


# HAMMER'S SLAMMERS THE CRUCIBLE



## Rules Supplement ONE

This update features two elements that are entirely compatible with the *Hammer's Slammers: The Crucible* core rules.

 "Negative, Captain... you will give me a combat car. The one you're in will do fine. If you want to ride into a firefight closed up in a can, be my guest - but I don't."  
**Major Mathew Coke**  
Friesland Defence Force

## Friesland Defence Force: Late 340s TW

### Post-absorption of the Slammers into the regular army of Nieuw Friesland

#### ■ Introduction

The Slammers began life as the Auxilliary Regiment of the Friesland Defence Force in 319TW, raised to fight on Melpomone and with Colonel Alois Hammer as their commanding officer. Twenty nine years later, they returned to their home world when Hammer became President after the Slammers broke Friesland's best force: the Iron Guard at New Wageningen.

After this date, the Slammers regiment became absorbed within the regular army as the 1st Brigade of the Friesland Defence Force.

Ex-Slammers "wear the pin" - a small red enamel metal shield worn over the left breast indicating previous service in the mercenary unit.

#### ■ Operations for the FDF

In the Friesland Defence Force, the smallest unit fielded is generally a battalion. Although transport can be procured through various sources, both governmental and private, for maximum combat readiness, the battalion will usually be deployed via a large, single star ship capable of lifting the entire force from its mustering point to its destination. This is usually the *Obadiah* class ACLC (Armoured Combat Landing Craft). Other vessels in this class include the *Elijah*, *Isaiah* and *Jeremiah*.

*Below: "Reckless" is an M9A7 combat car, as fielded by the FDF. This is an up-armoured version of the earlier vehicles as used by the Slammers and has an operational mass of 50 tonnes. It has an up-rated propulsion system to retain the cross country performance displayed by earlier models but is - in all other respects - very similar.*





"Is mercy a mistake?"

**Major Mathew Coke**

*Friesland Defence Force*



"I used to think so...

*Thinking a gun's a magic wand that you wave - that is a mistake... he should have cut them down immediately"*

**Sgt Johann Vierziger**

*Friesland Defence Force*

**How big is an ACLC?**



**The Obadiah class is 250m long. In 25mm/28mm that would be around 5m long, around 2.5m in 15mm and just under a metre in 6mm. So - even in a small scale - it would probably fill a gaming table!**

*Below: The M9A7 combat car has a solid splinter shield as opposed to the beryllium mesh shield fitted to earlier models.*

These vessels are big enough – and heavily armed and armoured enough – to put down on dry land on virtually any planet capable of sustaining operations, almost irrespective of terrain. In addition, ships of the *Obadiah* class are designed to fight their way both in and out of a landing zone.

The ACLC are over 250m long and mass 100,000 metric tonnes unladen. They mount numerous weapons including 25 and 40cm powerguns in turrets, along with many multiple 3cm powerguns, mounted 'calliope' style, as anti-air and anti-artillery weapons. They travel between the planets using their star-drives but land using a combination of plasma thrusters and anti-grav drives. They clear their own landing areas of vegetation, debris – and even opposition – using these thrusters. Egress for both vehicles and personnel is made via both a front and rear ramp. These ramps are 80m wide, enabling a full platoon of vehicles to leave each ramp simultaneously.

The mix of vehicles and men included in a battalion can vary dependent upon mission, however, the preferred approach is to aim, where possible, for an independent team that can be self sufficient in almost all requirements for a minimum of 200 hours in combat and probably much longer, depending on the situation.

Deployments of the FDF that are greater than single battalion size might use multiple ACLCs or, alternatively, use transport vessels that are both larger and less combat-ready than the *Obadiah* class. These bigger starships generally land at starports that have enhanced facilities designed to handle larger vessels.

### ■ Command of the Battalion

A battalion headquarters will be present, consisting of the commanding officer (usually a lieutenant colonel, sometimes a colonel), an executive officer (the second-in-command, usually a major), and three to six captains in charge of the same number of companies.

### An 'All Arms' Mixed Battalion

*This might typically feature:*

1 Headquarters battalion with five companies, incorporating: 1 medical company, 1 communications company and 1 intelligence company. The commanding officer is in charge with a 2IC, a captain and several lieutenants. *Around 150 personnel plus command cars, support and communications vehicles.*

1 Combat car company with 4 platoons of cars (each with 5 combat cars and 1 command car). A captain in charge with a lieutenant in charge of each platoon. *Around 100 personnel and 24 vehicles.*

1 Tank company with 4 platoons of tanks (each with 4 tanks). A captain in charge in a command tank within one of the companies with a lieutenant in charge of each platoon. *Around 34 personnel and 16 vehicles.*







Left: The M9A7 combat car 'Cutting Edge' is the vehicle commandeered by Major Coke for the final battle against the Heliodorus Regiment on Cantilucca.

Below: Ex Slammers in the FDF wear 'the pin'. This is a small metal enamelled pin in red with a gold lion. It is generally worn on the left breast of the uniform or body armour.



1 Infantry company with 4 platoons of skimmer-mounted infantry (each platoon with 40 men). Each platoon has three jeeps with a mixture of mortars and tribarrels fitted. A captain in charge, usually in a tribarrel-armed jeep, with a lieutenant on a skimmer in charge of each platoon. *Around 180 personnel with skimmers and 12 jeeps.*

Artillery company: 1 Battery (6 vehicles) of M53 Hogs, plus a command car, two ammo haulers and a jeep. A captain in charge with a lieutenant as his 2IC. *Around 60 personnel.*

1 Engineering and Supply company with up to three engineering vehicles (tracked) and additional supply vehicles (hover). *Around 60 personnel and 40 vehicles.*

***The All Arms Battalion includes around 600 personnel and over 100 vehicles of various sizes.***

### **A Light Battalion**

During the Cantilucca campaign (353TW), the FDF landed a Combat Car and Infantry Battalion from the *Obadiah*. The other elements of an 'All Arms' Battalion were not needed in these circumstances, so a full Combat Car Battalion - six companies - with three companies of infantry plus some additional command and support elements shipped on the ACLC.

### **■ Equipment**

By 350TW the FDF was a highly efficient, mechanised force, consisting of many veteran units and some elite units, the latter almost entirely composed of ex-Slammers regiment troops. Front line units were mostly equipped with the M9A7 (50 tonne) up-armoured combat car and the M2A4UA (190 tonne) blower tank. Infantry are equipped with faster skimmers featuring terrain avoidance systems to increase speed in difficult conditions while retaining a low, 'Nap of the Earth' movement style. The infantry use the M388 tribarrel rocket launch system for anti-armour work.

The M2A4UA has reinforcement of its armour in weaker areas, particularly the sides, top, lower (underside) and rear. It also has an enhanced 20cm powergun for its main weapon. The command variant has an additional tribarrel and up-rated AI.

The M9A7 has a solid splinter shield and an enhanced armour overlay leading to increased defensive levels all round.

The gross take off mass of an *Obadiah* class ACLC with a mixed, or 'All Arms' Battalion is in excess of 112,000 tonnes.

Below: This is the symbol that ex-Slammers troops of the FDF sometimes have on their vehicles as opposed to the standard symbol of the Friesland Defence Force.







Above: This is the standard symbol of the Friesland Defence Force, displayed on vehicles and as a uniform patch.

## Friesland Defence Force

### Detachments and Points Cost

#### ■ Points

M2A4UA tank: 560 points; M4FUA command tank: 585 points; M9A7 combat car: 450 points; M9A6 command car: 240 points; Infantry on fast skimmers with micro-buzzbombs: 75 points; standard infantry: 35 points; *White Mice* and grenade launcher equipped infantry: 40 points. *All other vehicles as per the standard Hammer's Slammers: The Crucible points costs.*

### Detachments

#### ■ All Arms detachment

3 combat cars, 1 command car, 2 tanks, 2 TUs infantry on Skimmers. 1 Lieutenant.  
**Total 2900 points - treat this as a single detachment.**

#### ■ Armour detachment

4 combat cars, 1 command tank, 3 tanks. 1 Lieutenant.  
**Total 4105 - treat this as a single detachment.**

#### ■ Infantry detachment

6 TUs infantry on Skimmers, 1 mortar jeep, 1 tribarrel jeep. 1 Lieutenant.  
**Total 690 points - treat this as a single detachment.**

#### ■ Support detachment

1 M53 Hog on the table (260 points), 1 command car, 1 mortar jeep, 2 TUs infantry on Skimmers, 1 TU other infantry. 1 Lieutenant.  
**Total 825-830 points, depending on infantry choice of 'other infantry' - treat this as a single additional detachment making one Lieutenant up to a Captain for an additional 40pts.**

### TU Play Cards

The TU cards below represent the up-rated vehicles and systems used by the FDF. The cards are for 28mm 'scale'; however, versions for 6mm and 15mm - and the standard Slammers picture 'fronts' - are all available on the official website in the pdf downloads section: [www.hammers-slammers.com](http://www.hammers-slammers.com)

Friesland Defence Force		Friesland Defence Force		Friesland Defence Force	
M9A7 Combat Car		M2A4UA Blower Tank		Infantry Squad	
Type	Elite: 3+	Type	Elite: 3+	Type	Elite: 3+ C/As'lt: 4
Move	Fast, Lt Hover: 30cm	Move	Medium, Hv Hover: 20cm	Move	Infantry: 15cm
Defence	F 10, S 10, R 10, T 8	Defence	F 12, S 11, R 10, T 10	Defence	6, Light cov' +1, Heavy +2
Weapons	3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3.	Weapons	20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.	Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2.
Defence Systems	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)	Defence Systems	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)	Suppress	remove suppression marker (UP TO 5) on 3+
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter	Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter	<b>VARIANTS</b> On <i>Skimmers</i> Move: Very Fast, Lt NoE: 50cm with 2cm Assault Rifle powerguns: Sh 1, FP 2/2, Micro Buzzbombs: Sh 1, FP 1/7 (med range) <i>White Mice Unit</i> : 1cm SMG powerguns, Sh 3, FP 1/1 (med range) <i>Grenade Launcher + 2cm powergun</i> Launcher: Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.	
<b>VARIANTS</b> <i>M9A6 Command Car</i> : minus 1 Defensive Value on sides and rear. <i>Weapon</i> 1x 360 tribarrel.		<b>VARIANTS</b> <i>M4FUA Command Tank</i> : same stats but with an additional tribarrel 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.			





## Light Artillery & Counter-Battery Fire - optional rules

*In The Crucible, official rules for table top gaming in the Slammer's Universe, artillery may be employed both on and off the table (page 123 of the rules).*

### To summarise the standard rules:

Mortars, Multiple Rocket (MLRS) launchers and artillery pieces can fire when on-table (in two different modes) and all can fire off-table.

On-table, light and heavy mortars can fire in a ballistic mode with light mortars firing at any range beyond short and heavy mortars at any range beyond medium (meaning you need a big play area to be able to use heavy mortars on-table). 'Tubed' artillery – the sort the Slammers themselves have – cannot fire in a ballistic mode on the table top – they only use this mode as an off-table artillery piece. This is usually scenario driven but the suggestion for allocating the Leadership Points needed to call in an artillery strike is 20 plus (see optional rule 'The Big Guns', page 123 of the rules).

On-table, regular 'tubed' artillery can fire over open sights but it's not what they are designed for and all 'hogs' used in this direct-fire mode take a drop of one Quality Level when firing.

An MLRS acts as a heavy mortar on table with half of its tubes giving the number of rounds it will deliver. Off table it acts as an artillery barrage (usually a heavy artillery barrage – **Shots 6, Firepower 5/6.**)

*Above: A Heliodorus Regiment heavy mortar.*

*This double barrelled weapon offers rapid fire with heavy mortar shells (Sh 2, FP5/4). For use with 'Steel Rain' it would fire as **TWO** heavy mortars - costing **6 LPs** to fire both barrels. For local defence, it carries a heavy support cone-bore weapon (Sh 2, FP1/3).*

*The vehicle is based on a ten wheeled Legion 4F6*

*Legate and has a four wheeled 'cab' section and a six wheeled rear section connected by a flexible joint affording good cross country mobility for such a large wheeled vehicle. The vehicle carries up to three TUs of infantry in addition to the gun and crew.*



## OPTIONAL RULE

"But Lord and Martyrs...  
how long after  
we start shooting  
is it gonna be before  
the Feds figure out  
where the shells're  
coming from?... 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?"

**Artilleryman  
Bonmarcher**  
Hammer's Slammers



Opposite, top: A Heliodorus mortar crew in action.

On table, this operates as a Light Mortar (**Sh 3, FP3/1, no short range**). For use off-table with 'Steel Rain' this would fire as **ONE** light mortar - costing **3 LPs** to fire three shots.

Remember that - like all mortars - it would fire at its **maximum range** with a loss of **one quality** when firing off-table, hence the **-1QR** in the 'Quality Level' column on the chart, right.

Opposite, bottom: a Firelords GIAT RA4-80 MLRS system. On table, this operates as a Heavy Mortar (**Sh 6, FP5/4, no short or medium range**). For use off-table with 'Steel Rain' this fires as per the standard 'The Big Guns' rule as a Heavy Artillery barrage (**Sh 6, FP5/6** at a cost of **20LPs**).

### Optional Rule: Steel Rain

**Giving light and heavy mortars the option of off-table fire.**

In the standard rules, mortars (including light and heavy, but **NOT** MLRS launchers) can **only** fire **on-table**. This makes heavy mortars somewhat restricted in use. Instead of using them on-table, pay the points for them (or use the ones indicated in the detachment force list) but have them **off-table**. That could mean leaving them in the box. It could *also* mean not painting up the models in the first place but noting that you have them in your force and have 'paid' for them! Note, however, the following points concerning mortars:

- They are not 'free to fire': these assets cost leadership points (LPs) to call in a strike and fire at their maximum range from off-table (see chart below).
- Maximum range is **NA** and the fire as a regular mortar fires when on-table, so: a light mortar is **Shots 3, FP 3/1** and a heavy mortar is **Shots 1, FP 5/4**. Some variation is given on the TU cards to indicate faster-firing versions and double-barrelled mortars which change the shot number on these, but – if in doubt - follow what it says on the cards, but adjust LPs required for the number of shots.
- They need observation of the target area or they lose a **Quality level (-1QR)** to hit. Remember, observation is from **any** friendly unit.
- **ConFire**: Like regular mortar equipped TUs, they can have their Quality Roll increased **1QR** by the paying of **2 Leadership Points**, providing they are not already Elite status, just like they can when on the tabletop.
- As the shells are travelling further, they are subject to interception from suitable weapon systems just like off-table 'tubed' artillery and MLRS – the AI system has time to lock on as the rounds come in. So **lasers** and **powerguns** etc get the same interception rolls as they would against artillery rounds (the red triangles on the TU cards and see page 124 – Defence Against Off-Table Artillery Fire).
- Snipers may spot for off-table mortars as they would for other off-table artillery (page 120). **1LP** spent with a sniper raises the **QR** by 1. This can be combined with ConFire.

**Comparisons of off-table artillery Leadership Point costs using optional rules 'The Big Guns' and 'Steel Rain'.**

Weapon Type	LPs needed to fire	Shots Fired	Fire Power	Quality Level
Light Mortar	3	3	3/1	-1 QR
Heavy Mortar	3	1	5/4	-1 QR
Light Artillery	16	6	4/4	No Change
Heavy Artillery	20	6	5/6	No Change
* This can vary – check the TU cards				

### ■ NOTE

With "Steel Rain", fire for mortars is initiated in **Phase 5**, as per normal, but arrives on target during **Phase 7b** of the **following** round – **NOT** – **Phase 7b** of the **same** round, as would normally happen with mortars used on-table.





### Optional Rule: Returning Fire

**Giving counter battery fire from on and off-table to artillery pieces and – if 'Steel Rain' is employed – to mortars.**

If off-table artillery of any sort is used – including regular artillery pieces or an MLRS (see 'The Big Guns', page 123 of the rules) or using mortars in an off-table mode (see 'Steel Rain' – left) you may wish to return fire with ballistic assets (mortars and hogs) either on or off-table if they are available.

For returning fire purposes, off-table mortars and hogs are, in many ways, treated a lot like snipers (page 120 of the rules). They may **not** be fired upon or assaulted (or even detected) until they themselves open fire. Every time an off-table weapon system fires in **Phase 7c** (or **Phase 5** for mortars) - but **NOT** before - they may reveal their presence as a sniper would. The chance of detecting them every time a salvo is fired is dependent on the quality of the troops doing the detecting (see the chart at the top of the following page).

If a mortar or artillery piece is detected, then **any** on-table or off-table resource that has **not fired in that turn** may counter battery fire at it. This requires LPs to initiate it: **4LPs must be available (ie 'in the pool') per resource fired in this way**. In **Phase 5** or **7c** (as applicable), after the off-table mortar or artillery has opened fire, a single roll is made for each weapon type returning fire and the number in the **Counter Battery Fire Column** (see the chart at the top of the following page) is added. For a final result, consult the **Results of Counter Battery Fire Number Generator Roll Chart** at the bottom of the following page. Remember to take **1** off of the dice roll if the target is partially armoured/open topped (like a mortar jeep), take **2** off if the target is fully armoured (like a Slammers hog). Use a straight roll if the target is unarmoured (like a mortar truck) or an infantry unit (whether wearing body armour or not. Add **+1** to the dice roll if the shooting force is either Elite or Veteran.

This is a fairly abstract roll as it does not take full account of the target's position (ie is it dug in? Is it in a building?). It also takes little account of rapid firing or multi-shot weapons, but it does allow effective return fire within the game.

Whether a mortar or artillery piece is detected or not, if undestroyed it may fire again next time the LPs are spent and will again be subject possible detection and counter-battery fire.

### OPTIONAL RULE



"Those last two shells were anti-tank rounds with seeker heads! You killed 'em all!"

**Chief Level**  
Hammer's Slammers



### Leadership Points

To use 'Returning Fire' effectively, players need to be using pools for leadership points (see pages 123 and 127 of The Crucible).



to



## Conclusions



### The Friesland Defence Force:

If the Slammers are a tough act to beat, the FDF are even tougher: bigger and better equipped, they are very heavy hitters.

Detachment versus detachment, there would be very little that could stop them, except perhaps the TAS. Use them sparingly!

**Artillery:** 'Steel Rain' and 'Returning Fire' – like regular artillery and the optional rule 'The Big Guns' – are, in all probability, not something you would use in every game. Artillery doesn't factor heavily in the Slammers stories. When it is present, it's usually being either clawed out of the sky as it comes over the horizon by the Slammers AI-driven powerguns, or the inverse of that: shells delivered devastatingly by Slammers hogs to a suffering enemy.

On the tabletop, however, not all games feature the Slammers and not all are a straight forward 'slug-fest' across a piece of terrain. For the sort of games where objectives are set, or scenarios generated before hand - these rules may well come in handy.

## Detecting and Attacking off-table weapons systems

Weapon Type	Roll needed to detect		Counter-Battery Fire Number Generator
	Elite/Veteran	Trained/Green	
Light Mortar	5+	6+	1+1d6
Heavy Mortar	5+	6+	3+1d6
Light Artillery	5+	6+	4+1d6
Heavy Artillery	5+	6+	6+1d6

For results of Counter-Battery fire, first establish if the firer has been detected and - **only** if it is - then bowl a dice and use the number generated on the chart above. Finally use that number on the chart below, applying any modifiers (in **red**):

## Results of Counter-Battery Fire Number Generator Roll.

**- 1 for Partially Armoured target, -2 for Armoured targets, + 1 for Elite and Veteran shooters**

Dice Result	Result-Counter Battery Fire on target
0-2	Counter-firing TU missed – no effect *
3-4	Target vehicle TU hit but no effect on vehicles* 1 suppression marker on a target infantry TU*
5-6	Target vehicle TU hit: no firing next turn* 2 suppression markers on a target infantry TU*
7	Target vehicle TU badly hit: no firing next turn. 3 suppression markers on a target infantry TU
8	Target vehicle TU is out of action permanently but not destroyed. Target infantry TU is destroyed
9-13	Target battery completely destroyed
* Target can withdraw if they chose after this round of Counter-Battery return fire	

The charts indicate that a TU can be missed or damaged (or suppressed in the case of infantry) and - in some circumstances - still retire, preserving them from destruction (and loss of their TU for victory conditions). Results above 7 mean that the unit *cannot* sneak away during the course of the game but have to slug it out. Vehicles cannot be repaired during the course of a game but suppression markers can be removed by the usual two methods (bowling a **QR** in **Phase 8** or spending LPs in **Phase 2** ('A Leader of Men') if you are using that optional rule.

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