following rules:

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): Although they are not optimised for it, as an optional rule (agreed by both players) 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).

This optional rule could be employed on later vehicles with improved AI systems (typically 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. What follows is an example of points cost and detachment formation for Lieutenant Huber's detachment of Combat Cars from the novel *Paying the Piper*. Use this example as a guide for creations of your own, both in terms of Elite skills to choose, points costs and general composition to build distinct 'Prime' Detachments and Troops that reflect the forces within the Slammer's books.

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.

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 now 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: Sh 1 FP 0+1/0; Powergun submachine guns: Sh 3 FP 1+1/1; Infantry laser rifle pack: Sh 2 FP 2+1/1;

Flechette Shotgun/Airfoils: Sh 2 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 fired at 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. may fire weapons while moving at -1QR. If the TU 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 or 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