

## A Scenario for Hammer's Slammers: The Crucible (Previously in Miniature Wargames)

Rob Jenne is the newbie: an untrained recruit to fill in a space on Sergeant Commander "Chero" Worzer's combat car. On their trip back from the space port on Curwin with a trailer full of four Genefran Flirts – non human "Field Expedients" in a cage being towed behind the combat car – Worzer decided to check out a local village near a dry river bed that was on their way back to base – they'd had sensor reading indicating possible enemy activity in the area. Rob gets into the cramped rear of the car with the rear left gunner Leon Fogleman and takes up his station behind the rotating barrels of the 2cm powergun tribarrel but – as they approach the village – things begin to go badly...

In the story by David Drake the single combat car is attacked from all sides by indigenous fighters armed with satchel charges, automatic weapons and even the odd powergun. The enemy fighters spring from holes in the dry banks of the gulch, from the corners of fields... from anywhere and everywhere. Rob Jenne is the only survivor in Drake's tale, calling down the Slammer's artillery on its own position as he runs for his life leaving the mortally wounded Worzer with an already dead crew in the wreckage of his combat car. Can you do any better?

This is a scenario for the *Hammer's Slammers: The Crucible* rules. Normally, *Crucible* games are played with a detachment of vehicles and infantry a side – in the case of the Slammers that's eight Tactical Units (TUs). This game is different: it is played with just **one** TU of Slammers: a single combat car. The enemy will be determined by dice rolls and the scenario is therefore suitable for solo play.

### Set up

For a 25/28mm scale game, you'll need a table around 8 feet long. For 15mm you can get away with half of that. For 6mm you'll need around 3ft. In all circumstances, the table should be around half the width of its length. The ground can be anything from desert to scrubby grass: in the story they're checking out a movement report around a dry riverbed (arroyo) 30m wide with 1m high banks. Either this can be represented by hills either side of the table or a simple line of sand or gravel to represent the dry banks of the river. Finally you will need some buildings to represent a small village in the locations marked on the map: something between four and eight buildings will do. These can be of any style that fits in with the rest of your terrain.

### The Enemy

On the map you will see red dots. These represent the possible location of enemy forces. Indicate these with a counter or similar. When the combat car moves within 30cm (15cm in 15mm scale, 10cm in 6mm scale) of a red counter bowl on the chart to see what enemy materialises – if any – at that location. See later on for the special Game Turn chart.

### The Objective

The objective is to investigate the reported movement in this area. This is achieved by traversing from the starting point at one end of the table to the far end "Turn Around Point" flushing out any enemy along the way and getting back off of the table at any point along the bottom 'red' edge. Destroying enemy is secondary to getting off the table with the information of what you've found. Victory will be decided based on a number of factors – see *Victory Conditions*.

### Terrain effects

The terrain is all easy going except that the one metre high banks of the arroyo count as 'rocks and rubble' to climb up out of (though nothing to descend). This terrain type – under normal circumstances – is impassable to a wheeled vehicle (see special rules). Some of the fields have hedges and fences that count as light vegetation (a combat car will have to make a QR to drive through them, as it will negotiating the rocks and rubble going up a bank of the arroyo). The buildings are light and medium buildings (DV 6 and 7).

### Movement

The combat car – speed Fast, Light Hover - normally travels at 30cm per turn (for a 25/28mm game – check out The Crucible for measurements in other scales). Towing a trailer reduces this to Medium, Wheeled, 20cm per turn. Infantry move at 15cm per turn.

## Special rules

### Leadership points

Each Turn Sgt Worzer will get 2 LPs but he will also get 1D6 additional points which he may spend or keep in a pool, rolling the total over from turn to turn. This pool is available for ANY use throughout the game – saving for artillery, upping Rob Jenne's QR with **ConFire** or drawing on when low rolls are made. The Curwin forces need no LPs – they always have enough to move once whenever the scenario dictates.

### Movement

The combat car can pay 1LP to move and may move up to three times in a turn using the 1-2-4 rule (meaning it will cost an additional 2 LPs to move twice and another 4LPs to move a third time).

A combat car uninhibited by the trailer may move up the bank using a Quality Roll or (if failed) LPs may be spent (using the 1-2-4 rule).

### Special Rule: *I think the trailer's still attached...*

If the car is still towing the trailer and it attempts to negotiate the bank bowl a D6:

#### D6 Bowl Result

- |              |   |
|--------------|---|
| <b>1 - 3</b> | The car and trailer manage to negotiate the bank with no problems   |
| <b>4</b>     | The trailer jack knifes and the car comes to a halt at the top of the bank. End of movement for that turn |
| <b>5</b>     | The trailer bounces badly and one of the Flirts is killed   |
| <b>6</b>     | The trailer snaps off and crashes and all of the Flirts are killed  |

The combat car may crash through fences and hedges on a QR or – if failed – use one LP.

### Firing

#### Sgt Worzer's combat car

Regular firing rules apply to the combat car with a few special rules:

#### Special Rule: *Mixed abilities*

Rob Jenne (right side gunner) is an untrained gunner and fires as such (QR6). 2LPs can be spent on **ConFire** to bring him up to Trained (QR5+). This represents Sgt Worzer shouting encouragement at him...

#### Special Rule: *Grenadiers*

If desired – or more likely if a tribarrel has been lost due to fire – a grenade may be thrown by a crew member. It counts as **Sh 1, FP 3/1, range Close 15cm**. It's only advantages over a powergun are:



Grenades can be lobbed making it a non-line of site weapon. It is thrown in phase 5 and explodes in phase 7 of the same turn.



Grenades are a 360 degree weapon- no firing arc restrictions.



Grenades attack a target TU **PLUS** any others in base contact with it. This important if two TUs are emerging from a main entrance at the same time

#### Special Rule: *Enhanced Combat Car Firing Arcs*

Under normal circumstances, combat cars fire in three arcs, one gun to an arc with no rearwards firing. At a cost of 1LP the **entire** car's crew can be more flexible, leaning right out to the side of the vehicle. This means that the front tribarrel can fire in three arcs – Forward arc and both Side arcs – and side mounted weapons can both fire in Forward and Rear arcs in **addition** to their respective side arcs. So, **FArc** adds **LArc** and **RArc**, and the two side weapons add both **FArc** and **RArc**.

However, this has two *disadvantages*. Firstly it opens up the troopers to fire that they would normally be protected from. This **decreases** the defence to **DV7** from ALL angles. However, when taking a hit, an *Attack Roll (AR)* that hits on either a 7 or an 8 influences the following *Damage Roll (DR)*. This **ignores** a result of a 5 or a 6 (normally giving a **destroyed** result) **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** resulting from an **AR** that hit on a 7 or 8 does **standard damage** as does **any DR** made on a hit from a successful **AR** roll of 9 or above.

In these circumstances, Sniper attacks against the car still assume an armour value of 7 but roll as normal for snipers (page 120)

**This is an optional rule that can be applied in the full game, outside of this scenario.**

Specifically to this scenario, if the trailer is still attached and the guns fire to the rear, there is a chance with a miss that they will hit the Flirts. If firing in the rear arc at a target with tribarrels any misses by Leon (the left wing gunner) that come from a roll of 1 on his QR are inflicted on the Flirts – each one kills a Flirt. With Rob Jenne (the right wing gunner) the risk is greater: a miss with a roll of 1 or 2 on his QR will result in a dead Flirt.

Note that grenades can be lobbed rearwards over the trailer and will not result in deaths to the Flirts in the event of a miss. Grenades can be lobbed 360 degrees without the need to extend firing arcs by paying a LP.

## Curwin Irregulars

These are, as the name implies, irregular human troops. The scenario could be played with almost any human – or even humanoid troops – you have available, as long as they carry weapons: The Curwin Irregulars are armed with a variety of weapons (see card) and are generated 'on the fly': if the combat car is within 30cm (in 28mm scale) of a red counter in Phase 3 or whenever the combat car moves to within 30cm (in 28mm scale) of a red counter in phase 4, bowl on the chart to see what enemy materialises – if any – at that location.

The locals appear from 'spider' holes, from inside buildings and similar concealed firing positions and are placed on the table at the points indicated in phase 2.

All opponents of the Slammers are single figure TUs with 1 shot except the "High-Tech Assault-rifle team with Buzzbomb" result which are normal multi-figure TUs. Note that on a roll of 6 that team is Trained with a Quality roll of 5+ and a close assault factor of 2.

Also note that the Sniper uses the Sniper rules on page 120 of *The Crucible*. He will be concealed when he appears and may not be fired at by the car unless he is detected using the sniper rules.

## D6 Bowl Result

- |          |   |
|----------|---|
| <b>1</b> | No enemy! A false alarm...  |
| <b>2</b> | High-Tech Assault-rifle team with Buzzbomb  |
| <b>3</b> | High-Tech Assault-rifle Sniper TU   |
| <b>4</b> | High-Tech Assault-rifle team with Buzzbomb plus Satchel Charge TU   |
| <b>5</b> | A TRAINED (QR5+) High-Tech Assault-rifle team with Buzzbomb   |
| <b>6</b> | Main entrance: Satchel Charge TU PLUS bowl again for another team to be placed adjacent to the first one* |

*\*Result 6, above, can be cumulative: a roll of, for example 6, 6 and 5 would result in 2 satchel charge TUs and a trained group emerging at once.*



## Damage

Damage to the car is as per the rules with the following special rules added:

### Special Rule: *Hit Location*

If the car is hit and the damage chart is consulted and the number 4 is rolled – **Weapon Lost: opponent chooses.** Bowl a dice:

#### D6 Bowl Result

1	The Front tribarrel is destroyed
2	The Left tribarrel is destroyed
3	The Right tribarrel is destroyed
4	No effect – to your surprise the shot bounced off of the gun shield
5	The ADS system goes down – no more anti-buzzbomb strips
6	The trailer is hit and a Flirt is killed

### Special Rule: *Transmission busted*

If the car is hit and the damage chart is consulted and the number 2 is rolled – **Transmission Busted**, bowl a dice at the start of each turn when the leadership points are bowled: a 1, 2 or 3 means they still can't move and Jake the driver is desperately trying to restart the vehicle. A 4, or a 5 means he can move NEXT turn and a 6 means he can move this turn.

## Flirts

There are four in the trailer and the idea is to get them out of the area alive. Other than that they do not function in the game. They will not be targeted deliberately by the Curwin Irregulars but may be hit accidentally in the melee.

They are at danger, however. If the combat car is fired at from the rear and the QR result with any weapon used is a 1, then a dice is rolled. On a 1-4 the Flirts are unharmed but on a 5 or 6 a single Flirt is killed.

If a Buzzbomb is fired from the rear – or a close assault is made from the rear – both of which would set off the ADS system then bowl as above: on a 5-6 a Flirt is killed.

Remember the trailer can be unhitched and – if in contact with the combat car – re-connected at any time. Like a towed weapon this costs 2LPs (page 119).

Note two things about unhitching. Firstly, it can only be done if the Combat car has been fired upon. Secondly, if the car is unhitched then – later on – hitched back up, bowl the same dice. On a 5-6 a Flirt has been killed (stray rounds, etc).

If the trailer is unhitched and not recovered (it has to be hitched back up to the car: if the crew debus they can't push it!) the flirts are all considered combat losses.

## Artillery

At some point, Worzer may wish to call in the hogs. This will cost 20LPs which the Slammers player may be saving up his points for. If the combat car has unused tribarrels then – if he's surrounded (and if he's brave) – he may call them on his own position. This counts as observed (obviously) and if the LPs are paid for then six rounds will come in. The first round will ALWAYS be aimed at the combat car which may be destroyed using a successful QR of 3+ with a working, unused tribarrel. All other rounds will hit units of the opposition, max of 1 each per TU, range 20cm from target point.



## Final Bug Out

In the event that the combat car is stalled and can't move and, perhaps, most or all of the tribarrels are knocked out and the grenades aren't stopping them, what remains of the crew can bug out. To de-bus costs 1LP to exit the vehicle (page 117). A Slammers infantry TU is placed on the board and can make it's way to the red edge, encountering enemy in exactly the same way as the combat car did. These slammers **all** fight as Elite and may use a Grenade attack as an alternative to one shot from the assault rifles.

## Bad guy motivation and weapons

When they pop up from their hiding places for the first round – and any subsequent rounds that they haven't moved from that location – they have a DV of 5 plus Hard Cover (ie DV7). On the move they have a DV5. TU's that appear from a Main Entrance are in base to base contact with others that appear at the same time (and are thereby vulnerable en masse to grenades). If Curwin units are killed in situ then, on the next turn, if the car is still within 30cm (28mm scale) of the red counter, another Curwin is bowled for

When the Curwin Irregulars appear, they will respond in one of a number of ways:

**Satchel Charge** carrying TUs, in their next movement phase, will move towards the Combat car at their maximum speed of Infantry 15cm. Their objective is to close the gap, close assault the car and throw their satchel charge. Like all Satchel and suicide charge TUs, they operate as single figures – like snipers – but are **fanatic**. This means that for suppression purposes only – **they ignore the first 3 suppression counters**. Count their 4<sup>th</sup> suppression as their first (no movement, reduced close assault *page 112*) - assuming that they are not killed by direct fire – in this case they have, like the rest of the Curwin Irregulars, a DV of 5)

**TUs with Assault Rifles** or **Assault Rifles and a Buzzbomb**. These will fire from that position in hard cover (they will be in a building or a spider hole or similar). They will hold their position until the combat car moves out of Line of Sight after which they will always move the shortest distance to retain the target within their LoS.

**Snipers.** The sniper will continue to fire from that position even if detected but cannot be fired upon – even with the combat cars ADS system – until a successful detection roll (5+) has been made.

## Playing the game

The combat car can pick any route to get to the end of the table and back but it's obvious that it's going to pass close by numerous enemy location counters no matter *what* route it picks. The trailer and its 'cargo' are obviously going to slow down the combat car and make it more risky to get up the slopes of the river banks.

At some point the player is going to have to decide whether the points gained by leaving the scenario with the Flirts *intact* outweighs the chance of not being able to get cover the ground *fast* enough...



## Victory Conditions

There are no real victories to be gained here – it's just a test to see how well you can do as the Slammers in a difficult situation.

What happened?	Points for the Slammers
If the combat car gets to the Turn Around point and back off the table	+ 20 points
For each Flirt killed	- 5 points
For each Curwin TU killed	+ 1 point
For each Tribarrel knocked out	- 5 points
If the combat car is destroyed but the crew gets off	+ 5 points
If the combat car is destroyed with the crew	- 20 points

## Results:

**30+ Points:** a very positive result for the Slammers – *the Colonel will be proud of you. Expect promotion!*

**20-29 Points:** the Slammers did well – *the Colonel will be pleased and asks you to see Major Pritchard for a debriefing*

**10-19 Points:** an acceptable result for the Slammers – *the Colonel wants you to see you in his office*

**Under 10 Points:** the Colonel is furious. *Major Steuben calls you in for a thorough for a thorough investigation...*

**Cards** - See special Cards for Under the Hammer, downloadable separately.

## Modelling the Forces

In any scale use a Slammers combat car from Old Crow models: to be super accurate, Leon is black and Rob is blonde. Both are pretty well muscled... In 28mm the trailer can be made up from the bits box: any pair of small wheels and a piece of plastic card or similar with a cage made of wire or brass rod. I made mine from a 1/48<sup>th</sup> (ish) scale jeep trailer. The Genefran Flirts are blue skinned and naked with coloured hair (well, wigs actually - red in colour, amongst other colours). Their skins have a fine dusting of scales that might be too subtle for 28mm (and certainly lost on figures smaller than that). Use any naked female figures that seem appropriate (the hobby isn't short of 'gentlemen's collectable' types).

## Phases for the Under the Hammer scenario

<b>Phase 1</b>	Dice for sequence in which detachments move 1 D6 each with the Slammers at +2 Leadership for Sergeant Worzer. Obviously, until any Curwin Irregulars are deployed, this is moot. Highest score detachment moves first.
<b>Phase 2</b>	Dice for leadership points for the Slammers: 1d6 + 2. Unused surplus may be saved in a 'pot'. Curwin Irregulars don't need them
<b>Phase 3</b>	Curwin forces appear if within 30cm of a red counter. Allocate artillery defence status of Slammers tribarrels if the Slammers have called in an Artillery strike. The Curwins don't have defence.
<b>Phase 4</b>	Move combat car using result and LPs (from phase 2). Curwin forces appear if the car moves within 30cm of a red counter. Curwins just move or not according to their type and situation. Movement for them will be a maximum of one move towards the combat car.
<b>Phase 5</b>	Shooting - Direct fire (plus grenades)
<b>Phase 5a</b>	Check that the firer has a line of site on the target.
<b>Phase 5b</b>	Quality Roll for each shot from firing weapon.
<b>Phase 5c</b>	Attack Roll for each successful result from Quality Roll (phase 5b).
<b>Phase 5d</b>	Damage Roll for each Vehicle TU with an AR success. Removal for Infantry TU with an Attack Roll success. A Suppression marker for Infantry TU with an AR failure.
<b>Phase 6</b>	Close assault and Satchel charges. TUs cannot fire into a Close Assault.
<b>Repeat above phases 2 to 6 for each player/detachment, then, simultaneously for ALL detachments:</b>	
<b>Phase 7</b>	Grenades: firing results from earlier phase 5 shooting for all players simultaneously.
<b>Phase 7b</b>	Off table artillery: firing results from previous turn phase 5d shooting for all players simultaneously
<b>Phase 7c</b>	Calling in off table artillery spending accumulated LPs in Artillery 'pot' on calling in an artillery strike, if possible
<b>Phase 7d</b>	
<b>Phase 8</b>	Dice to remove Suppression markers
<b>Phase 9</b>	Remove destroyed TUs

**END - Next Turn - Check for Victory Conditions and - if these have not been met - start again at Phase 1**