HAMMER'S SLAMMERS
THE CRUCIBLE
Rules Supplement 4

By John Treadaway

This supplement features new rules, corrections and clarifications for use with the *Hammer's Slammers: The Crucible* core rules and supplements 1, 2 and 3.

"Did you ever see a stretch of country that looked much better than this does, Tits? ...At least after we got through blowing it inside out, I mean."
Trooper 'Frosty' Ericssen
Hammer's Slammers

Why the changes?

Most of the following changes have come about via input from gamers themselves. They represent minor 'tweaks' and additions to the system and are reflected - where appropriate - to the basic rules in The Crucible.

What's changed?

These are some rule changes and additions, some: new *Optional Rules* and some new *Elite Skills* follow at the end of the supplement.

Rule Changes

Classes of troops:

There are three new troop types representing different balances of both Skill Quality and Leadership Quality.

■ Warriors

These fight as *Veterans* but have leadership as *Trained*: *12 TUs* per detachment.

> *These are designed to represent, as an example, the **Sincanmo Federation** and other Desert Nomad types. The play sheets have been (or will be) adjusted to reflect this change.*

■ Fanatics

These fight as *Elite*, take morale checks as *Elite*, but have their Leaders and Leadership as *Un-Trained*. They can, however, use the *"Follow Me"* Optional Rule (Supplement 3) as *Elites: 12 TUs* per detachment.

> *These are hard to control 'berserker' types. They can be used to represent native – even non-human – forces and new Detachment Cards will be created to reflect this.*

■ Commissars

These fight as *Trained* but have leadership as *Elite*: *12 TUs* per detachment.

> *These are typically Political or Religious troops. New detachment sheets for the **Cecach Federal 'Morale' section** or their Republican equivalent from the novel **"Forlorn Hope"** and the **Iron Guard** from Nieuw Friesland will be created to demonstrate this.*

Check out the **Big Detachment Cards** as they appear on the Slammers site.

Above: a battery of Slammers Hogs wait to give fire support on command.

Below: Fancy Pants - a Combat Car from Lt Huber's Prime Detachment

What do the coloured triangles mean?

The different coloured triangles assigned to a vehicle TU represent their ability to use their weapon systems to intercept either incoming off-table Artillery rounds or incoming ATGWs. Optional rules (such as "Steel Rain") may affect what counts as off table artillery but - broadly - this is what they mean.

The number in the triangle indicates how many QR rolls the system may make against one target (the target being one incoming Artillery salvo or one incoming ATGW).

⚠️1 *1 Roll at* **QR**
⚠️2 *2 Rolls at* **QR**
⚠️3 *3 Rolls at* **QR**

🔷1 *1 Roll at **-1 QR***
🔷2 *2 Rolls at **-1 QR***

So an Elite TU with a red triangle like this ⚠️2 *bowls **twice** at 3+ to destroy an incoming ATGW or Artillery round.*

A veteran with a with a blue triangle like this 🔷1 *bowls **once** (at **-1QR**) 5+ to destroy an incoming ATGW or Artillery round.*

*Damage to that weapon system means a **removal of this option**.*

Anti-Artillery and anti-ATGW capability

Standard rules dictate that only weapons like Lasers and Powerguns - when attached to suitable AI systems - have a capability to fire defensively against incoming Artillery and ATGWs *(pages 122-124 in **The Crucible**).*

This is indicated by a Red Triangle on the play card with a number in it. The number indicates the number of Quality Rolls that can be made against incoming rounds and missiles.

Lesser systems now **also** have a capability to do this but at a *reduced Quality Level*. If a weapon has a Blue Triangle rather than a Red one, that weapon may fire in the AAA role but at a quality level at **-1QR**. As before, the number in the triangle is the number of QR rolls that the system can make against the incoming threat. So **Elites** fire as *Veterans*, **Veterans** as *Trained*, **Trained** as *Untrained* and Untrained... well, they just can't hit the floor with their hats...!

Up-rating Combat Cars fire arcs (UCCF)

Combat Cars as used by Slammers forces (and a few others) offer a number of advantages over enclosed APC type vehicles – the ability to cover large firing arcs with their primary weapons being one. The option for the crew to fire with an alternate weapon if they lose a primary weapons system is another.

A common query over the years – indeed a complaint - is that the combat cars' firing arcs are *too restrictive*. Although there is an optional rule to increase them (with a loss of some armour value) the basic rule needs to be changed and they need to be modified a little. The optional rule to extend them even *further (from the "Under the Hammer" scenario available on the website)* may still be applied in **addition** to these changes.

■ Changes in basic rules:

As the Crucible rules stand, all combat cars that have firing angles for three weapons of **FArc**, and **SArc** respectively for the three weapons now have revised arcs.

The front weapon may fire both **FArc** **PLUS** **BOTH** of the **SArc**'s (essentially everything except to the rear) and both of the side weapons may fire their respective side **SArc** **PLUS** the **FArc** (everything on their left – or right – respective side, plus the front but *still not to the rear*). This is shown on the Big Detachment Sheets as a **RED** (LEFT) and **GREEN** (RIGHT) firing Arc. The Left tribarrel may fire in the LEFT/Red arc, the Right Tribarrel in the RIGHT/Green arc and the FRONT tribarrel in both the Red AND Green arcs.

In addition, if any single weapon mount is lost, the weapon may be replaced by a single shot infantry weapon (in the Slammers or FDF case, for example, a powergun rifle: *Sh1 FP 2/2*. This represents a crew member picking up a stowed weapon in the case of a stoppage of his main weapon. This is restricted to one weapon/instance per vehicle.

Note: *This is not restricted to weapons that are broken or destroyed: an infantry weapon can be used under **any** circumstances, not just a loss of a main weapon, and it has a 360 degree firing arc. This means that a combat car can fire backwards with an infantry weapon (though no other weapon type) without invoking the optional rule from Under the Hammer. It also means that a combat car may fire two tribarrels in almost any other direction (the front and left gun or the front and right gun). Finally, it means that a combat car may fire all three tribarrels at a target dead ahead.*

FIRING ARCS
FRONT
LEFT   RIGHT

Infantry with fast firing close quarter weapons

The reason for some infantry choosing a fast firing, close quarter weapon – typically a sub-machinegun, low-tech assault rifles (often fired almost exclusively on 'fully automatic'), regular shotguns and light infantry lasers – is not reflected well enough in the rules. These weapons lack punch and range but – at close range – they are more deadly and easier to hit with. Flechette Shotguns Airfoils are already deadly only a short range but are adjusted to take account of these new rules.

Consequentially, the following weapon types get an additional +1 QR at close range (putting them up to +2 at close range) and an additional +1 FP against infantry targets.

Weapon Type	Shots & Firepower
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

The standard rules have an anomaly meaning that the rules for cover are not as clear as they could be. TUs that are obscured gain a defensive bonus when fired at: they infer a penalty upon the unit targeting them of *minus 1 on their Quality Roll*. That's because, **being obscured makes them harder to hit**.

Infantry, the rules state, get an *additional* increase in their defensive value: DV +1 for Light cover and DV +2 for Heavy cover (or *any* cover against Powerguns). That's because firing *through* things (foliage, walls etc) tends to reduce the effectiveness of fire. However, the rules also state (in some areas) that **ONLY** Vehicle TUs gain the targeting penalty.

This is not the case: **ALL TUs** – vehicle *and* infantry – gain advantage from being obscured, making them harder to hit (dropping the firer by one QR level). But – in addition, depending on the sort of cover - infantry receive the DV bonus **on top of this**. This reflects an infantry unit's ability to go to ground when under fire in the way a vehicle cannot. It also has the advantage of making the rule about obscuration easier to remember as it now applies to everything…

Non-mechanical Transport

Pack animals and - more usefully - horses (or horse *like* creatures) may still be used on back-woods type planets. As infantry mounts they are represented like this:

Movement: Infantry - Fast (so infantry movement restrictions for terrain but speed band 15).

Defensive Value: identical to the infantry they represent and take suppression like normal infantry.

However they have the following restrictions: **Movement** - they cannot move into a building but may occupy outer-lying structures. **Combat** - any weapons fired in a turn where they have moved at all are considered as firing while mounted: *minus 1 QR*. Any firing when the TU has *not moved at all* is at the *normal QR* for that infantry type. Certain weapon types are restricted (probably not wise to equip them with flame throwers, for example...).

FIRING ARCS
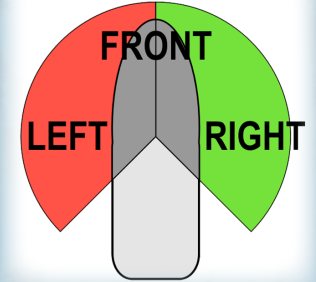
Above: **Revised Combat Car firing arcs.**
*Left weapon fires in the Red/Left arc, right weapon fires in the Green/Right arc, and the front weapon fires in **both** the Red **and** Green arcs.*
*Also, as an **ALTERNATIVE** (to a tri-barrel), a secondary, back-up infantry weapon fires in a 360 arc.*

Above and Below: Farsi's Fancy - a Combat Car from Lt Huber's Prime Detachment. These pictures show the positions of the three tri-brarrels - the front and the two wing gunners.

Opposite page: A diagram of a Combat Car's firing arcs as they appear on the Detachment Cards

New weapons types

■ Enhanced Combustion Assisted Plasma

ECAP are Enhanced Combustion Assisted Plasma. These are weapons developed in the 340s TW by Minerva Industries on Terra in coordination with by the Terran Authorities for their Star Marines. They are not as heavy hitting as true Powergun weapons but tend not to over heat as much so can fire faster.

■ Fireflies

These remote units are small collections – or swarms - of flying drones which, as a means of both propulsion and lift, use Static Repulsion Generators. Shaped like small, quite featureless metal balls, they generally carry 1cm Powerguns acting, effectively, as sub-machine pistols. Controlled from either dedicated infantry squads or from vehicles, these units act as remote controlled 'hunter-killer' attack units, and – along with being armoured to the same level as the best infantry equipment - are (because of the way they move and take cover and their very small size) very hard to hit. They are used by late TAS forces as a way of minimising casualties amongst friendly infantry. They have been used independently by other forces.

Rules: Up to 3 Firefly units may be remote controlled by one control TU with AI assistance. **Move: *Fast Lt NoE.*** Each moves using 1,2,4 rule (1LP moves one Firefly, 2LP the 2nd, 4LP the 3rd unit). Fireflies are independently targetable to hit individual TUs at **minus 1QR**. **Defence: *DV 9*** all arcs. **Damage:** *ANY hit destroys*. **Max distance from controller TU** - *Medium* range. Sub- machine guns: **Sh 6, FP 1+1/1** *each*.

■ Enhanced Panel ADS

The Anti buzzbomb and close in defence systems on some of the Minerva Industries vehicles built for the TAS in the late 340s TW have increased lethality against infantry and an enhanced blast effect against armoured vehicles. They have sacrificed nothing of their effectiveness against their primary target, however: shoulder launched anti-armour weapons (buzz-bombs). They are more costly to install.

Rules: Panel ADS, **Sh 1** *all* up to **Close Range**, **FP 4/2(3+)**

New Elite Skills

■ Master of Artillery

All requests for artillery made by this officer using LPs from the 'pot' have two advantages. Firstly, the **LPs required are halved** (round up) so a request for artillery (optional rule *"The Big Guns", page 123 of **The Crucible***) that might cost 20LPs would **now only cost 10LPs**.

Secondly, the strike, when it arrives, are two separate strikes (ie it is doubled).

Finally, if using the optional Counter Battery fire rule *"Returning Fire"* from *Supplement 1*, LP 'costs' for a Master of Artillery are *halved* (initiating costs **2LPs** rather than the standard **4LPs**). In addition, add **+1** to the **detection roll** and a further **+1** to the **results roll** for that optional rule.

■ Communication Technician

This officer or specialist may be added to any unit. They gain no advantage for themselves but any one officer or NCO in the same detachment gains **+2 LPs** through superior communication techniques.

■ Enhanced Data Link

This is a technical improvement rather than a skill but may be applied in the same way. Through increased AI capability, all TUs in a force can **securely share data** for (not just) Artillery Spotting (as per the standard rules) but **guiding ATGWs as well.**

This means that any TU can passively act as a forward observer for both ATGWs and artillery. For ARGW attacks, the firer does not need to have line of sight at the beginning of the shot in Phase 5 as long as someone friendly to him has got line of sight on target (and *maintains it through the missile's flight - i.e. right through to phase 7a*). Using an additional Sniper with a designator or as a spotter (for 1LP) will **still** add **+1 QR** to an Artillery or ATGW strike and the Sniper must still personally have a view of the target.

■ Anti-ATGW Enhanced Data Link

This is a technical improvement rather than a skill but may be applied in the same way. Through increased AI capability, all TUs in a force can securely share use of tribarrels and other similar weapons (those with Red or Blue Triangles) to cooperate not only for anti-artillery work (which is standard) but anti-ATGW work as well.

Effectively, *any vehicle that is targeted by a ATGW missile* can call upon other vehicles with line of site to their own position that have an unused weapon with a red triangle (or blue triangle) option for anti-ATGW work.

These other vehicles may fire in ATGW defence at a reduction of **-1QR**. These weapons would not then be available for other firing within that turn - including there own anti-ATGW defence.

■ Artillery Seeker War-heads

This is a technical improvement rather than a skill but may be applied in the same way. Via advanced systems to overcome enemy countermeasures, all forms of artillery warhead - mortars and MLRS (both on and off table) and tubed artillery - all employ seeking, self-guiding war-heads on their munitions.

The advantage is that a target location need not be picked beforehand (in *phase 5* for Mortars and other on table systems, in *phase 7d* for all other off table systems - regular tubed artillery and off table Mortars/MLRS if using optional rule *"Steel Rain"* in *Supplement 1*).

When the rounds arrive (either *phase 7b* or *phase 7c*) the firer picks a target **at that moment.** All shells in the salvo must still land within the a prescribed distance from that initial target, but that 'spread radius' is doubled (i.e. in 28mm games: **20cm** becomes *40cm*; in 15mm games: **10cm** becomes *20cm*; in 6mm games: **7cm** becomes *14cm*). Rolls to hit (**QR rolls**) may *still* be affected by observation and/or a Sniper who is Forward Observing.

"My closest friends in the village are dug into the sides of the mine pit now, waiting for you. Or they're dead already outside al-Madinah."
Jumo Mboya

"They're dead either way"
Captain Esa Mboya
Hammer's Slammers

"As the Lord wills."
Jumo Mboya
Ex-Hammer's Slammers

Below: An Iveco-Melara I-M48 Lynx Fire Support Vehicle of the Ariete Division with the turret from an I-M63 Puma fitted as a field expediency. Vehicles as close together as this in convoy on a road expose themselves to effective artillery attack and the Arietes lack the AI guidance on their weapons to intercept incoming rounds.

Bottom of page: A pair of Terran Authority Starmarines LILO MI21 'Wraith' Medium Tanks with an MI142 'Spectre' MICV and an MI844 'Banshee' Light Support vehicle power across a stretch of open water using their SRG drives. These Static Repulsion Generators are the same system employed in the Firefly remote drones and are, effectively, miniaturised versions of the lifters fitter to star ships.

OPTIONAL RULE

Remind me: What's Easy Terrain?

*Easy terrain in **Supplement 2** is designated as:*

*For **Heavy Hover, Wheeled** and **Tracked** vehicles:*

Well maintained concrete and 'tarmac' roads.

***Light Hover** adds: paddy fields, flat open water, slow calm rivers, snow to that.*

*Note that, for a Thunder Run, **NoE** are treated as Light Hover and may treat those Easy Terrain features as applicable for them.*

New Optional Rules

This game introduces rules that have been requested by players using Hammer's Slammers: The Crucible.

The requests were:

1)   *"Why can't I just give my troops the order to follow a road? (and not have to keep 'nudging them along it with extra Leadership Points)".*

2)   *"Can I play games with smaller units?"*

3)   *"What is the point of a Sergeant if he only gets to be in charge if his officer gets shot?"*

4)   *"Why can't I hit adjacent units when I drop mortar shells or artillery rounds?"*

5)   *"What happens when I shoot at troops in a ten story building - how do I know if I've hit them? Do I just blow up the whole building all at once?"*

6)   *"How do I construct a unit with Elite Skills - are there examples of one?"*

7)   *"Why cant I use anti-buzzbomb systems against ATGW missile attacks?"*

8)   *"Why can't I run infantry over with my tanks?"*

Based on those requests:

> **Optional Rule: Troops**
>
> Normally the rules stipulate that the forces are split into Detachments – a force of between 8 to 30 Tactical Units (depending on the quality of the troops). For this game a new optional rule is being adopted which is designed to allow for using a smaller unit – a half sized force called a **Troop**.

A Troop is a smaller than detachment sized unit. It is **half the size of a detachment** for any given force, so an **Elite Troop** is *4TUs* (4 Vehicles or infantry groups) – half the size of the 8 in an Elite Detachment. A **Veteran Troop** is *5 TUs* (half of 10TUs); a **Trained Troop** is *8TUs* (half [*or so*] of 15TUs) and an **Untrained Troop** is *15TUs* (half of 30TUs).

A troop is led by a Sergeant, not an Lieutenant (as a full Detachment is). Leadership points are bowled for in the same way as for a Detachment: 2 D6 plus the leaders skill which – for a Sergeant – is **Elite** 4, **Veteran** 2, **Trained** 1, **Untrained** 0.

Some specific Troop sheets have been developed (and are downloadable from the web site) but - if these are unavailable for a force of your choice - then a troop may be comprised of ANY subset of the TUs available in any *legitimate* detachment for the given force *selected by the player*.

The sergeant may be a purchased Insurance Sergeant with the qualities of a Lieutenant if the extra costs are paid for – it raises the cost of the Sergeant to, effectively, a Lieutenant. Some Troop sheets may have specialist Elite Sergeants.

Optional Rule: Thunder Run

Some scenarios cover large tables or gaming areas and - although there are various rules to increase the speed of TUs (*"Follow Me", "Gun your Engines"* and *"Charge"* from *Supplement 3*) this optional rule uses a new system called a **Thunder Run**: this allows a build up of speed for vehicles on a good road surface or something that equates with the Terrain Category of Easy (see *Supplement 2 and green sidebar, left*).

A vehicle that has moved exclusively on a road (or other Easy Terrain) in the previous turn for however many moves it made (which – using the 1-2-4 rule may be one, two or three moves in a turn) **may maintain that speed *without loss***. To do this, in phase 9 of that turn, the Commander declares it to be a **Thunder Run**.

In the following turn, if that speed is *not* added to, then leadership points *need not be expended to maintain that speed* (the commander has simply given the order *"Keep Thundering on - and follow the road/aim for that point on the horizon at maximum speed"*). Place a marker next to added to any vehicles to which this applies indicating how many moves it covered on that declared Thunder Run.

If desired, in the following turn, if more speed is required, leadership points can be applied as normal and the vehicles may accelerate *again* and, providing the vehicles stay exclusively on the road (or other Easy Going surface), the speed is added to the previous speed. This may be declared as a second Thunder Run.

This 'free move' may be extended indefinitely - the speed may be built to have a cumulative effect, however, two turns of Thunder Run is the **maximum**. No more LPs need be spent on movement to maintain this speed but leaving the road (or entering terrain that is *not defined* as *Easy Terrain)* will require LPs and *immediately* reduce the vehicles speed to normal operations.

Note that it is entirely possible, with good planning, for a vehicle to manage, after two turns of Thunder Run to be travelling at a speed six times the vehicles maximum stated move (bearing in mind that it will be moving one speed band **faster** on Easy Terrain anyway) with the expenditure of **no additional LPs**.

Limitations and other quirks of the Thunder Run Optional rule:

- It *cannot* be applied to infantry TUs infantry
- It must *only* be used over Easy Terrain

Engaging on a Thunder Run carries a disadvantage regarding firing ability:

When a vehicle has been marked with a single Thunder Run Token – the vehicle fires all weapon systems at Minus 1 Quality (so Elites fire as *Veterans*, Veterans fire as *Trained*, Trained fire as *Untrained* and untrained simply *cannot fire* unless LPs are expended on *ConFire* - see below). This QR loss includes anti-missile systems and sniper detection but does *not* include ADS anti-buzzbomb systems.

A second Thunder Run reduces this one factor further, so Elites fire as *Trained*, Veterans fire as *Untrained* and Trained and Untrained *cannot fire*.

- The Confire rule (page 114 of *The Crucible*): 2 LPs can be spent to up a TUs quality level by one level on a vehicle-by-vehicle basis. This can be applied to TUs on a Thunder Run to mitigate against some of this loss, **even if the troops are Elites**.

> "I can assure you that Hammer's Regiment is scrupulously careful to operate within the constraints of the Bonding Authority. We aren't vigilantes who imagine that it's our duty to impose justice... And if we were we'd be hard put to find an employer who would meet our standards, wouldn't we?"
>
> **Major Danny Pritchard**
> *Hammer's Slammers*

Below: A troop of three M2A2 'Blower' Tanks and an M2A4 Command Tank of the Slammers regiment, flanked by Combat Cars, make progress on a Thunder Run on Route 66 on Cullen's World.

Example of a Thunder Run: *a Slammers tank using a Thunder Run (in 15mm scale).*

Turn 1, *the tank moves onto an Easy Terrain road. The edge of the road side is neither Difficult not Easy Terrain, as defined by the rules – it's just Terrain. So the vehicle moves at its maximum speed of 10cm (Medium, Heavy Hover). This costs 1LP. In move 1 the commander of that tank troop decides to move that vehicle (and maybe some others) an extra move forward and, using the 1-2-4 rule, it costs 2LPs to move him forward again and – now that the tanks in on the road and therefor on Easy Terrain – his speed of 10cm (medium) increases to 15cm (Fast). In the same turn, for 4LPs the leader moves the tank a further move of 15cm (Fast) and now the movement component of the turn is over, firing may commence etc. However, at the end of that turn, in Phase 9, the tank is declared as being on a Thunder Run and a Green marker is placed next to it with the number 2 on it - even though the tank moved three times, only the last two were on Easy terrain so only the last two count on the Thunder Run.*

In the next turn, the tank is already moving at a speed of 30cm (fast, twice for the two movements it spent on the Easy Terrain section of its turn) so – with the application of another 7LPs (using the 1-2-4 rule) the tank ends its turn travelling at 75cm (30cm from the previous turn plus three times 15cm for three movements in this turn. If it fires it will be firing at –1QR. In Phase 9, the tank, having moved 75cm, declares its second and final Thunder Run and a second Red marker with the number 3 is placed next to it.

In Turn 3 the tank has a number of choices. It could simply maintain that declared "Double Thunder Run" speed of 75cm per turn for no LPs expended. Alternatively, it could accelerate again, for example spending 1LP and so adding 15cm if it stays on the road to its current speed (making its move 90cm in total) or it could spend that 1LP and drive off of the road (at some point in it's projected 75cm, Two Thunder Run movement) shedding enormous amounts of speed in regular terrain. Either way, with two turns of a Thunder Run, and two tokens, it would still be firing at –2QR.

If the vehicle leaves the road, or simply declares that the breakneck rush for the horizon is over, and that the Thunder Run has ceased, the tokens will be removed in Phase 9 and - the following turn - movement and firing abilities return to normal.

Optional Rule: Ramming Infantry and other vehicle TUs

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 toan ADS attack but - instead of a fixed roll - use a Quality Roll to hit **Sh**1 **FP**3. 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.

Optional Rule: Multi-story buildings

The standard rules do not deal well with large, multi-story buidings. 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 within the timescale of a game).*

- *Artillery strikes must destroy the top floor first and then work there way down one floor at a time.*

Optional Rule: Artillery and Mortars and Area Effect

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

Optional Rule: Using ADS used against missile attacks

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*)

Above and Top of page: The Piper an M2A4 'Blower' Command Tank as used by Hammer's Slammers

OPTIONAL RULE

Huber's Prime Detachment:

8 combat cars; with Lt Huber and Sgts Tranter and Deseau Total: 4750pts.

Points Costs:

Prime combat cars:
550pts each
Lt Huber: **150pts**
Sgt Tranter or Sgt Deseau: **100pts each**

Up to 2 additional Sergeants (over and above Tranter and Deseau) may be purchased at **20pts** *each.*

Notes:

Sgt Deseau is situated in Lt Huber's Combat Car so, if that car is destroyed the force loses **both** *the Lt and one paid for Insurance Sergeant.*

All Combat Cars use the Up-rating Combat Cars fire arcs (UCCF) - see page 2 of this supplement).

The alternative single weapon (if a tri-barrel is lost - or for any other reason), is a single shot infantry weapon: a powergun rifle: Sh**1** FP **2/2**.

Optional Rule: Prime Detachments and Prime Troops

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 choses, points costs and general composition to build distinct 'Prime' Detachments and Troops that reflect the forces within the Slammer's books.

■ Lt Huber's F3 Detachment:

Led by Lt Huber with Sgt Deseau and Sgt Tranter as Paid for "Insurance" Sergeants (*see page 108 of The Crucible*).

■ Optional Rules, Leadership and Elite skills:

Lt Arne Huber:

LV4+2 (**6**); **LP**s is **2d6 + 4+2** (**6**); **Elite skills**: *Shaper of Men* (**+1QV** for 1TU per turn on every roll it makes); *Inspirational Leader* (**+2** Leadership Value - already included in total)

Sgt 'Frenchie' Deseau:

LV2; **LP**s is **2d6 + 2**; **Elite skills**: *Dead Eye* (**+1 QR** on 1 weapon)

Sgt Tranter:

LV2; **LP**s is **2d6 + 2**; **Elite skills**: *Pathfinder*: (all Difficult Terrain becomes Clear Terrain but impassable is still impassable); *Leadfoot*: (Add *Slow* to all moves).

Elite skills for whole detachment:

Each vehicle may:

Double tap: (Rapid Fire for only 1LP per weapon). * This is noted on the cards as a reminder Sh 3 (x2*)

Field Mechanic: (a QR success on any damage 1-4 on Damage chart is ignored),

Snapshot: (may fire 1 tribarrel at any point in a move),

Hull down: (plus one DV from all angles - this is already built into the DV).

In addition, Huber's Car only has

Dead Eye: +1 QR on any 1 weapon once per turn

In addition, Tranter's Car only has

Pathfinder: ALL Difficult Terrain is clear

Leadfoot: Add SLOW to any move: standard move becomes:

28mm:	*45cm*
15mm:	*23cm*
6mm:	*15cm*

Check out the Big Detachment Cards on line.

John Treadaway

2013

FAQs

■ Automatic Defence Systems (ADS): Are they a weapon?

An ADS can be chosen as a weapon system to be lost on a **DR** of 3 or 4.

■ What will give Cover for a TU and what effect does it have?

Terrain that gets in the way is not cover as much as 'obscuration' *(see page 115)*. A hard item that partly obscures a TU – including Rocks/Rubble, buildings, hills etc – or a soft item – Trees or vegetation etc – makes the target TU harder to hit and loses the firing TU one quality level. This means that a TU that is partially obscured by terrain that is thin enough to see through (ie under the distance indicated in the question directly above) but still visible, would gain cover.

Can one TU hide behind another?

- A smaller vehicle or Infantry that is entirely hidden behind another vehicle TU cannot be hit.

- A larger vehicle hidden behind a smaller vehicle or infantry TU gains no cover from it.

- A vehicle TU partially hidden behind a vehicle of similar size would gain the drop in QR for someone targeting it.

What constitutes cover that blocks line of site?

On *page 110 and 115* of The Crucible rules it states that *"TUs can see [range Point Blank] into, through, or out of vegetation or similar broken terrain…"*. Over that distance, the target may not be seen and may not be independently targeted (this doesn't stop, for example, TUs firing at fixed structures with a defensive value – like buildings – and speculatively blowing them up if they think there are infantry hidden within them. In this context, Vegetation means things defined as heavy or light vegetation for movement – trees, bushes etc. They have to be tall enough to obscure the target. Broken terrain means items already identified for movement as Rocks/Rubble

What does hard of soft cover do to infantry?

See page 114 and page 3, Supplement 4: A soft item that partly obscures an infantry TU – Trees or vegetation etc – not only obscures but additionally adds to the armour value of the infantry giving it **Soft Cover +1 DV**. A hard item gives the TU **Hard Cover +2 DV**. This means that an infantry TU that is partially obscured by terrain that is thin enough to see through (less than Point Blank) but still visible, would gain cover *and* receive a DV bonus or **+1** or **+2**, depending on the nature of the cover.

■ Damage result number 2: When does that take effect?

The **"No movement or firing next turn"** takes effect at the *next opportunity*: either later in the *same* turn if the TU affected has not moved or fired yet or carried over to the *next* turn if it has already Moved/Fired in the current turn.

■ Towing weapons: More information

A towed weapon is part of the towing vehicles weaponry – they are one and the same TU. If a towed weapon is attached to the towing vehicle and that TU is targeted, it is the vehicle that is attacked but not the weapon.

If the vehicle is damaged (result **1-4**) of destroyed (**5-6**) treat the towed weapon as infantry in the vehicle *(see Troop transporters on page 117)*

- Like troops, on a 1-4 the towed weapon is unaffected

- On a 5 dice again for the effect using the attackers weapon against the towed weapon, bearing in mind that the weapon is treated as infantry when attacked, usually DV7 plus light cover (effectively DV8 in this situation). As the weapon is

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More on ATGWs

What happens if a vehicle or unit is hit after it has fired an ATGW?

*If a vehicle or infantry TU that has fired a regular ATGW is destroyed **between** when it fires it (phase 5) and when it **lands** (phase 7), **the missile loses lock** and misses the target.*

*If a surviving vehicle which has fired a regular ATGW has it's **missile launching system** destroyed in a weapon hit **between** when it fires it (phase 5) and when it **lands** (phase 7) **then the missile does not lose lock** but carries on to the target*.

Closing the range: *What happens if the ATGW is fired (in phase 5) at a target that closes to inside Close range before Phase 7 when it goes off?). Answer: **the missile loses lock** and misses the target.*

Above: Towed 5cm HI Powergun of the Waldheim Dragoons.

Above & Below: A deployable weapon - the Oto Melara Gun System - from Fasolini's Company both on the back of its transporter and deployed.

Vehicle Close Assault

If more than one infantry TU attacks a vehicle, which defensive value do they combine to attack? The answer is "their most advantageous". For example, two Infantry TUs swarm a vehicle, one to the front (DV10) and one to the side (DV9). They add both of their Close Assault values to the result of 2D6 and attack the side DV trying to equal or beat DV9 with their result.

Above: A Gorille II and a Babouinne Remote Controlled Weapon, both with Light ATGW weapons.

not in an enclosed vehicle, it doesn't receive any other additional bonus for cover. The weapon may be still attached (to the burning wreckage of the vehicle…) and may suppressed as a result of the fire. Pay to deploy in the usual way after suppression has been removed in phase 8 or via optional rule "A Leader of Men"

• On a 6 the towed weapon is vaporised along with the towing vehicle

If the vehicle and the towed weapon have already separated and the towed weapon is deployed then – if the weapon is subsequently destroyed – it is no more relevant (when counting a loss of TUs for *"Mounting Chaos"*) than if a tank were to lose its main gun.

If, when *separated*, the towing vehicle is destroyed, the TU is lost (for *"Mounting Chaos"* purposes) even though the gun is still in play and may be utilised.

■ Deployable weapons:

Unlike a towed weapon, the weapon system can be **fired from the back of the vehicle**, but suffers a drop of **–1QL** (like an artillery piece deployed at Line of Sight targets - *see page 123*).

Transporters with the deployable weapon still loaded on board have a speed one Movement band slower than their Standard - *Fast* becomes *Medium* etc..

Deploying the weapon costs 2LPs like a regular towed weapon. Unlike a regular towed weapon which has **F**Arc, costs 1LP to rotate to any arc other than that and may not move, when deployed weapon systems have their *own motive power* systems but always costs *1LP more* than normal to move at *Slow, Tracked* (so – under the *1-2-4 rule*, it would cost **2LPs** for the first move, **3LPs** for the second move and **5LPs** for the third move - lots of orders to be shouted!).

The weapon system counts as part of the same TU as the transporter (like a Towed weapon) and *cannot be targeted separately when mounted on the vehicle* – it is, in effect, the vehicle's main weapon and – on a damage result of a 3 or a 4 – may be destroyed as such. When deployed, treat them as a Towed Weapon. The deployed weapon system always has a 360 degree field of fire.

■ Remote controlled weapons

Generally, one Master Control Vehicle (MCV) or infantry TU can *control up to three* Remote Units (RU). A single MCV and a single RU count - together - as a single TU. A maximum of two more RUs associated with that MCV constitute a second TU. Multiple MCVs may be deployed, of course, but only have control over their own associated RUs. One MCV and three RUs therefor count as two TUs.

If the MCV is destroyed then a TU is lost (for *Chaos Mounts* purposes) and any control over associated remote units is lost.

Destroying a single remote has no effect (other than a reduction in fire power – it's like losing a main weapon system on a vehicle) but destroying two RUs associated with one MCV constitutes the loss of a TU (for *Chaos Mounts* purposes – *page 114*). Destroying a third remote associated with one master control vehicle has no extra effect under *Chaos Mounts*.

Individual RUs require individual LPs to move them so, to move one MCV and its (maximum) 3 RUs once requires **4 LPs**: they need a lot of control!

■ Snipers paying LPs to designate or spot

If the sniper TU is just firing its weapon, *pay the LP in the turn it fires*. Remember that this runs the risk of *revealing the sniper*.

If the sniper TU is designating for an ATGW, *pay the LP in the turn it designates, which is the same turn that the ATGW arrives* (in *phase 7*). Remember that this runs the risk of *revealing the sniper*.

If the sniper TU is spotting for on-table mortars (*page 124*), *pay the LP in the turn the strike is called in, which is the same turn that the rounds arrive* (*in phase 7*). Remember that this **DOES NOT** run the risk of revealing the sniper.

Snipers are dealt with on page 120.

■ Rapid Fire rule Optional Rule (page 127): More information

For a **single shot** weapon 3LPs are allocated to the TU and it can fire a single shot followed by another single shot. They may be at different targets. On the **SECOND** shot *only*, if a miss occurs when making the first roll in *phase 5b* – the Quality Roll (QR) and that miss is because a 1 is rolled on the D6 it has the following effect:

In the case of the **infantry TU**, the second shot is fired (ineffectively) but the infantry unit gains **1 Suppression Point** (*Suppression page 113, Effects Of Fire page 116*) which stays there until removed.

In the case of a **vehicle TU** the second shot is fired (ineffectively) but the weapon jams (breech overheats, ammo jam etc): **no more firing of that weapon system during the game.**

For a **mutli-shot weapon**, say an Infantry TU's standard weapons or the 3 shot, 2cm tribarrel, this is the effect:

3LPs are still allocated for the TU and the weapon can fire a single burst of fire (as dictated by the TU Card) followed by another single burst. Again, both bursts may be at *different* targets.

On the **SECOND** burst *only*, if a miss from a roll of a 1 on the D6 occurs with **ANY** 'shot' – i.e. with *any* of the 2 or 3 QR dice for the infantry, or *any* of the 3 for the tribarrel etc, then it has an **effect on the whole system**.

In the case of the infantry unit, when the second shot is fired and one or more of those shots may be effective but at least one has been deemed *ineffective* with a 1 rolled, the infantry unit gains **1 Suppression Point** because of it.

In the case of the a tribarrel, the second burst is again fired and one or more shots may be effective but - with a 1 - a round has jammed the whole weapon: *no more firing of that entire weapon system during the game*. **All barrels are stopped.**

■ Can Infantry move again after debussing

Yes, even if the Vehicle TU has moved three times under the 1-2-4 rule.

■ Can APCs pick up other friendly infantry?

Yes, even if they were not part of their original complement.

■ ATGW's are there any ammunition restrictions?

No. An option might be – with Medium or large ATGWs that if a 1 is thrown on the QR roll when firing - then the shot is still a fail AND it was the last round in the vehicle/magazine and the weapon is – to all intenets and purposes – destroyed for the rest of the game.

■ EOT (fire Every Other Turn) and Rapid fire?

By paying 3 LPs, The Rapid Fire rule will allow a weapon having EOT to fire on the turns it would not normally fire (ie every *other*, other turn) with usual the risk – on a bowl of 1 on the QR - that the system jams.

■ If all commanders are killed, how many LPs are bowled?

If they are all dead - including Insurance and regular sergeants - then bowl 2D6+0 minus any losses though *Chaos Mounts*. Note that a paid for Insurance Sergeant REPLACES a standard (and unpaid for) Sergeant. He's the same guy in the ranking structure, he's just better at his job. However, additional, paid for Insurance Officers are extras in a detachment and paid for as such. Typically they appear in units which are 'top heavy' with officers (and often not very good ones…).

More on Snipers

If the sniper TU is spotting for **off-table artillery** or **Mortars** (*The Big Guns page 123, Steel Rain Supplement 1*), **pay the LP in the turn the strike is called in**, even though the rounds arrive **next** turn (in phase 7). Remember that this **DOES NOT** run the risk of revealing the sniper.

If the sniper TU is **killed while designating for an ATGW** from a launcher that does not have sight of the target, then the **missile loses lock and fails**.

If the sniper TU is **suppressed while designating for an ATGW** from a launcher that does **not** have sight of the target, the missile keeps lock but the **launcher loses the +1QR** usually given by a designating sniper.

If the sniper TU is **killed or suppressed while designating for an ATGW** from a launcher that does have sight of the target, then the missile does not lose lock but the **launcher loses the +1QR** usually given by a designating sniper.

If the sniper TU is **killed while spotting for a mortar or artillery strike**, from on or off-table, does not have LoS either themselves of from an allied TU, the **firer loses the +1QR** usually given by a spotting sniper.

What do the different colours on the chart mean?

*As the Expanded Contents now covers the rules in **The Crucible** plus all four supplements, the following typographical hints are designed to make them easier to navigate.*

Firstly, the page number the rule appears in is a simple Blue *number or - if it is in a Supplement - the* number *will be in **bold italic** and say which supplement it is in (numbered **1** to **4**).*

Rules are in plain type.

*Rules that are in **The Crucible** but appear in the green side bars (like the one you are reading now) are in* Green.

*New rules in a supplement that supercede an older rule in The Crucible are in **Bold Italic**.*

Optional Rules that may be used if both players agree, are in Red.

Elite Skills - which are themselves a particular kind of Optional Rule - are in Blue.

Expanded Rules Contents

■ **Including basic rules from The Crucible and all 4 supplements**

Above: Fireflies - remote controlled anti-infantry weapon systems as deployed by the TAS

Below: Overkill can brew up even the most heavily armoured AFV if the gun is big enough - in this case an Antargran Regular Army Zentaur falls prey to a 20cm powergun bolt froma Slammers Blower and burns furiously.

Bottom: Chaos Mounts...

Bottom two photos - Roger Dixon

"Curse it, man! Haven't you taken a look around you recently? Lives are cheap, Colonel, lives are very cheap! You've got to have loyalty to something more than just men."
Secretary Nicholas Tromp, *Nieuw Friesland*

''No... May I be excused, sir?''
Colonel Alois Hammer *Hammer's Slammers*

"Morals? Morals be hanged, Colonel. This isn't a galaxy for men with morals..."
Secretary Nicholas Tromp, *Nieuw Friesland*

Above: An Antargran Regular Army Sniper lies in wait.

Below: some of the Sincanmo fighters can be classed as Warriors

Bottom: Apex Dragoons at speed