



Slammers Campaign Ideas

Introduction

This document is a model for starting a small Hammer's Slammers 'mini-campaign'. It is designed to be used in conjunction with the Elite Skills 'Cheat Sheet' and the Elite Skills Cards (all available on the website www.hammers-slammers.com).

The premise of the campaign is to encourage frequent battles against largely even forces, allowing for the placement of terrain and the selection of 'battle' types based on the rule book with some clarifications and with the reward, for the players, of Elite Skills to give to their whole force.

These skills are to take the form of cards, based on the skills in the basic rules plus ones added by Supplement 2 (the latter is also available on the website). The Elite Skill Cards can be printed out and – depending on the result of the battle – chosen or awarded via a dice roll to whole forces: any force that gains an Elite Skill has that apply to any and all detachments fielded by that force (by that player) in future, within the campaign.

The objective is specifically **not** to encourage competitive, points based tournament play: rather it is an incentivised framework upon which to hang regular battles with forces of various sizes and may be adapted to suit different play styles and players' needs.

Forces

All forces must be agreed forces with their own Big Detachment Sheet (from the Slammers website). No additions or substitutions permitted.

These include

Elite Detachments, Veteran Detachments, Trained Detachments, and Un-trained Detachments.

Opponent balance

A two-player game can be between any of the following:

1 Detachment Games

One Elite Detachment with a Lt commanding, or...

One Veteran Detachment with a Captain commanding and an "Insurance Sergeant", or...

One Trained Detachment with a Major commanding and an "Insurance Sergeant", or...

One Un-Trained Detachment with a Colonel or Special leader commanding with an "Insurance Sergeant".



A two player game can be between any of the following:

2 Detachment Games (albeit some with 3 detachments...)

Two Elite Detachments with a Captain and Lt commanding with a single "Insurance Sergeant", or...

Two Veteran Detachments with a Major and a Captain commanding, with two "Insurance Sergeants", or...

Three Mixed Detachments: *One Veteran Detachment* with a Major or Special leader commanding and an "Insurance Sergeant", *one Trained Detachment* with a Captain commanding and an "Insurance Sergeant", and *one Un-Trained Detachment* with a Lt commanding with an "Insurance Sergeant", or...

Three Trained Detachments with a Colonel or Special leader commanding, plus a major and a Captain and three "Insurance Sergeants".

In Multi Detachment forces, all LPs can be pooled across detachments, but all movement is detachment sequenced (i.e. *one at a time, following the initiative roll*).

As the games progress, players will accrue extra Elite Skills (see later). These are attached to that whole force. So – if, for example, the Slammers win a game – then the next game they play the Slammers force will have whatever Elite skill has been allocated.

If the force has two detachments from mixed forces (ie two forces from differing "Big Detachment" sheets) then any Elite Skill cards are allocated at the players choice (ie, if there are two forces and two are won, they might get two each or one gets one and one gets none etc).

Game Type

Once forces are decided, the table size, game type, table layout and starting positions are allocated is allocated:

Table Sizes (assuming 15mm forces):

One detachment per side – *Two tables side by side – this usually means around a 6x4 foot table area*

Two detachments per side (even though some forces might actually field three) – *Two sets of two tables side by side (i.e. 4 tables) side – this usually means around a 6x8 foot table area.*

Double these table sizes for 28mm. Halve them for 6mm.



Battle Type

Having set up the tables and added a cloth, each player bowls a dice until you have a winner. The winner decides whether the game is to be a:

Standard Battle. Players will set up their detachment(s) at opposite ends of a battlefield, within 15cm of a table edge. They fight until all the detachments on one side have broken by losing more than 50% of their TUs.

Objective Battle. The winning player has to defend a set objective on the battlefield. After the terrain is laid out, he sets his TUs up around the objective (within 50cm). The other player's TUs enter from the table edge furthest away from the objective. The player who controls the objective at the end of the game (5 turns or when one side has broken) by having a TU closer to it than his opponent wins.

Raid. The winning player has to defend a set objective on the battlefield – usually a single building/bunker (something the size of a playing card will do but nothing bigger than a foot square). He sets his TUs up around the objective (within 50cm). The other player's TUs enter from the table edge furthest away from the objective. He wins the game if he destroys the objective, otherwise he loses. The objective should have a DV allocated to it (usually 9) and a number of 'hits' required to be landed on it to be destroyed. In a **one detachment** game it should require 10 hits of 6+. In a **two detachment** game it should require 20 hits of 6+.

Table Layout:

Once the game type has been established, you will need scenery. Use the guidance in the book: Having agreed on the table size, battle type and force size, both players should pick out **up** to (but not **more** than) **FOUR** scenery items each (from whatever is available) and put them to one side. A scenery 'item' in a 15mm game could be:

- Roads: enough to go from one side of the table to the other.
- Rivers: enough to go from one side of the table to the other.
- Buildings: enough to cover a square foot
- Tree areas: enough to cover a square foot
- Low Vegetation: enough to cover a square foot
- Still water: enough to cover a square foot
- Hills: enough to cover a square foot

Bowl a dice each until you have a winner: the winning player places **all** of the terrain on the table (or defers to the other player to do so). In a **Standard Battle**, the player that did not place the scenery then decides the starting positions of the two opposing forces, (essentially two opposite table edges) without detailing which one is which. Then have the first player pick which of the two locations they are to use for their troops, allowing the other player the remaining one.

However, in a **Raid or Objective Battle**, the player that did **not** place the scenery then decides the starting positions of the defending forces, pointing out which is the *Defending Point* or the *Raid Objective*. Then have the first player pick up to two table edges which are to be used by the attacking troops (which need not be adjoining).



Finally, in a **Raid or Objective Battle**, another dice roll is made: the winner is the attacker and the loser is the defender for the game. The defending player places any detachments within the constraints laid out above, before the winner places his subsequent attacking detachment(s) on up to two table edges which has already been decided.

In a **Raid or Objective Battle**, forces may be placed inside buildings and will remain hidden (put them on a sketch map) until they open fire. Attacking forces may speculatively attack any building on the table. Buildings are allocated a DV based on the building itself as per the values outlined in the Crucible rule book.

- Light Building (e.g. wooden construction) 6
- Medium Building (e.g. brick construction) 7
- Heavy Building (e.g. reinforced concrete) 7
- Light Bunker 8
- Heavy Bunker (Starport Main Buildings) 9

Forces firing from buildings are assumed to do so from heavy cover (through windows and on roof parapets etc).

Some structures which are uninhabitable (monorail tracks, bridges etc) are considered too tough to be blown during the course of the game (unless they are the **objective** in a **Raid** game).

Forces may also be placed (hidden) in woods and vegetation. The rules in 15mm games are:

Large vehicles 15cm or more inside dense woodland and more than 15cm away from an opponent are considered hidden.

These figures drop to 8cm in dense woodland for medium sized vehicles (APC's, trucks etc), and 8cm in any woodland or bushes for small vehicles (Jeeps, Skimmers etc) and infantry.

TUs (that aren't snipers - see page 110) automatically reveal themselves if they either fire or move and are placed on the table.

Standard rules NOT in play

Unless specifically agreed between players, these standard rules should not be used:

- Mines
- Snipers (**UNLESS** they are on the Detachment sheet for the force – a few do have them)
- Off table Artillery or Mortars

Optional Rules IN play

Optional rules will include **ONLY** the following but all should be applied:

- Separate Detachments
- Overkill
- Courage under fire
- A leader of men
- Leading from the Front



- When the Bullets Fly
- Rapid Fire
- Easy Terrain (Supplement 2)
- Follow Me (Supplement 3)
- Sniper Pods (Supplement 3)
- Gun Your Engines! and Charge! (Supplement 3)
- Getting the Range (for on table mortar fire only) (Supplement 3)

(see the *Optional Rules Cheat Sheet*, available on the website).

What do you get for playing?

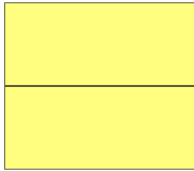
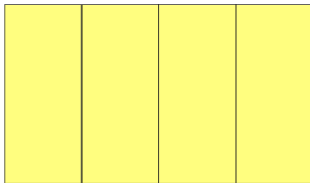



The Winners of a game will get **Two Elite Skills** – one they **bowl** for (check out the Skill Bowling/Selection list below) the second one they get to **pick**. These can be from the Crucible rulebook or any of the three supplements (see the *Elite Rules Cheat Sheet*).

The loser still gains experience, however. They get **ONE Elite Skill** that they **bowl** for.

Note that – if any skill is bowled for which is a duplicate (i.e. one they've already been allocated - either randomly with a dice or one that has been chosen) then that skill is wasted.

This means that – as the campaign progresses, losers will find more and more that they will duplicate (as they are not actually choosing the skill just bowling it).

Again, to emphasise what was said earlier, the Elite Skills gained apply to the whole force and however many detachments are deployed in future games for the length of the campaign: even if a force gets badly mauled with heavy losses, the information and lessons learned will be shared with their comrades back at HQ...

Determining tables, scenery and troop deployment		
1 detachment per side game ?		Or...
2 detachments per side game ?		
Type of game	Bowl a dice each 	Winner picks from: <ul style="list-style-type: none"> • Standard Battle • Objective Battle • Raid Battle
Scenery Choice	Each player picks up to 4 items	
Scenery Placement	Again, bowl a dice each 	Winner places ALL of the scenery on the table
Troop Deployment	For a Standard Battle	Loser decides starting position of two forces at opposite ends of the table
	For Raid or Objective Battle	Loser nominates the Defending Point (DP) or Raid Objective (RO) . The Winner chooses up to two table edges to attack from
	For Raid or Objective Battle , again, bowl a dice each 	Loser becomes the defender and places their forces within 50cm of DP/RO Winner becomes the attacker and places his forces on up to two previously nominated table edges, no more than 15cm from table edge

Elite Skills Selector and Random Dice Bowler

As per the core rules, the choice of skill area – Leadership, Vehicle or Infantry is left up to the player themselves. However, the section in the core rules dealing with variations in acquiring these skills is ignored: irrespective of a dice role and whether or not the unit is trained, elite or whatever, winners in a game get to pick one and roll one, losers just get to roll one.

Select a chart first, then bowl a D8 dice. If you haven't got a D8 to hand (shame on you) bowl a D6 and on a 1-5 read the result. On a six, re-roll adding 5 to the total. On the second roll, on a 4, 5 or 6, count them as a 1, 2 or 3. So a roll of a 6 followed by another roll of a 6, works out as 6 (roll again adding 5), 6 (equals a 3, with 5 added is 8).

Seriously, it's easier to get a D8...

Leadership Skills	
Roll	Result
1	Inspirational Leader – Add to +2 Leadership Value of Top Commander in force
2	Tactical Genius – Top Commander in force bowls 2 D6 to determine turn order and picks best
3	A Shaper of Men – Once per turn, select ONE TU +1 QV for EVERYTHING until the end of the turn.
4	Morale Officer – 50% check becomes 25% strength; +1 to the morale QR to remain on the field
5	Blitzkrieg – Top Commander in force rolls extra 1d6 of movement LPs ONLY
6	Command Material – When Top Commander in force rolls for LP, roll 3d6 and pick the best two
7	Defensive Stalwart – A temp +1QV to TWO TUs per turn, but only if the selected units do not move.
8	Pick any one you like (from any of the three charts) and roll again on this chart
Vehicle Skills	
Roll	Result
1	Leadfoot – Faster vehicle movement
2	Snapshot - Firing on the move
3	Hull Down - The vehicle gains +1 DV to all armour locations
4	Dead-Eye - The vehicle may fire ONE direct-fire weapon at its full rate of fire at +1 to hit
5	Field Mechanic - Quick fixes to minor damage
6	Luck - Re roll 1D6 dice rolls for any vehicles, any roll
7	Pathfinder - All difficult terrain is considered Clear Terrain
8	Double Tap - "Rapid Fire" any vehicle for just 1 Leadership Point
Infantry Skills	
Roll	Result
1	Tank Hunters - using non-ATGW weapons vehicle armour is at -1 DV for all locations
2	Close Quarter Battle – A +1 to each die roll in close combat with other infantry
3	Ground Hogs - Infantry gain +1 to armour even in the open.
4	Dauntless - Top Commander in force automatically removes 1d6 suppression markers in phase 8.
5	Swift and Sure - Faster infantry movement
6	Medic – When killed, make a d6 roll: on a 6 result any infantry TU remains on the table.
7	Dig in - Light cover becomes +2, heavy cover becomes +3. Better results in buildings
8	Double Tap - "Rapid Fire" any infantry TU for just 1 Leadership Point

Consult the Crucible Rules, supplements and Elite Skills Cheat sheet and Elite Skills Cards for more detailed information on Elite skills