

# HAMMER'S SLAMMERS THE CRUCIBLE

## Rules Supplement 5

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, 3 and 4.

### 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.

## Elite and Optional Rules: What'll it cost?

Throughout the rules and the last four supplements there are a range of optional and elite skills applicable to leaders, particular individual groups or entire detachments. Sometimes the effects of using these optional 'extras' are hard to quantify.

### How do you use them?

There are options for using the framework for campaign rules, featured on the web site, to enable random and chosen 'upgrades' for elite skills, as suggested in the basic rule book. However, detachments have had added elite skills as the game has progressed, and - with the last supplement and the concept of 'Prime Detachments' (detachments full of skilled troopers designed to emulate characters in the Slammers stories) - the points costing applied to these has adopted a rather 'ad hoc' methodology.

But, while we are at it, (and before we do points costs) we'll add some more elite skills...



"I was afraid if I stayed in the Slammers I'd turn into an animal, like the dogs we trained back home to kill rats in the quarries"

**Sgt Rob Jenne**  
*Hammer's Slammers*



Above: Burning Division  
Légère tank

Below: a Sincanmo Goanna  
moves onto the roadway

Bottom: a Division Légère  
Calliope ready to fire

Bottom Left: Antargran Army  
Zentaur and NUA Molot





# Elite Skills and Optional Rules

## OPTIONAL RULE

### Optional Rules: Intelligent Remotes and Drones

Remote vehicles – sometimes called drones – are used by a few different forces. Their advantage is to shield their operators from danger, reducing exposure to direct fire. Their disadvantage is that they normally require a high overhead in Leadership Points to control more than one at a time (an operator can control up to three remote devices). This optional rule should be available throughout the timeline.

#### ■ Remote Swarm

This is an optional rule that is - essentially - 'Follow me' for remote devices use.

Remote Swarm reduces this burden a little: instead of always moving individual remotes at 1LP for the first, 2LPs for the second and 4LPs for the third, a controller may move one remote unit once (1LP), twice (2LP) or for a third time (additional 4LPs) and pay 1LP to hit the 'follow' button. Any friendly remote units within Close Range (8cm in 15mm) – even ones not controlled by that individual controller but attached to the same detachment or force - may follow that first remote unit, keeping within Close at all times. In addition, this may be 'daisy chained' so that a line of remotes, individually no more than Close Range apart - may be sent forward all following that first, directly controlled remote unit.

Other than being clumped together, the only disadvantage of this rule is that - if the remotes open fire - they must all fire at the same target or not fire at all.

#### ■ Convoy Mode for Remotes

Alternatively, all Remotes from one controller may be instructed to follow their own control vehicle/TU at the Close range indefinitely for 1LP, however - when doing this - they are not under fire control – this is effectively Convoy movement. Additional LPs may be spent moving the drones beyond this Convoy and activating them into aggressive manoeuvres (ie attacking with them)

#### ■ Come Back: Remotes return home

In addition to the movement 'chain gang' of remotes, 1LP spent on this command means all remotes in a chain (or all remotes within range of a controller) may return to their own control vehicle/TU by the shortest navigable route with no firing allowed from the remotes. When they reach their individual control vehicles, they will stop for new commands - or continue to follow a moving control vehicle/TU - at Close Range

All photos - unless specified - by John Treadaway



Above: Fireflies: repulsion field systems that carry 1cm Powerguns.

Top: remote drones used by the Arietes. These use buzzbomb launchers.



Above and right: Remote drones used by the Division Légère. These fire light ATGWs and can destroy armoured AFVs by attacking from above.





## Advanced lasers

Later, more sophisticated AI systems fitted to AFVs enable a more effective use of laser weapons to allow them to concentrate their fire into a longer lasting beam enabling them to have initial impact plus a degree of heating to allow for greater penetration but sacrificing a second shot to achieve this.

### ■ Elite Skill: Laser burn through

This is a technical advance but is treated as an Elite Skill. All vehicle mounted lasers from 348TW onwards capable of firing two shots (light **Sh2** at **FP3/3**, medium **Sh2** at **FP3/5** and heavy **Sh2** at **FP4/5**) can sacrifice their second shot and hold the beam steady on a target for extra penetration effect. This loses them the choice of a second shot, an alternative target, the 'punch' of a laser pulse and the chance of damaging a weapon, but it is sometimes worth it to try and penetrate armour that could not otherwise be destroyed.

A firer may - either before or after firing - designate that they intend to 'Burn through' and - when doing so the weapon changes from:

Weapon Type	Shots & Firepower
Light Laser	Sh 2 FP 3/3
Medium Laser	Sh 2 FP 3/5
Heavy Laser	Sh 2 FP 4/5

to:

Weapon Type	Shots & Firepower
Light Laser	Sh 2 FP 3/3+1 extra dice
Medium Laser	Sh 2 FP 3/5+1 extra dice
Heavy Laser	Sh 2 FP 4/5+1 extra dice

This **+1 extra dice** is a reminder that, on the first shot with a laser, a second dice may be added to the FP roll *after* the first one is made and *instead* of a second shot. This decision can be made after the first QR and AR are made but before a second shot is rolled (see example, right). Adding a second die roll and applying the following formula means that a penetration may yet happen.

On the second dice:

Die Result	Shots & Firepower
6	Add the infantry FP to the FP of the <b>first dice</b> – that's an a <b>3</b> for Light and Medium lasers and a <b>4</b> for heavy lasers
2-5	Add <b>FP1</b> to the <b>first dice</b>
1	<b>Burn out Barrel</b> (as if using the Rapid Fire rule). Weapon may no longer fire but <b>this</b> hit <b>may</b> still succeed.

Note that any additional penetrations achieved via this method which increases FP may invoke Overkill on the target for the Damage result.



### How does Laser Burn Through Work?

For example, a heavy laser fires at a Slammer's Blower. Normally, with 2 shots, assuming they both hit, on neither occasion is the power of the laser sufficient to punch through the armour: even bowling a 6 on the Attack Roll the result can be no more than an 11 in total (**FP5** + a roll of 6) and the frontal armour of a Blower tank is DV12.

Result: no penetration and so no Damage Roll

But, if the player sees they have a hit with their first shot (by succeeding with their **QR** - Quality Roll) and, having made an **AR** (Attack Roll) the penetration resulting from this is quite high - say a 5 or 6 - then the firer may elect to sacrifice the second shot and - instead - hold the laser on target trying for a **Burn Through**.

The player rolls **another** dice and adds that to the first **AR** thereby increasing penetration. This is done by applying the formula, left.



### More on Rapid Fire and Multi-Barrelled Weapons



*A one shot - or multi-shot - weapon like a laser or missile launcher may fire at separate targets with its weapon using Rapid Fire.*

*This is distinctly different to a gatling or tribarrel type weapon which may **not** select separate targets: all shots from a gatling or tribarrel go to the **same** target.*

*But a Laser is not a gatling: If 'Rapid Fire' is invoked on a two shot Laser, the first two shots fire normally - and may be at separate targets and then two more shots may be fired - again at different targets if desired: on this basis a Laser may be fired at as many as four different targets, all in one turn.*

*However, if (either of) the second pair of shots when engaging in Rapid Fire mode - effectively shots 3 and 4 - result in a 1 being rolled on the dice for the **AR** (Attack Roll) - the weapon jams.*

*The more a gun can fire - the more it **does** fire - the greater the chance of it overheating.*

### ■ Rapid firing with Lasers using Laser Burn Through

In regular use (ie discounting the use of the Laser Burn though Elite Skill) Lasers - like *all* weapons - may chose the **Rapid Fire** mode if using this Optional Rule (page 127 of *The Crucible*). This costs 3LPs to order and - on the second shot - a roll of a 1 means a burnt out barrel or non-functioning/jammed weapon.

If the lasers are using the 'Burn Through' Elite skill and simultaneously employing 'Rapid Fire', then - instead of 4 shots - only 2 are fired. The first - albeit a double FP dice shot - and then a second. The first one risks it's second dice burning out the barrel via the 'Burn Through' rule, as laid out above. The second shot (which can only take place if the barrel *wasn't* burnt out with the first shot) risks a burnt out barrel with BOTH of the dice: the first because of the Rapid Fire rule and the second because of the 'Burn Through' rule. If either one of these two dice on the second shot gets a 1 then there is a jammed weapon.

To sum up, a Laser which had been Rapid Fired and is using Burn Through makes two 'attempts' to damage a vehicle.

The first 'attempt' uses a **QR** (Quality Roll) to hit. Then make an **AR** (Attack Roll) and see if it's worth using *Burn Through*. Then roll that final Burn Through roll and add the additional **FP**. If a 1 is rolled the weapon is disabled. If the **DV** of the target is equalled or exceeded, roll a **DR** (Damage Roll) and apply any Overkill to the result.

Assuming the gun has not been damaged on the first attempt...

The second 'attempt' uses a **QR** (Quality Roll) to hit. If a 1 is rolled the weapon is disabled via *Rapid Fire*. If not then make an **AR** (Attack Roll) and see if it's worth using *Burn Through*. Then roll that final Burn Through roll and add the additional **FP**. If a 1 is rolled the weapon is disabled. If the **DV** of the target is equalled or exceeded, roll a **DR** (Damage Roll) and apply any Overkill to the result.

### Elite Skill: Rank Hath its Privileges

This is simply the recognition that ranks greater than Major may be present on a battlefield

Colonels and other leaders like Generals and some specialist are two given 2 LPs more than a standard Major and cost double the points for that level of training.





## Elite skill: Enhanced Sniper

Some snipers are trained to a very high standard and bring with them enormous experience and specialist weaponry to the battlefield. Heavy calibre, anti-materiel weapons, advance optics and enhanced training can make all of the difference to a Sniper's chance of success. These are called **Enhanced Snipers**.

### ■ How and when to use Enhanced Snipers

Enhanced Snipers may be substituted in a Detachment List for any sniper that is already indicated as a TU but have the following changes to their points costs and operation (see page 120 of *The Crucible* for Sniper rules).

### ■ Costs for Enhanced Snipers

Enhanced Snipers are expensive to both train and maintain. They cost **THREE** times the cost of a regular sniper - so (in total) **SIX** times the cost of the most expensive, non-mounted infantry. From the example on page 121 of the main rule book, that might make them 60pts for a Militia Enhanced Sniper or 420pts for a TAS Enhanced Sniper.

### ■ Enhanced Snipers: Weaponry and Sighting systems

When firing, a Regular Sniper bowls two dice and adds them together. An Enhanced Sniper bowls **THREE** dice and picks the best two, then adding them together in the same way.

When damaging vehicles, a regular a Regular Sniper bowls one die and then subtracts 2 from the result (achieving a 0-4 spread). An Enhanced Sniper bowls **TWO** dice and then subtracts 2 from both of the results and then decides which one (the best one, perhaps) to use, discarding the rejected one.

### ■ Enhanced Sniper: Spotting with advanced skills and comtec

For 2LPs an Enhanced Sniper may spot for two separate artillery or mortar strike in a turn if the target areas are within line of site. This is not mandatory: an Enhanced Sniper may still pay only 1LP and spot for just one artillery or mortar strike (or none!) just as a Regular Sniper.

### ■ Enhanced Sniper: Designation

An Enhanced Sniper may will be equipped with advanced techniques and technology. A Standard 1LP may be paid to designate only one target within line of site. However the bonus for the firer is increased from a +1 QR to a +2 QR. There is just a better chance of hitting the target.

### ■ Revealing an Enhanced Sniper

Normally a Regular Sniper can be revealed by a simple die roll from his target every time he either Fires or Designates (a roll of a 6 for trained and untrained targets, a 5 or 6 for veterans or elites).

With an Enhanced Sniper his own training is also a factor. If detected using his opponent's standard roll the sniper may make a quality roll of his own: if successful then, though his own superb field craft and evasion technology, he remains unrevealed.

All other rules for a Regular Sniper apply to an Enhanced Sniper.



*"Costunna, get us the fuck outa this ditch or I'll stick my gun up your ass before I pull the trigger"*

**Sgt Frenchie Desseau**  
*Hammer's Slammers*

*Below: Fully armoured infantry of the West Riding Yeomanry deploy from an APC.*



*Below and opposite: Antargran snipers laying in wait for their targets.*





### Pricing up a detachment



If you wished to represent the following two detachments of the Alaudae Legion (from their detachment sheet):

#### Armoured Detachment:

2 Scarabs;  
1 Scarab command;  
3 Firefly laser tanks;  
2 Mosquito calliopes.  
**Total: 2635pts.**

Plus

#### Infantry Detachment:

2 Dragonfly APCs;  
4 TUs of infantry  
(1 regular, 2 anti tank,  
1 heavy attack squads);  
1 Damselly anti-tank  
missile vehicle;  
1 Dragonfly command.  
**Total: 910pts.**

But wished to add the following Leaders, Skills and Optional Rules:

One detachment led by Colonel Cornelius Dark, He has Elite Skills of Command Material. He has under him a Captain to run the other detachment, a single Insurance Sergeant plus both detachments have the following Elite skills and options:

Communication Technician; Enhanced Data Link; Anti-ATGW Enhanced Data Link; Using ADS used against missile attacks (S4); and Laser Burn Through.

See opposite for the answer...

## Costs of Enhancement

### Optional Rules, Elite skills and other elements

#### ■ Elite Skills

These are costed on a matrix rather like commanders, where the cost of a Sergeant, Lieutenant, Captain and Major are different depending on their effectiveness which, in turn, is determined by their training level: **Untrained**, **Trained**, **Veteran** or **Elite**.

Skills follow a similar pattern and they are matched to those command levels of Sergeant, Lieutenant, Captain, Major and Colonel, as indicated on the chart on the next page by **S**, **L**, **C**, **M** and **CL** next to the skill: this is called the **Skill Rating**. They are then be costed the same as that commander for that unit. Note that some skills are applied individually to a single TU – or a single command figure - and some are applied to a whole detachment. These are represented as a before and after slash: for example **S/M**. The letter *before* the slash in **blue** is the cost for the Individual TU or officer/NCO. The cost after the slash in **red** represents the cost when applied to an **entire detachment**. A cost of **0-A** means no cost but an agreement to use the rule must be made between players. **NA** means that this is Not Applicable.

To remind players of the cost of these leaders (and therefore these skills) an updated chart appears below. It also takes the opportunity to add the costs of leaders for Supplement 4 with the updated troop classifications (Warriors, Fanatics and Commissars) and, additionally, the cost of Colonels from this supplement.

Rank	Green/ Untrained/ Fanatics	Trained/ Warriors	Veteran	Elite/ Commissars
Colonel	6 (50)	8 (100)	10 (200)	12 (400)
Major	4 (25)	6 (50)	8 (100)	10 (200)
Capt	2 (10)	4 (20)	6 (40)	8 (80)
Lt	1 (5)	2 (10)	4 (20)	6 (40)
Sgt	0 (1)	1 (5)	2 (10)	4 (20)

#### ■ Optional Rules

The following rules are **0-A**. They cost nothing but must be agreed by all parties to be used within a game:

**Separate Detachments or use of troops; Overkill; The Big Guns; Steel Rain** (which assumes use of optional rule The Big Guns); **Returning Fire - Counter Battery fire** (which assumes use of optional rule The Big Guns); **Courage under fire; A leader of men; Leading from the Front; When the Bullets Fly; Easy Terrain; Follow Me; Gun Your Engines! and Charge!; Special Rule: Enhanced Combat Car Firing Arcs; Kick Their Tails; Stiffen Their Spine; Stay on Target; ATGW Break; Rapid Fire; Thunder Runs; Ramming Infantry and other vehicle TUs; Multi-story buildings; Artillery and Mortars and Area Effect** (which my require the use of optional rule The Big Guns); **Using ADS used against missile attacks; Intelligent Remotes and Drones** and **Prime Detachments and Prime Troops**.

Sniper Pods, Snipers, Enhanced Snipers and Stealth are costed in the chart.

Elite Skills	Where Listed?	Skill Rating
Inspirational Leader:	Page 131	L/NA
Tactical Genius:	Page 131	L/NA
A Shaper of Men:	Page 131	L/NA
Morale Officer:	Page 131	L/NA
Blitzkrieg:	Page 131	L/NA
Command Material:	Page 131	L/NA
Defensive Stalwart:	Supplement 2	L/NA
Master of Artillery: Assumes use of rule The Big Guns	Supplement 4	L/NA
Communication Technician:	Supplement 4	L/NA
Enhanced Data Link:	Supplement 4	NA/M
Anti-ATGW Enhanced Data Link:	Supplement 4	NA/M
Artillery Seeker War- heads: Assumes use of rule The Big Guns	Supplement 4	NA/M
Laser burn through:	Supplement 5	NA/M
Rank Hath its Privileges:	Supplement 5	Double Major - see chart
Leadfoot:	Page 130	S/M
Snapshot:	Page 130	S/M
Hull Down:	Page 130	S/M
Dead-Eye:	Page 130	S/M
Field Mechanic:	Page 130	S/M
Luck:	Page 130	L/NA
Pathfinder:	Supplement 2	S/M
Tank Hunters:	Page 131	S/M
Close Quarter Battle:	Page 131	S/M
Ground Hogs:	Page 131	S/M
Dauntless:	Page 131	S/M
Swift and Sure:	Page 131	S/M
Medic:	Page 131	S/M
Dig in:	Supplement 2	S/M
Double Tap:	Supplement 2	L/CL
Sniper Pods:	Supplement 3	2x Inf TU
Stealth:	Supplement 3	C/NA
Snipers/Enhanced Snipers	Page 120/Supplement 5	2x/6x Inf TU



### How much for the upgrades?

An Elite Colonel is 400pts and his Elite Skills of Command Material will cost him L - an Elite Lieutenant so another 40pts. Communication Technician will likewise cost him another 40pts so 480pts in total.

His Captain would normally be 80pts but has to pay Elite Lieutenant so another 40pts for the Communication Technician skill - as does the Insurance Sergeant up from 20pts to 60pts.

Enhanced Data Link; Anti-ATGW Enhanced Data Link and Laser Burn Through are all M - Major (200pts **each** so **600pts in total**) for **each** detachment so the Armoured Detachment goes from 2635pts to **3265pts**. Similarly the Infantry Detachment goes from 910pts to **1510pts**. Plus the three officers/Noncom (**660pts**) this makes a total of **5435pts**.

Using ADS used against missile attacks would have to be agreed by both players - it would probably be open to both - before the game but costs **nothing**.



"Latest thing in arty defence... Each of those cars mounts an eight-barrel powergun, only 30mm but they're high intensity. They've got curst near the range of a tank's 200 - thirty, forty kilometers if you've that long a siteline. With our radar hook-up and the satellite, we can just about detonate a shell as soon as it comes over the horizon."

**Major Mestern,**  
Nieuw Friesland  
Republican Guard



## Conclusions

Points costs will never be 'fair' and they will never result in balanced armies or balanced scenarios but they can sometimes help players – especially new players – get a grip on what forces can easily make for a fun game.

So - other than a few additional extras - this supplement is about assigning points costs to enhanced abilities – be they optional rules (that apply, in theory, equally) or elite skills.

The additional rules are there to better reflect the realities of the modern world (specifically the Intelligent Remotes); to give Snipers - especially good quality snipers - a more impactful place on the battlefield and to give those with lasers some chance of penetrating heavy armour if they are prepared to sacrifice reliability and weight of fire for the chance to melt their opponents' AFVs down into a puddle of bubbling slag...



Top: TAS banshee and Spectre come under heavy fire



Above Right: A Slammers Command Car is hit and the crew bail out

Right: An Alaudae Legion medium tank speeds across shallow water



Bottom: Slammers Combat Cars come under fire

