

SLAMMER

Fast Action SF Skirmish Rules

Chris & Alex Nicole

Introduction

SLAMMER is a set of wargame rules for Science Fiction skirmish games using miniatures. SLAMMER is not tied to any specific background or company product line, use whatever figures or models you have. I intended from the start that SLAMMER would be flexible and adaptable to different scenarios. I have intentionally kept it fairly 'loose', particularly in areas like troop motivation and Hollywood heroics. SLAMMER is meant to be fun! We use miniatures on the table top to represent men, women and bug eyed monsters who might well be scared or heroic, angry or bored, professional or just hungry, above all they are unpredictable. When you play SLAMMER, occasionally try to see things through your troops eyes. They are more than just disposable weapons delivery systems, even the bug-eyed monsters!

SLAMMER is an ongoing project, it seems I add something or try to make existing rules clearer each time I look at it. If (or when) you come across a rule or statement that seems strange or unclear, if it's not covered in the design notes send me an e-mail. I will reply and try to explain or clarify my intentions. I may also include it in the design notes or update rules to cover it. If you disagree with something in SLAMMER and have an alternative, try it and let me know how it works. If you have any comments or suggestions, you can e-mail them to; slammer@loran.karoo.co.uk.

SLAMMER is written by Chris Nicole with contributions and reality testing by Alex Nicole. It was playtested by members of HumberSide Wargames Society and the Society of Fantasy & Science Fiction Wargamers; Game Design Study Group. Additional playtesting and comments in the designers notes were supplied by Tom Pope.

There is an informal, free e-mail discussion list for SLAMMER at Yahoo Groups: <http://groups.yahoo.com/group/slammer> this includes updates on changes or additions to the rules, example scenarios, army lists, playtest queries and links to interesting sites. It also includes a public archive of the SLAMMER mailing list.

SLAMMER has been influenced in approach, ideas, style and game mechanisms by many other authors. Some game designers and rule sets I particularly admire and recommend include:

John Armatys	Blitzspiel
Phil Barker and Richard Bodley-Scott;	De Bellus Antiquatus (DBA), Hordes of the Things.
Chip & Curtis (Chipco);	Fantasy Rules!
Matthew Hartley;	Riot, Scudbusters, Tusk I, II & III.
Arnold Hendrick;	Grav Armor.
Steve Jackson;	Car Wars, Ogre / GEV / Battlesuit , The Fantasy Trip, Melee / Wizard.
Jon Tuffley;	Dirtside, Full Thrust, Star Grunt.
Jim Webster;	Hell and Fateful Decisions, Hellfire.

and not forgetting Hollywood...

Game Scales.

- One figure represents one individual.
- One model represents one vehicle, craft or structure, etc.
- All die rolls use six sided dice.
- All distances for range and movement are in inches on the table.
- One inch on the table represents approximately 5 metres or yards on the ground.
- Each turn is as long as it takes to complete one round of actions.

Wherever possible Figures should be a reasonable representation of their troop type and equipment. Vehicles, buildings or structures should be to a scale compatible with the figures used.

Organisation of Forces

SLAMMER is a tabletop wargame, intended for games using around a dozen elements on each side.

- At Section level, each element would be a single figure.
- At Platoon level, each element would be a team of two to six figures.

Section level allows greater detail, concentrating on the actions of individual figures. Section level games should work best using mainly infantry forces fighting over a relatively small area of dense terrain. Such as: a built up area in a town, inside a space ship or along a trail in the jungle.

Platoon level allows larger games using up to fifty figures on each side, possibly with a few vehicles in support. Platoon Level games work best over a larger area with more open space and room to manoeuvre.

Ideally SLAMMER should be played to a set scenario, with required objectives for each side. It is not necessary that forces are balanced, but objectives should be. Each side should have a reasonable chance of achieving their goals and/or denying them to the enemy.

Individuals.

Leaders, heroes/heroines, specialists or other significant individuals, should be represented by specific figures. Also dependant on the scenario and type of game; If playing a section level game, each figure should be individually identifiable. At Platoon level it is sufficient to identify the type of figure and the team it belongs with.

Leaders

A Leader is a specific figure within a section or platoon group. The Leaders role is to motivate, encourage and direct the actions of their group. The Leader's figure may attach to any of the teams in their group.

This is for basic leaders. If you want to use superior leaders I suggest rolling 1d6 for each leader's quality at the start of the game, rather than paying more for better leaders

1	Incompetant	No activation modifier, followers act at the leaders AL
2,3,4	Okay	+1 to activation, as basic leaders.
5,6	Good	Up 1 Activation level, Good Leaders roll 1D6 again and on a 5 or 6 they are Exceptional
	Exceptional	Up 2 activation levels

Teams.

Forces should be grouped into teams of two to six figures representing:

Command Teams:

Leaders; Officers, NCO's, communications specialists and 'advisors'.

Fire Teams;

3-6 Grunts armed with weapons common to the whole unit, e.g. assault rifles and grenades.

A fire team may also include one figure with a squad support weapon, such as a Smart Gun, grenade launcher or flamer.

Support Weapon Teams:

2-4 Troops armed with support weapons. e.g. ASW, machine guns, mortars, anti-armour / anti-aircraft missile sections, etc.

Vehicle Crew:

Commander; driver; gunner; loader; radio operator; etc.

Specialists:

Medics, engineers, media crew, snipers, civilian advisors or observers.

A specialist team will usually be attached to another team (usually a Command team), or independent specialist teams such as artillery observers, a sniper team or media crew would usually include their own Leader element.

Generally in order to maintain team cohesion, each figure in a team should remain within a half move of another member of the same team. Distances are measured from the nearest figures. If a figure becomes separated from their team mates by more than the required distance; then all the figures in the split team suffer a separation modifier to their activation roll until they reform.

Groups.

Two, three or four teams should be grouped together under a leader into a section, squad or gang, depending on the scenario and the type of forces represented. Each team should remain within one full move of another team in the same section to gain the group leaders activation modifier.

Two to four sections may be grouped under a leader into a platoon level group. Generally at platoon level each team would be one element and activation rolls would be made for each section.

It is possible to use SLAMMER for company level games involving two to four platoons grouped under a company leader, where each element represents a section of 8 - 12 figures. This would probably work best using smaller scale figures (6-10mm), with the figures mounted together in teams on a single base. In this case treat each team or base as one figure for combat resolution. All the teams in a section would have the same troop quality and or motivation. Leaders would be at platoon and company level.

For Example;

An Imperial Infantry Section consists of ten troopers in heavy armour. These are organised as:

Section Leader and first fire team;

Four figures; Section leader and three troopers armed with pulse rifles.

Second fire team;

Four figures armed with pulse rifles, including one figure with a grenade launcher, Support team;

Two figures with a Storm Gun and Blaster pistols.

In addition there may be a number of grenades or buzz-bombs distributed among the section.

Example Team Roster

Leader: Sergeant Grunge			Unit: Imperial Foot - Assault Team "Grunge's Groaners"	
Quality	Motive	Move	Armor	Weapons: Pulse Rifle + Bayonet
Veteran	-	6"	+1/+1	Notes: Section Leader
Team:	First Fire Team			Quality: Trained Motive:
ID	Quality	Move	Armor	Weapons/Notes:
(1) Sgt Grunge	Vet	6"	+1/+1	Pulse Rifle & Bayonet (+1 in Close) Section Leader; Backbone of the Empire
(2) 'Nadger Bacon	Vet	6"	+1/+1	Illegal Piranha Gun, Officers Issue Blaster Pistol, RPG Likes to collect things, kept where Sgt Grunge can keep a close eye on him.
(3) Beetle Baily	Trained	6"	+1/+1	Pulse Rifle, Comms Set Section communications tech
(4) JimBob West	Green	6"	+1/+1	Pulse Rifle, 2x RPG New boy, just itching for a chance to use those RPG's!
Team:	Fire Team Two			Quality: Trained Motive:
ID	Quality	Move	Armor	Weapons/Notes:
(5) Cpl Fleck	Trained	6"	+1/+1	Pulse Rifle, RPG Cool professional, very smart. She should go far.
(6) 'Doggy' Wilson	Vet	6"	+1/+1	Pulse Rifle, Combat Knife Don't ever ask about the dog...
(7) 'Mule' Jenkins	Trained	6"	+1/+1	Grenade Launcher, Blaster Pistol ..or the mule.
(8) Francy Keane	Trained	6"	+1/+1	Pulse Rifle, RPG Real kyoot and a lot tougher than she looks.
Team:	Gun Team			Quality: Veteran Motive:
ID	Quality	Move	Armor	Weapons/Notes:
(9) 'Big Mac' MacNulty	Vet	6"	+1/+1	Storm Gun & Blaster Pistol A big man w/ a big gun
(10) Little Jimmy Osmond	Vet	6"	+1/+1	Pulse Rifle, extra ammo for Storm Gun. So that's where he went to...

Troop Quality

Each element requires a troop quality rating that represents the general level of training and experience of the figures in the unit.

In a **section level** game you may want to give each figure its own rating, to represent the figures individual fighting ability. The entire team should still have a troop quality rating for Activation purposes. This should represent the majority or average level of the figures in the team. (Elite round up; Others round down.)

For a **platoon level** game, all the figures in a team should have the same rating.

Leaders, Heroes or other significant individuals should always be given an individual quality rating. These may be different from the other figures in their team.

Suggested Troop quality ratings and typical examples are as follows:

Untrained

People with no military training and little or no combat experience. Civilians are usually rated as untrained.

Ordinary folks, Colonists, Citizens, Rioters, Innocent-Bystanders, Petty Criminals, Victims, etc.

Green

Figures with only basic weapons training or little combat experience;

Conscripts, Militia, New recruits, Irregulars, Corporate Security, Civilian Police, Gangsters, Terrorists.
Starship Troopers (Film not Book :o)*

[* while Police might be treated as Green in a military situation, they may be Elite motivation.]

Trained

Well-trained, competent troops and regular soldiers;

Trained is assumed to be the default level for teams in SLAMMER. Most Military types would be rated as trained.

Imperial Stormtroopers, Orks, Klingons, Colonial Marines, Organised Crime Heavy's.

Veteran

Combat experienced well trained professionals;

*Space Marines, Mercenaries, Starship Troopers (Book NOT Film!).
Professional Assassins or Bodyguards.*

Generally poorer troops should be organised into larger teams; i.e. 4 - 6 figures.

Better quality troops i.e. Veteran and Elite may form smaller teams of 2 - 4 figures.

This is intended to simulate the higher level of initiative and self confidence in better quality troops.

For Example:

A special forces section (8 figures) might have 3-4 teams of 2-3 figures each.

A militia squad (10-12 figures) would have 2-3 teams of 4-6 figures.

An untrained group of hostages or unlucky colonists might be treated as a single mob of up to 12 figures

In a set scenario the Troop Quality should be determined before the game starts, or may be randomly determined at the start of a game.

For example;

The Imperial Infantry section mentioned previously might roll 1D6 for each element as follows:

1	Green	New recruits & casualty replacements
2,3,4	Trained	Troops who have been in the unit long enough to know their way around
5,6	Veteran	Experienced troopers who have been through a few hard fights

In addition one roll should be made for the section leader with a +1 dice modifier.

Troop Motivation

Troop Motivation should be a special case dependant on scenario or force rational. The following may be used in addition to the troop Quality Rating.

Elite;

Some elements may be rated as Elite. These troops believe that they are the best at what they do, (often with good cause). They try harder and will often do much better than would be expected of normal soldiers. Elite units are often innovative in their approach to warfare and may have unusual (and deadly) skills.

When rolling for Activation for Elite, add the appropriate modifiers then move up one band to the next higher Activation level.

Elite motivation may be combined with any troop quality rating, though Untrained Elite are fairly unlikely. Green or Trained Elite for example could represent recruits or casualty replacements in an Elite unit. If they survive long enough and learn they may well make it up to Veteran Elite. The Shooting and Close Assault modifiers for Elite are cumulative with the team's quality rating.

Fanatic;

Some elements may be rated as Fanatic, this represents a reckless disregard for personal safety in the service of The Cause, or the use of illegal medication. Fanatics may have lower levels of ability as they tend not to live long enough to learn from their mistakes. (Veteran Fanatics are normally Dead.) Also experience tends to erode fanaticism fairly quickly. They tend to be very single-minded in their pursuit of an objective.

It might be appropriate to treat Artificial Intelligence troops such as Daleks, Cylons or Terminators as Fanatic.

When activating Fanatics, they must take the most aggressive option available.

The Activation modifier for Fanatics is used instead of the troop quality rating.

Warriors;

Warriors are in it for the fight. Whatever the strategic objective might be, Warriors will try to match themselves against the enemy troops. Warriors will tend to close with the enemy and may have higher close combat factors. They may prefer close range or melee weapons. Alien races are frequently played as Warriors. The movie Predator is a good example.

When activating a Warrior team, the team will usually prefer an option that moves them closer to an enemy unit.

They will use cover where available, but are not averse to charging if it will bring them into contact with an enemy.

Reluctant / Unwilling;

These teams may have found themselves involved in a fight they consider none of their business, they may have been in one fight too many or lost too many friends and comrades, or they may be constrained by higher authority e.g. as Peace Keepers. They may have little interest in the rights or wrongs of the situation. Their main goal is to stay alive and get the heck outta here! If fired on or pressed they will defend themselves or their comrades, but will not go out looking for trouble.

When rolling for Activation for Reluctant, add the appropriate modifiers then move down one band to the next lower Activation level.

Game Turn Sequence:

1. Each player rolls one die six for each of their teams and adds the appropriate Activation Modifiers to their die score. The total score gives the Activation level for each team or group. Leave a die or marker showing their current Activation Level by each team or group.
2. Teams move one at a time in the order of their Activation Level, lowest moving first. The team with the lowest total is the active unit. If two or more elements have the same total, they dice again to determine their order of move, lowest going first at the same activation level. Each element in the active unit may perform one option at the element's Activation Level or below. An active element's turn may include a Move Option and a Combat Option or one of the Other Options. Teams that get a double move may perform their first of two Move Options.
3. Elements on the opposing side may perform an Opportunity Fire attack at their Activation Level in response to the active units option. Opportunity Attacks may take place at any point during the active team's turn. A team that performs an opportunity fire attack may not perform an attack or other option in its own Active turn. It may perform a move option and may be subject to attack from other units.
4. When the active unit has completed it's turn, the element with the next lowest Activation Level becomes the active element and performs its options.
5. Repeat phases 2 to 4 until all units have been activated.
6. Teams or Groups that got a Double Move on their activation roll may take their second action now. The element may make a second move and/or attack if they did not make an attack in their first move.

In no case should a unit initiate more than one fire attack or Close Assault in each round.

Everything happens when it happens.

Generally, Activation rolls are made for teams or groups. Activation rolls for individuals are only made for Leaders, Hero's or split teams.

If none of the teams grouped in a section or platoon are under fire or in contact with the enemy, the player may make one activation roll for all the teams in the group at the current activation level of the group leader. This is intended to help speed up play at the start of a game, or when using larger numbers of figures.

A team's Activation Level may be reduced during the round, due to changing situation modifiers. If a team comes under fire before it is activated, it suffers a situation modifier on the Action Table. The teams Activation Level may be reduced and any casualties may be unable to move or shoot.

Note: The Active team's Activation level should not be reduced during their Active move, but modifiers incurred during the team's Active move may effect their response to a subsequent team's move.

Activation Modifiers are carried over from the previous round. For example; If a team were fired on in the previous round, they would take an under fire modifier in the current round even if they are not currently under fire.

Table 1. Activation Table.

	Team Actions	Move Options	Combat Options	Other Options	
13 +	Double Move	Full Move	Close Assault		
11,12	Close	Full move	Close Assault		
9,10	Close	Half move	Direct Fire	Deactivate Booby Traps	
8	Advance	Half move	Direct Fire		
7	Advance	Half move	Opportunity Fire	Observe for indirect fire	
6	Stand	Half move	Opportunity Fire	De-bus and Deploy	
5	Stand	Half move	Return Fire	Recover Casualties	
3,4	Pinned	No movement	Return Fire	Reload Heavy Weapons	
2	Fall Back	Half move back	Panic Fire		
1	Fall Back	Full move back	No Firing		
< 1	Break	Full move +2"	Abandon Weapons	Flee or surrender	
Activation Modifiers.					
Untrained	0	Leader with group	+1	Not under Fire	+1
Green troops	+2	Fresh troops	+2	Under Direct Fire	-1
Trained	+4	Armoured troops	+1	Under Auto Fire	-1
Veteran troops	+6	In cover	+1	Under Explosive Fire	-2
Elite troops	Up 1	In Hard Cover	+2	Separated from unit	-2
Fanatics / Aliens	+6 *	In Prepared Position	+3	Attacked from Flank	-1
Warriors	+2	Each wounded	-1	Attacked from rear	-2
Reluctant	Down 1	Each casualty	-2	Broken troops	-2

* The activation modifier for Fanatics or Aliens is used instead of the troop quality rating.

A **Leader** is one specific figure within a team or group. The leader's team is rated at the activation level of the leader. Other teams in the same group and within one full move of the leader's team, in sight; gain the +1 bonus for having a leader with the group. In order to benefit from a group leader, teams in the group must be within a full move of the leader's team.

Fresh Troops are units that have not yet contacted the enemy, or come under fire during the game.

Broken Troops are units that have suffered a Break result on the Action Table or in Close Assault. A unit that suffers two or more Break results will retreat from the battlefield. A broken unit contacted by the enemy will surrender or be destroyed.

Armoured Troops are those wearing Powered Armour, or in armoured vehicles.

Separation Anxiety: Elements of a unit that become separated by more than the allowed distance, suffer the -2 modifier until the unit reforms. i.e. Individual figures separated from their team, or teams separated from their group leader.

Note; Heroes and Leaders may wander off on their own without penalty, (Cap'n Church does it all the time!) but their remaining team or group suffers the separation modifier until they return.

Casualties are dead or seriously wounded figures.

Wounded are figures with untreated light wounds.

Under-Fire modifiers are cumulative.

For example;

If a team comes under direct, auto fire, from the flank, the team will suffer a total modifier of - 3.

Movement Options

Double Move

The team may move up to their full move distance in their Active turn and may make another Activation roll in phase 6. They may then make another move at their new Activation level. Generally troops may only make one double move in each round. It might be appropriate in a Hollywood style game for a heroic or highly motivated unit to make succeeding double moves. In no case should a unit be able to make more than one attack or close assault in each round.

Close

The team may move towards an enemy unit, or into contact and may make a Close Assault attack. The team may make a Direct Fire attack during its active turn. If the active team does not make a Direct Fire attack, it may make an Opportunity Fire attack in response to an enemy active team's move.

Advance

The team may move up to half it's full move distance towards an enemy position, taking advantage of cover. The team may make a Direct Fire attack during its active turn. If the active team does not make a Direct Fire attack, it may make an Opportunity Fire attack in response to an enemy active team's move.

Stand

The team may not move towards a known enemy position, but may move into a position of cover within a half-move distance. If there is no cover within a half-move, they will lie prone facing the nearest known enemy position.

Pinned

The team may not move out of cover, except to fall back. If they are out in the open they will lie prone facing the nearest known enemy position. They will make best use of available cover. A pinned team may return fire against a unit that has fired at them.

Fall-Back

The unit must move away from known enemy positions towards its own base line for at least half its full move distance, or into cover that takes them away from the enemy.

Break

The unit abandons its position and heavy weapons and flees its full move distance towards its own base line. If it is contacted by an enemy unit, or is unable to retreat it will surrender or be destroyed. A broken unit may not fire.

Movement

An infantry element's basic move distance is dependent on the equipment carried or armour worn by the figures in the unit. This may be reduced in difficult terrain, or if a figure attempts a particular action such as running, opening a door, taking cover or entering or leaving a vehicle. Movement adjustments due to troop quality are handled by the Action Table. Better quality troops will tend to make advance or close moves more often than poorer troops.

Table 2. Infantry Movement Examples.

Armour	Move	Notes
None	10"	Civilians and figures in normal clothing. *
Light	8"	Ballistic cloth, flak jacket & helmet; Military and Police uniform.
Heavy	6"	Battle Suit; Ablative plate & helmet, Heavy Infantry Armour, Hostile Environment Suits
Armoured	8"	Power assisted heavy armour.
Aliens	12"	Bugs, Predators, Animals, etc.
Monsters	8"	Alien beasties of unusual size or strength.
Warriors	+2"	Troops specialising in close assault.

* Civilians have been given a higher movement rate because they are assumed to be not making best use of cover or moving tactically.

Optional rule:

You may give Elite or Fanatic troop types a movement bonus of +2" to represent their higher motivation or better physical fitness.

Difficult Terrain

The effect of different terrain types on movement should be determined at the start of the scenario. For example; areas of overgrown plant life could reduce movement by a half but would provide partial cover. Terrain may have different effects depending on the armour worn by a unit; Armoured Infantry are unlikely to be bothered by nettle patches, but may become stuck in soft ground!

Taking Cover

Any figure may take advantage of partial cover by falling prone. A figure may fall prone at any point during their move, i.e. if they come under opportunity fire. A moving figure's movement ends when they go prone. If a figure starts off prone, deduct one inch from its normal move to stand up. A figure may crawl two inches whilst lying prone and may fire their weapons. Veterans normally end their move lying prone, that's part of the reason why they are veterans.

Encumbered Movement

A figure, not in Powered Armour and carrying a heavy weapon, for example; the Lazooka or Heavy Machine Gun will deduct 1 inch from their movement. A weapon team carrying a very heavy weapon, (e.g. the Auto Support Weapon, or Mortar) deducts two inches from their movement and may not run with it.

Running

A team which Breaks, or which chooses to ignore tactical movement and run, may add two inches to their move. This does not apply to Power Armoured units as their suits are already running at full speed. A running unit may not fire effectively, but may engage in a close combat if they contact an enemy unit.

A unit in Light Armour that runs for three rounds must halt for one round to get their breath back.

A unit in Heavy Armour that runs for three rounds, must halt at the end of the third round, for two rounds. To get their breath back and find all the equipment that fell off during the run.

Opening a Door

If the figure opening the door has moved less than half their full move, they may open the door, pass through and stop on the other side. If they have moved half their move or more, they must stop at the door. They may move through an opened door on the following round. If one figure in a team opens a door, other team members may move through the door without further restriction.

A figure may attempt to kick in or charge down a closed door during an Advance or Close Assault move. This option means that if successful the figure ends its move on the other side of the open door. Failing to kick in the door ends that figure's move. This rule only applies to normal household or internal doors, not bulkheads, hanger doors, armoured vehicle hatches or airlocks.

Kick in Doors;		Success on 4+ on 1D6 + modifiers;	
Untrained	-2	Unarmoured	-1
Green troops	-1	Heavy Armour	+1
Veteran	+1	Powered Armour	+2
Elite	+1	Equipped with door breakers *	+2
Aliens	+1	Monsters	+2

* Door Breakers represents a variety of equipment, including; lock-picks, sonic-screwdrivers, sledgehammers, demolition charges or battering rams.

Only one figure in a team may attempt to kick in the same door each round. If a team is rushing a door and the point man fails to kick in the door, the door will burst open and the team will end their move in a heap on the floor on the other side.

Entering or leaving a vehicle

For troops to enter a vehicle, the vehicle must be stationary. The unit attempting to board must be within half their normal move distance of the vehicle. The team may all board the vehicle and the vehicle may move off on the following round, provided the driver and commander are already aboard. If the driver and commander have just got into the vehicle it takes a further round to find the keys and turn on the intercom before the vehicle can move off.

For troops to leave a vehicle, the vehicle must be moving no faster than the infantry unit can move on foot. One team can exit from each access door and may move no more than a half move from the vehicle in that round. The team will normally end this move lying prone while the team leader makes sure they have everybody.

Combat Options

Close Assault

The team may move up to their full movement distance, into contact with an enemy unit and make a close assault attack on that unit at the end of their move. Close combat is resolved for both sides in the attackers phase.

Direct Fire

The Active team may make a Direct Fire attack against one enemy unit at any point during their Active turn. One attack roll is made for each figure in the team that can see the target unit, and is able to fire. Any casualties inflicted are distributed among the unit targeted.

If the active team makes a Direct Fire attack in its active turn, it may not make an Opportunity Fire attack during an enemy team's active turn.

Opportunity Fire

Opportunity fire attacks are made by opposing units during the active team's turn. One attack roll is made for each figure in the firing team. Any casualties are distributed among the figures in the active team.

A team that makes an Opportunity Fire attack may not make a Direct Fire attack in its active turn.

Return Fire

The unit may only make a Return Fire attack against an enemy unit that fired upon them during this round, or the previous round. One attack roll is made for the whole team. If the attack is successful, one hit is inflicted on the enemy unit. If the unit has not come under fire they may not make a return fire attack.

Panic Fire

The team fires ineffectively in the general direction of the nearest known or suspected enemy unit, or failing that at the nearest unit firing! One attack roll is made for the whole team at reduced effect. If the attack roll is successful, the target unit counts as coming under fire for activation modifiers, but no hits are inflicted.

Shooting

In order to fire at a target unit, at least one figure in the firing team must have a line of sight to a figure in the target unit. Only those figures that can see the target unit, can fire at it. If only part of the target unit is exposed to enemy fire then any hits on the unit are determined among the exposed figures.

In order to cause a hit on the target the firer has to score their To-Hit number or more on two die six. Each figure in the firing team that can see the target unit makes one attack roll.

Roll two die six and add the scores together.

Add the firer and target modifiers listed on Table 3 to the dice score.

If the modified score equals or exceeds the firer's to-hit number then the target unit or figure has been hit.

An unmodified score of two ('snake-eyes' or two ones) is always treated as a miss.

Firer To-Hit numbers	
Untrained	9
Green Troops	8
Trained Troops	7
Veteran Troops	6

Autofire Weapons

If the firer is using an Autofire Weapon type, the target unit takes one additional hit for each point the modified score exceeds the firer's to-hit number.

Close Range Fire

If the target unit is at four inches or closer, each figure adds the Close factor for their weapon type as a Firer modifier to hit.

Extreme range Fire

Each weapon type has an effective range listed on the weapons table. If the target unit is beyond the effective range for the weapon type, a Fire modifier of -4 to hit is applied. The unit may fire at up to twice the effective range of their weapons. Any fire beyond this range will be ineffective and will not cause any hits on the target unit, though they may cause it to take cover or react.

Table 3: Firer and Target Modifiers.

Firer Modifiers:		Target Modifiers:	
Elite Troops	+1	Untrained	+2
Firer moved half move or more	-4	Green Troops	+1
Firer moved up to half move	-2	Trained Troops	0
Prone Firer	+1	Veteran Troops	-1
Braced Weapons	+1	One Specific figure	-3
		Target group is unaware	+2
Firing from a prepared position	+2	Moving into or out of sight	-2
Not under Fire	+2	Moved more than half move in sight	+1
Firer received a light wound	-2	Prone Targets	-1
Direct Fire	+2	Soft Cover	-2
Return Fire	-2	Hard Cover	-3
Panic Fire	-3	Prepared Position	-4
Close Range (up to four inches): Add Close Combat factor for weapon type			
Extreme Range Firing up to 2x effective range:			-4

All modifiers are cumulative.

Braced Weapons.

Bracing covers a firer's deliberate action of preparation or aiming for the best shot. To brace a weapon the firer must spend one round stationary without firing, while they correct their position. Once braced, a figure will keep the bonus until they move, including standing up or lying prone. A firer can gain the braced bonus for any weapon. Some Heavy Weapons noted on the weapons table must be braced before they can be fired.

Firer not under fire.

If the firing team has not been fired at in this round, or in a previous round, they gain a modifier of +2.

Prepared Positions.

(The Blue Peter Option, or "Here's one I made earlier.")

Prepared Positions are locations that the defending troops have created or occupied before the scenario starts. For example: entrenchment's, foxholes, weapons pits, bug nests, observation posts or pillboxes.

A prepared position gives the occupier good cover and a place to fire or observe from. Each position is set up to cover a specified (90 degree) arc of fire. Occupiers are unable to fire outside this arc without leaving the position. When first moving into a position the occupier must spend one round without firing whilst they occupy the position. Thereafter, they gain the benefit so long as they occupy the position.

Prepared Positions may also be concealed or camouflaged and might not be spotted until the occupier opens fire.

Specific Figure

If the firer is trying to hit one specific figure (e.g. a leader) amongst a target unit there is a penalty of -3.

Cover

If a target figure is moving into or out of cover, they are more difficult to hit. If a target figure could claim advantage for two or more different cover modifiers.

e.g. *Moving out of soft cover, into and out of sight into hard cover. Then just apply the modifier for the best cover. i.e. Hard Cover -3.*

Soft Cover makes the target harder to see (and shoot at) but provides little protection from incoming fire.

For example: foliage, bushes, long grass, curtains or internal partitions.

Hard Cover provides physical protection to the target and may stop incoming fire.

For example: Concrete, brick or stone buildings, bulkheads or vehicle armour.

Direct Fire Weapon Examples:

Direct Fire Weapons:	Type	Damage Rating	Close (<4")	Effect Range	Notes;
SLM40 SLAMMER	E	1D+2	+3	20"	Heavy assault weapon
Dracon Railgun	B	1D+2	+2	24"	Heavy gauss rifle
Lemming Long-Rifle	E	1D+1	+1	28"	Heavy laser rifle
Pulse Rifle	B	1D+1	+3	20"	Assault weapon
Carbonlite	E	1D	+2	24"	Laser carbine
Blaster Pistol	E	1D+1	+4	8"	Handgun
Zippgun	E	1D	+3	16"	Rapid fire hand gun
Piranha Gun	BA	1D-1	+3	18"	Autofire needle gun
Toaster	EA	2D-2	+3	8"	Flame Thrower
Storm Gun	EXH*	2D+2	+1	28"	Portable auto-cannon.
Lazooka	EH*	3D	-1	36"	Energy Anti-Armour.
Buzz-Bomb	EX	3D+2	N/A	18"	Single shot Anti-Armour
Smart Gun	BA	1D+1	+2	28"	Squad Support Weapon
Auto Support Weapon	EAH*	1D+2	+1	48"	Tripod or vehicle mounted.
Contemporary Weapon Examples:					
Heavy Machine-gun	BAH	1D+ 2	+0	36"	GPMG, HMG. *
Light Machine-gun	BA	1D+1	+1	24"	Bren, MG40, etc.
Assault Rifle	B	1D	+2	20"	M16, AK47, SA80, etc.
Sub-machine-gun	BA	1D-1	+3	12"	Sten, Uzi, Schmeiser etc.
Military Rifle	B	1D+1	+1	28"	Sniper rifle *
Shotgun	B	1D	+4	12"	Hunting weapons
Handgun	B	1D-1	+3	8"	Pistol, Revolver
LAW/RPG/Bazooka	EX	2D+2	N/A	12"	One shot Anti-Tank missile. *
Frag Grenade	EX	2D	N/A	6"	Hand Grenade.
Grenade Launcher	EX	--	+1	24"	Effect as Grenade type
Light Mortar	EXH	3D	N/A	>12"	One bomb per round, * May not fire at less than 12" range

Note: * These weapons must be braced in order to fire.

Weapon Types

E - Energy weapons, B - Ballistic weapons, EX - Explosive Effect, A - Autofire weapons, H - Heavy weapons.

More Stuff about Guns

SLM40 SLAMMER

"The SLM40 must be regarded as the ultimate Infantry Energy Weapon, combining lethal fire power and impressive accuracy in a compact and combat effective unit." - Sales Promo.

The SLAMMER is a big, heavy and expensive gun. It requires considerable physical strength and ability to use effectively. Most of the weight consists of radiation shielding and coolant, the locality tends to get very hot and nasty when a SLAMMER opens up. Most troops operating Slammers also wear Heavy or Powered Armour with full NBC protection and very good life insurance! A light infantry version of the SLAMMER did not prove popular when troops complained of hair loss, blindness, strained backs and genetic impairment. Compensation claims are still going through the courts.

Dracon Railgun

"It makess a keeen sssound and reeeal beeeeg holess" - Three stripe seven tooth.

An ingenious adaptation of rock drilling equipment, the heavy rail gun proved very popular with Dracon mercenaries who appreciated its brutal simplicity and messy overkill. Having a 220 kg body mass and the ability to brace back on your tail when firing the thing was also useful. In Human use it is most often vehicle mounted or occasionally used with Power Armour. An infantry support version is available with a bipod or wheeled mount and two man power pack.

Lemming Long-Rifle

"They couldn't hit a xenosaur at that distargh!!.." - last known words of Colonel Aloysius Sideburn.

Perfected by a race that never liked to mix it up close, the long rifle emphasises long range accuracy and easy portability when running away. Popular with sharpshooters, the long rifle is considered complex and too easily broken to be issued to regular Grunts.

Pulse Rifle

"Any quote from Aliens"

It's cool, it's green, its got a digital counter on the side. If you haven't seen the second Aliens film, why are you playing SLAMMER? Go away. Come back when you've seen it.

Carbonlite, Blaster Pistol and Zippgun

"We come in peace. Set phasers to kill!" - Cap'n Church

These are the generic lasers, phasers, blasters and disintegrators of popular movies, TV and comics. Never mind the accuracy, watch the special effects!

Piranha Gun

"Illegal, immoral and available at a reduced price."

The Piranha, Shredder or Flechette gun fires a stream of high velocity wire "needles" shredding the flesh of unprotected targets and causing a mass of difficult to treat injuries. Also known as the robodoc's nightmare, as the needles become twisted and embed in the wounds.

Toaster

"Did ya ever hear a cat go Woof?!" - 'Pyro' Johnston, veteran of the Kzinti wars.

The Toaster, Incinerator or Flamer fires a stream of burning gas or liquid. Used very carefully in bug hunts and clearance operations. Has an unfortunate reputation for exploding in use.

* Apologies to Larry Niven and all Cat Lovers.

Storm Gun

"It's good fae opening doors. Aye or making them." - 'Big Mac' MacNulty, Operator of the only Storm Gun known to be used with a Bayonet!

Intended to provide direct explosive point fire support to drop troops and light infantry. The Storm Gun was regarded as a poor compromise, being overweight, cumbersome and too underpowered for most anti-armor use. The introduction of Smart ammo should have improved effectiveness. This had to be abandoned when the ammo became too smart, leading to several incidents of Storm Guns pulling rank on their operators and demanding better service conditions. The Storm Gun continues in use with a bewildering variety of Dumb Ammo and has proved particularly successful in crowd control and Police actions. Many ugly crowds quickly dispersing at the mere appearance of a Storm Gun.

Lazooka

"What a silly name for a gun...ZAP!" Smokin' Boots

Smart Gun

"Any Aliens / Vasquez quote" - See Pulse Rifle.

Effect of Fire Hits

Hits on figures in the target unit are determined randomly among exposed figures. Even if the target unit does not take any hits it will still count as under fire on the action table, and for its own Firer modifiers.

Each weapon type has a damage rating listed on the weapons table as a die and modifier. When a hit is scored on a figure, the firer rolls the dice and adds the modifier listed on the weapons table. The defender rolls one die and add the modifiers listed on Table 4 for the weapon type at the target figures Armour rating.

Table 4. Example Armour Rating:

Armour Rating:	vs. B	vs. E	Notes:	
None	-1	-2	Civilians, normal clothing.	
Light Infantry	+0	-1	Military weave, flak jacket & helmet.	
Heavy Infantry	+1	+1	Battle suit, Ablative plate & helmet.	
Armoured Infantry	+2	+2	Power Assisted Heavy Armour.	
Aliens;	+1	+0	Bugs, Predators, etc.	
Monsters	+3	+2	Large Alien Beasties.	
Defender Modifiers				
Untrained/Civilian		-1	Veteran	+1
Green/trained		0	Elite/Fanatic	+1

If the firers total is twice the defender's or greater;

The defender is killed or mortally wounded and may take no further part in the game; (except to provide partial cover).

If the firers total is more than the defenders, but less than twice;

The defending figure is seriously wounded and knocked down. A wounded figure may not shoot or take part in an attack except to defend themselves in a Close Assault. A wounded figure can move no more than half their usual distance without assistance from another figure.

If the firer's and defender's totals are equal;

The target figure receives a light wound. They can take no more action for this round, but takes no other damage unless hit again. The figure has a modifier of -2 on all further actions until treated. The wound can be stabilised by first aid within the unit, until the figure can be evacuated to a medical unit.

If the target's total is greater than the firer's;

The target received a near miss or their armour has prevented any significant harm. The figure spends the remainder of this round thanking their lucky stars. In the next round they can carry on as normal.

For Example;

A Rebel Princess armed with a Zippgun scores a hit on an Imperial Storm-trooper in Ablative Plate (Heavy Infantry) armour;

*The Princess rolls 1D for damage effect and scores a 5 = 5
The Storm-trooper rolls 1D+1 (Heavy Vs E), he scores 3 + 1 = 4*

The Storm-trooper is seriously wounded and falls over. He may take no other action this round and counts as wounded for the rest of the game. (The Princess runs off for a snog with the hero.)

Close Assault

Close Assault takes place when the Active team moves into contact with an enemy unit. The Active team is treated as the attacker. The other unit is treated as the defender. If the defending unit has not made an attack this round, they may be able to make an Opportunity Fire attack at their current Activation Level against the active team before it moves into contact. Remove any casualties from the active team before continuing with the Close Assault. Pair up the attackers and defenders so that each figure faces at least one opponent. For each figure involved in the close assault roll one die and add the Close Combat Factor for their weapon type. Add the Close Combat Modifiers on Table 5. All factors refer to the figure itself. Where two or more opponents face a figure, roll one die for each figure and apply the results to that figure as if they were facing one opponent. In multiple combats apply lowest results first. i.e. Defenders break or attackers lose their nerve before contact. After a round of Close Assault survivors make their activation test on the following round and may continue fighting or fall back depending on their result.

Table 5. Close Assault.

1D6 each + Weapon Close Combat Factor + Modifiers;			
Untrained	-2	'Aliens'	+4
Green troops	-1	'Monsters'	+6
Veterans	+1	Armoured Infantry	+1
Elite	+1	Defending a prepared position	+2
Fanatics	+1	Wounded	-2
Warriors	+2	Surprised or unaware	-2
Outnumbered: Each opponent after the first.			-1
Melee Weapons: Swords, Axes, Chain-saws, etc.			+3
Improvised Weapons: Clubs, bottles, Pick handles, etc.			+1

In each combat:

If the attackers total is twice or more than twice the defenders total;

The defender **Breaks**, they abandon their position or heavy weapons and must move a full move away from the attackers. If they cannot move away they are killed or captured.

If the attacker's total is more than the defender's total, but less than twice the defenders total;

Then the defender is killed or captured.

If the totals are equal;

The attacker is forced back out of close combat range. (>4")

If the defender's total is greater than the attacker's;

Then the attacker is killed.

If the defenders total is twice, or more than twice the attackers total;

The attacker must fall back to their position at the start of the round.

For example;

A Colonial Marine Veteran (+1) armed with a Pulse Rifle (+3) is attacked by two (-1) 'Bugs' armed with teeth, claws and spiky tails at +4 each.

The Marine rolls a 5 + 1 + 3 - 1 =	8
Bug One rolls a 2 + 4 =	6
Bug Two rolls a 4 + 4 =	8

Bug one is blown away in a spray of acid blood. Bug two is forced back out of Close Combat range. If either Bug had rolled a 5 or better the marine would have been killed messily (or taken home to meet Momma). If the Marine had rolled a 6, both Bugs would have been killed.

Explosive Effect Weapons

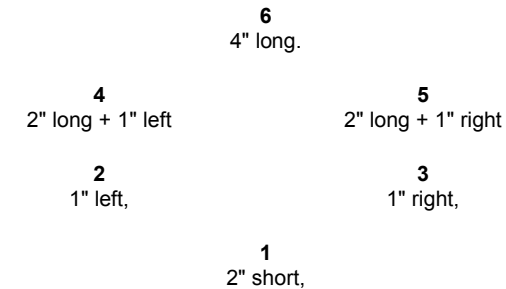
Some weapons have an explosive burst effect. These have an area effect beyond the point of impact. An EX weapon type does its full dice of damage at the point of impact as an E type attack. If it has any adds to its attack they only apply to the target figure or model at the point of impact. If the weapon misses the target figure or if it is aimed at a point on the ground then it just does burst effect damage. It does its effect number of B type one die attacks to each figure within its burst radius. Its burst effect is reduced by one die for each inch from the point of impact. So the burst radius in inches is the same as its number of dice of effect.

For Example;

A UNIT trooper fires an RPG (2D+2) at a Dalek with a squad of slave soldiers. The RPG hits the Dalek just as it squawks "Exterminate!!" inflicting a full 2D+2 energy weapon attack. The RPG explosion does two B type attacks at 1D each, to each figure within 1 inch of the Dalek. It does one B type attack at 1D to each figure between one and two inches from the Dalek, including the UNIT trooper if he got that close.

Because of the burst radius, explosive weapons cannot be assumed to disappear harmlessly when they miss the target. When firing explosive weapons in Direct Fire, the firer designates a target and rolls to hit applying the usual Direct Fire modifiers. If the firer rolls a hit result, the round lands at the target point.

If explosives miss the target point. Roll 1D6 for deviation:



Deviation is always along a line from the firer to the target point.

For hand grenades half the distance missed by.

For Indirect Fire, Air Dropped Explosives or Direct Fire beyond effective range double the distance missed by.

Indirect Fire

e.g. mortars, grenade launchers, artillery (and possibly air dropped munitions) are more likely to scatter around the aim point. Also they are fired from longer range so the distance missed by may increase. When firing Indirect a command or specialist observer element must be able to see the target point and communicate back to the firing unit. The Firing unit must be stationary and at Activation Level **7 Advance** or better. Incoming fire arrives on table the following round in the firing unit's active turn.

The Observer makes a **to hit** roll and can add +2 for each subsequent round observed against the same target point. If the observer makes their to hit roll the incoming fire lands at the target point. If the observer misses their to hit roll, roll 1d6 for deviation as above and double the distance missed by.

Explosives in SLAMMER are very effective as they can cause multiple automatic hits against every target in their burst radius. Limit the number of explosive rounds available and count them off as they are used, this might also encourage players to use explosives more carefully or save them for when they are really needed.

Vehicle Rules

SLAMMER was written for infantry actions. Gamers being what they are, sooner or later someone will want to use a tank. There are any number of excellent game systems for designing and fighting with SF vehicles. Use whatever game system you like best for designing your tank, APC or Mecha. Use the same system for combat between vehicles, but remember that any fights in SLAMMER will be at very close range.

Where vehicles are used in the game they should be treated as part of the equipment of their team.

For example;

The Imperial Infantry Section is carried in an APC. The APC might have its own crew team of commander, driver and weapon crew. The Infantry section would be treated as passengers.

Alternately the section leader would become the vehicle commander. One of the other figures would be a driver and the support weapon team might operate the carrier's weapons.

While the figures are inside the vehicle, the entire squad is treated as one unit for activation purposes. Once they de-bus they are treated as three teams; though still part of the same section.

Vehicle Movement.

Vehicles have a full move distance of approximately one inch for each mile per hour. This could obviously result in some vehicles being able to cross the table in less than one move, which could present difficulties in play! Bear in mind that there should be few opportunities for a vehicle to reach its full speed. If it is moving flat out it is unlikely to be able to do anything else, i.e. watch out for ambushes or land-mines, dodge obstacles, or engage enemy troops.

Vehicles have a listed combat speed, combat speeds vary with terrain. This is the maximum distance they can move on the table and still manoeuvre or react to enemy fire. Most vehicles could move faster up to twice their combat speed on a good surface but won't be able to fire or respond to enemy actions.

When you are setting up a scenario consider the terrain on your table top and note down how bad-going effects vehicles. Unless you plan on surprising your vehicle commanders, assume they know their mounts capabilities and let your players know what to expect if they try driving through the swamp. A (light) GEV may well be able to skim along that canal, but how is it going to climb the steep bank on the other side?

Most vehicles can accelerate by up to half their maximum road speed in one round. Most ground vehicles can come to a complete halt in one round.

For example;

A Patrol Jeep has a listed Road Speed of 40". It starts from halted and accelerates to full speed 40".

On the first round it will accelerate up to half its max speed i.e. 20".

On subsequent rounds it will be at full speed, moving up to 40".

Example:	Jeep,				
Capacity;	One team,				
Combat Move; Fast Wheeled,	Clear 24"	Rough 12"	Woods 12"	Road 40"	Water N/A
Armour;	Soft 1D, Open topped,				
Size;	Small, target modifier +1				
Equipment;	Crew Weapons, or pintle mounted infantry support weapons, (MG, ASW, Guided missile system, etc)				
Notes,					

Dropships and 'Copters

Drop ships and transport choppers could be treated as 'space elevators',

- They start off table;
- they arrive at the drop zone in one turn and may be subject to opportunity fire;
- the doors open and the troops get in or out as fast as they can;
- The elevator lifts off and leaves the area as fast as it can.
- You don't need to plot movement over the table top unless the chopper wants to play battlefield taxi, then it deserves everything it gets!

Vehicle Combat

Vehicles move and fire in their crew's activation phase and may be subject to opportunity fire.

If a tank gun hits a foot soldier the result is fairly predictable. When an infantry team fire at a tank, use SLAMMER rules to decide whether or not they hit the thing.

Vehicle Size	Target Modifier	
Very Small:	+0	Bikes, Mounts
Small:	+1	Jeeps, Scout Cars, Air Raft
Medium:	+2	APC, Light Tank, Truck
Large:	+3	MBT, SPG, Lorry, 'Copter
Huge / Building:	+4	Cyber Tank, Aircraft, Dropships.
Flying Vehicle	-4	
Softskin vehicles	1D	civilians, jeeps, transport, etc.
Larger softskins	1D+1	lorries, cargo
'Bulletproof'	1D+2	e.g. troop carriers, halftracks, tankettes, MG carriers, most armoured cars and combat aircraft. Also improvised armour and heavy industrial vehicles
Light Tank	2D	APC's, Scouts, heavier armoured cars, artillery, SPG's.
Medium Tank	3D	IFV's
Heavy Tank	4D	Main Battle Tanks
Super-Heavy Tank	5D	BOLO, OGRE, Iridium, Assault Tanks

Tank armour is one 'class' less from the side or rear and 'Bulletproof' from the top. i.e. A Heavy tank has medium side and rear armour, and BP top armour.

An attack that does double the armour or more is a vehicle kill.

It lurches to a stop and brews up.

Crew and/or passengers all take a 1D Ex attack, survivors must abandon the vehicle.

An attack that beats the vehicles armour - vehicle serious wound (VSW)

Hit vehicles stop if moving. They may move again on the following round.

Hit vehicles may not fire in the round they are hit, (unless they have already fired)

Aircraft abort their mission and head off table.

reduce tank armour by one Die against subsequent attacks.

Treat a VSW as a crew casualty for activation modifiers.

Crew/passengers bail out of a soft skin vehicles.

When damage equals the armour value - vehicle light wounds (VLW)

hit some non-vital or repairable component, e.g. Lights, radio, sensors, external stowage, tank riders! etc.

The vehicle can complete its move, but the crew may decide to close up if they aren't already.

Hits that score less than the vehicles armour

have no effect and can be ignored except for under fire activation modifiers.

For example;

A Lazooka (3D attack) opportunity fires and hits a Medium tank (3D armour). the Lazooka rolls 3D and gets a 15, the Tank rolls 3D and gets a 12. The attack is more than the defence but less than twice the defence, this is a 'vehicle serious wound'. The tank stops moving where it was hit. Its armour is reduced to light (2D) against any subsequent attacks. The crew treat the attack as a 'casualty' for Activation modifiers in the following round. They may choose to stay with the tank or bug out, particularly if they think they are going to be hit again.

Optional Rule

If you wanted more gruesome detail, you could work up a location chart for vehicle hits e.g.

- 1; Fuel/ammo - Explosion as vehicle kill
- 2; Engine - Vehicle stops, won't move again.
- 3; Crew hit
- 4; Weapon mount. - Weapon out of action
- 5; Track/Wheel/Drive - Vehicle reduced to walking speed 6"
- 6; Cargo/Passengers.

These would vary depending on the type or size of vehicle of course.

Vehicle Examples

Example:	Jeep,				
Capacity;	One team,				
Combat Move; Fast Wheeled,	Clear 24"	Rough 12"	Woods 12"	Road 40"	Water N/A
Armour;	Soft 1D, Open topped,				
Size;	Small, target modifier +1				
Equipment;	Crew Weapons, or pintle mounted infantry support weapons, (MG, ASW, Guided missile system, etc)				
Notes,					

Example:	Hover Bike				
Capacity;	One or two figures,				
Combat Move; Skimmer	Clear 32"	Rough 24"	Woods 16"	Road 40"	Water 40"
Armour;	Soft 1D,				
Size;	Very Small, target modifier +0				
Equipment;	Crew Weapons, or fixed forward mounted Auto-laser (1D+1, Autofire)				
Notes,	Incoming fire hits the bike on 1-4, rider on 5,6				

Example:	Truck				
Capacity;	One section, 2 or 3 teams				
Combat Move; Wheeled	Clear 20"	Rough 8"	Woods 8"	Road 40"	Water N/A
Armour;	Soft 1D, Open topped,				
Size;	Medium, target modifier +2				
Equipment;	Passenger Weapons.				
Notes,	Towing equipment, cargo 1 ton.				

Example:	Lorry				
Capacity;	Crew; 2, Passengers; up to one platoon, (8-12 teams)				
Combat Move; Wheeled	Clear 20"	Rough N/A	Woods 8"	Road 32"+	Water N/A
Armour;	Soft 1D+1, Open topped,				
Size;	Large, target modifier +3				
Equipment;	Cab mounted Machine Gun, passenger weapons.				
Notes,	Cargo 3 tons.				

Example:	Tracked Carrier				
Capacity;	One section, 2 or 3 teams,				
Combat Move; Light Tracks	Clear 24"	Rough 16"	Woods 12"	Road 32"	Water 8"
Armour;	Light 2D, Small turret, roof hatches and rear door				
Size;	Medium, target modifier +2				
Equipment;	Turreted ASW, Guided Anti-Tank Missile (4D)				
Notes,	2x reloads for the ATM inside, Night Vision gear for driver and commander, amphibious.				

Example:	Scout-car				
Capacity;	Crew, 2 or 3				
Combat Move; Fast Wheeled	Clear 24"	Rough 16"	Woods 12"	Road 40"	Water *4
Armour;	Bulletproof 1D+2, Open topped,				
Size;	Small, target modifier +1				
Equipment;	Pintle mounted MG, Hull mounted Smoke Grenades x2,				
Notes,	Higher level radio, *flotation gear (One round to prepare).				

Example:	'Hetzer' Light Tank Hunter				
Capacity;	Crew 3 or 4,				
Combat Move; Tracks	Clear 20"	Rough 16"	Woods 12"	Road 24"	Water N/A
Armour;	Medium 3D,				
Size;	Medium, target modifier +2				
Equipment;	Hull-mounted Medium Railgun (4D), Command Cupola MG, or Remote turret 3x Anti-Tank Guided Missiles, (4D Ex),				
Notes,	Smoke Generator, Dozerblade,				

Example:	Moccasin Light Air Cushion Tank				
Capacity;	Crew 3 or 4,				
Combat Move; Light ACV	Clear 30"	Rough 12"	Woods 8"	Road 40"	Water 40"
Armour;	Light tank 2D, Turreted (2D), Skirts Bulletproof (1D+2)				
Size;	target modifier +2				
Equipment;	Turreted Auto-cannon (2D+2, Autofire), CoAx ASW,				
Notes,					

Example:	Battle Tank				
Capacity;	Crew 4, Commander, Driver, Gunner, Loader/Operator				
Combat Move; Heavy Track	Clear 12"	Rough 8"	Woods 8"	Road 16"	Water 4"
Armour;	Heavy Tank 4D, Turret (4D),				
Size;	Large, target modifier +3				
Equipment;	Turreted Tank Gun (4D, Ex), CoAx ASW, Commanders MG, Searchlight,				
Notes,	Smoke Generator, Wading Gear, Night Sight, Night Vision gear for driver and commander, 'dozer blade, Active Anti-missile Screens (Reduce missile attacks by 1D)				

Example:	Dreadnought Walker				
Capacity;	Crew 1 - Elite,				
Combat Move; 2 Legs	Clear 16"	Rough 12"	Woods 8"	Road 20"+	Water 6"
Armour;	Light tank 2D, - all round				
Size;	Medium, - target modifier +2,				
Equipment;	Right Arm; Shoulder fired Lazooka, Left Arm; Toaster				
Notes,	May go prone, as infantry, One round to stand up again. Close Assault +3				

Scenarios

The Few Brave Sentients

It is possible to play SLAMMER at both Section and Platoon level, where one player has a Section level small force and the other player has a platoon level large force. This is particularly appropriate for a Hollywood style game, where the good guys are always outnumbered. Just ask Bruce or Arnie. There are various ways and means of balancing such a scenario. For example;

The Magnificent Seven aka. Battle Beyond the Stars

Give the smaller force better quality troops and equipment or a few minor heroes. Make the larger force numerous but reluctant and reliant on their few leaders for activation.

Multiple Signals, all around!

Make the smaller force the defenders, give them a few prepared positions and plenty of cover. The attacking larger force has to come to the defenders. This is a particularly appropriate scenario for an Aliens game. The defenders should have to hold off the attackers for a set period i.e. until the drop ship arrives to rescue the survivors. In which case the attackers would have to take the objective.

Commando.

Make the larger force the defenders, but disperse them to cover several possible objectives. The smaller attacking force gets to choose one objective to hit and run.

Ambush!

The smaller force sets up hidden, awaiting the larger force who have to move through the ambush area.

Both sides should be given objectives they have to achieve or deny to the enemy. It is also a good idea to set a time limit for the game, i.e. a number of rounds to achieve the objective. A shorter time limit should speed up the game and force attackers to take action, they should not be able to just hang back and shell the defenders into submission.

Exterminator

The attacker gets a monster or major anti-hero and has to hunt down and kill all the defenders. The defenders start off dispersed and have to move around to acquire the weapons needed to stop the attacker. The defenders may have a minor hero, but that's bad news for the Camera Fodder!

Hollywood Extras

Probably the single most influential force in the development of SLAMMER is the movies. If Ripley had never gone bughuntin' with the marines, or big Arnie hadn't fought the big ugly in the jungle, or if Flook had never felt the Force I would probably have stopped with [WW1 Aeroplanes](#) and Goblins.

The following sections are meant to be fun, they are entirely optional and should not be taken too seriously.

Heroes; aka Starship Troopers

Heroes come in three grades depending on their star billing.

Minor Hero (+1)

Cap'n Church, Flook Starstrider, Rippley (first movie)

Hero (+2)

Bruce, Rippley (second movie)

Major Hero (+3)

Daftada, Big Arnie, Rippley (fourth movie)(what third movie?)

The number in brackets e.g. (+1) is the dice modifier a hero may add to all their dice throws. The dice modifier is always in the heroes favour. Note: When the hero rolls multiple die, the hero bonus is added to the total score not to each dice. For example when rolling 2D to hit, A minor Hero would roll 2D+1 before adding any other situation modifiers.

Possible heroic attributes could include:

Tough;

A hero can only be seriously hurt by another hero, or a monster in Close Combat. Any other hits result in a non-disfiguring, non-disabling, machismo enhancing, light wound.

Spotlight;

All figures except Heroes, Monsters, or significant individuals are Camera Fodder.

Lucky for some.. ;

If a hero is fired on, the nearest other figure takes the hit instead (and dies dramatically!)

Big Guns;

Heroes can fire weapons that usually require a jeep and two man crew to lug around. Heavy weapons do not slow down a hero, or require bracing. They can fire from the hip, and they always hit the target!

Camera Fodder;

Typical Imperial Stormtrooper or Star Fleet Security Guard, despite rigorous training and fearsome equipment their main purpose is to make the hero look good. They have special training at playing dead and will fall over dramatically if a shot comes anywhere near them. If located on a roof or near a window they must attempt to fall off it, or through it.

Note: If the scene moves somewhere else, they may pick themselves up and have another go. Often the same figure may be seen 'dying' in several different shots!

Optional Rules:

When a Camera Fodder unit is fired on, instead of rolling for effect of fire; any figures hit perform a dramatic death and must play dead until the Hero or enemy moves out of sight. The figures playing dead may be used again later in the game.

Monsters

If the power plant has self-destructed, the survivors are back on the ship and there's still half an hour before the film ends...The Monster Aint Dead!

To some extent Monsters could be treated like Camera Fodder i.e. If a monster is fired on and apparently hit, it will fall over and play dead until some fool comes along to "see if it's dead".

If the good guys hit the monster with overwhelming fire power, the body will disappear amongst the explosions, falling rubble, flames, smoke, etc. Obviously they blew it to bits. Later, some fool may be surprised by a wounded, possibly radioactive, and seriously p*ss*d *ff monster.

Note: This shouldn't happen more than once or twice!

Slammer Unit Points Costs

I haven't got a points system written down (until now).
But something I usually work around in my head is:

Look at the forces you have available, and approximate the value of each side then look at force multipliers. You may want to adjust the forces or objectives to balance the scenario.
12 points for each team.

This assumes light armour and basic (1D) weapons.

A Green team would have 4-6 figures,

A Trained team would have 3 or 4 figures,

A Veteran Team would have 2 or 3 figures,

An untrained mob could have upto 8 - 12 figures.

An Alien swarm could have around 4-6 figures,

Monsters (eg SST Warrior bugs) 1 (or 2) figures,

Figures with Support Weapons or specialised equipment count as two figures.

Leaders are an extra 6 points at section level, One leader per section (2-4 teams)

Platoon Leaders come with a comand team (2-4 figures) and cost 12. One platoon leader per 2-6 sections.

Prepared Positions =12 points each.

Each PP can hold one team in relative comfort and security!

Explosives cost 1 point each for hand grenades or rifle grenades, 2 points for RPG/LAW,

They should be marked on the troop record sheets and crossed off as they are used.

Force Multipliers

Elite = x2

Warrior or Fanatic = x1.5

Better weapons (1D+1) = x1.5

Heavy weapons (1D+2) = x2

Heavy Armour x1.5

Power Armour x2 (or x3 vs light armour ?)

Unarmoured x.5

Strategic advantages:

If one side sets up hidden x2 (at least)

If one side has vehicles, then the other side should have some means of stopping them.

