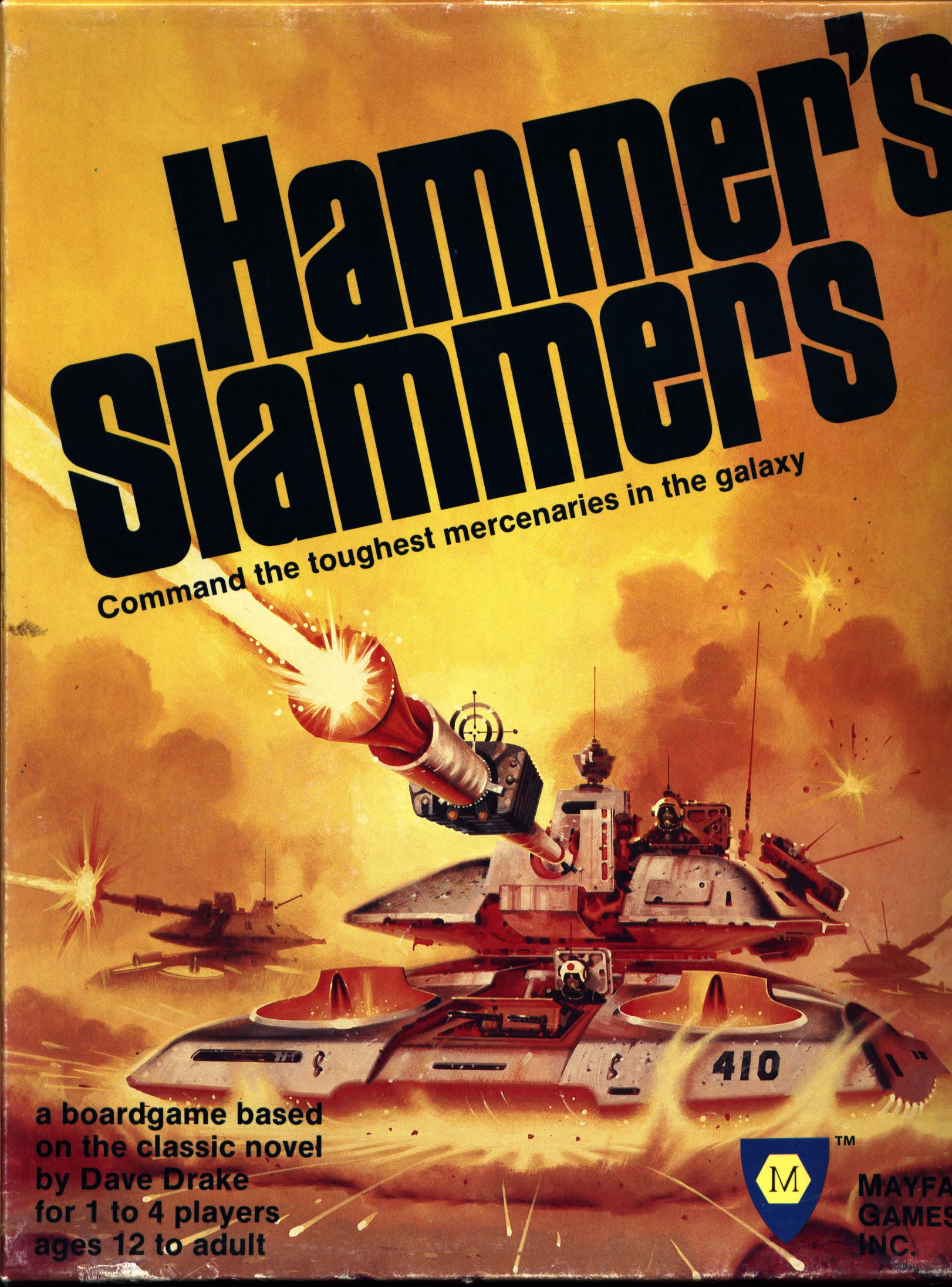
Hammer's Slammers

Command the toughest mercenaries in the galaxy



a boardgame based
on the classic novel
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for 1 to 4 players
ages 12 to adult

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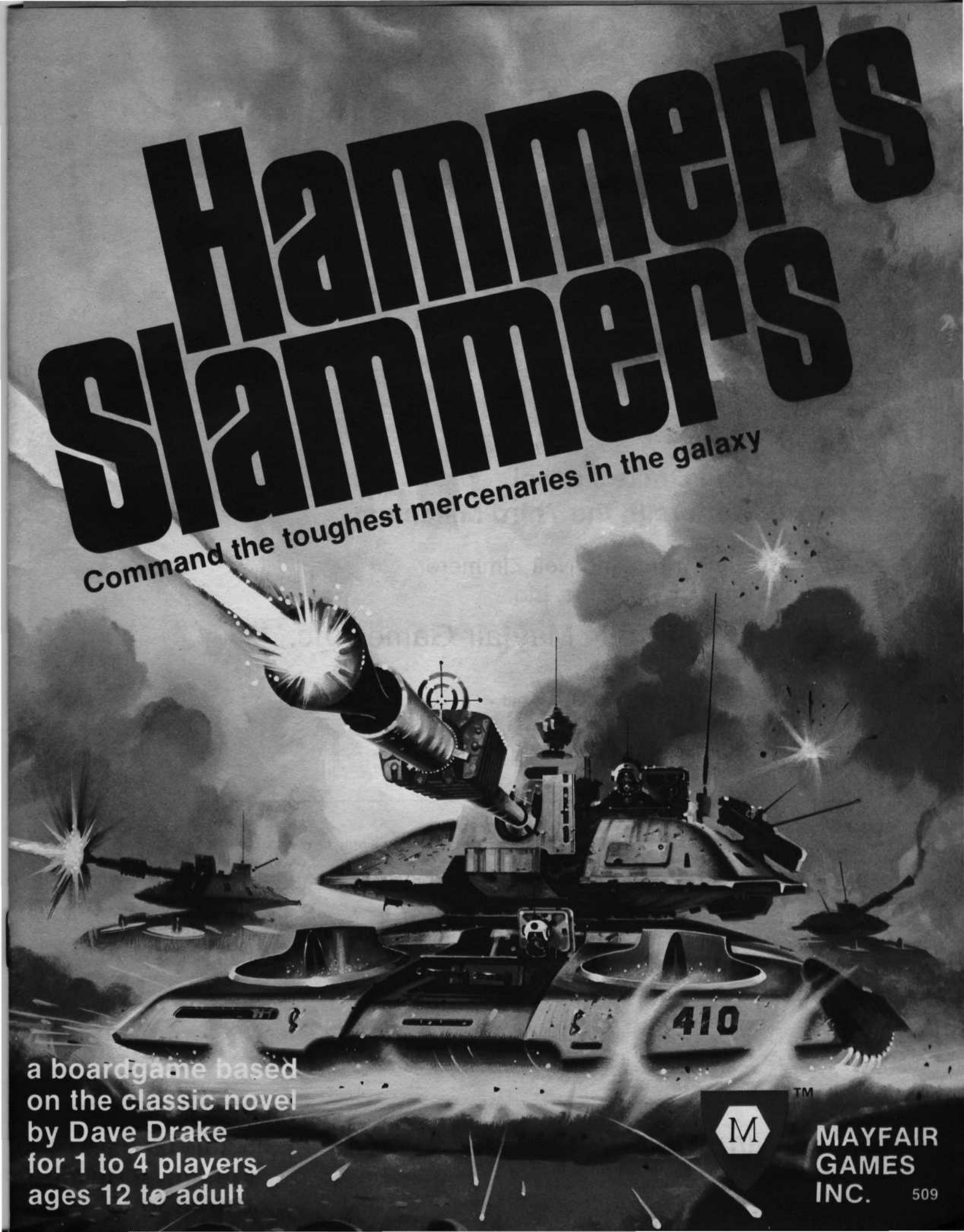

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The Boardgame
Based on David Drake's novel
of armored warfare in the Third Millenium.

Development: **Jim Griffin and Neil Zimmerer**
Design: **H. N. Voss of TimeLine, Ltd.**

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INTERLUDES

Reprinted below are some short articles describing the weapons, tactics, and personnel of armies and mercenary forces fighting during the late Third Millenium. Particular attention is paid to Colonel Alois Hammer's mercenary regiment, affectionately known across the galaxy as Hammer's Slammers.

The articles first appeared as interludes in David Drake's military science fiction novel **Hammer's Slammers** *published by Ace Science Fiction. They were also used as a basis for the* **Hammer's Slammers** *boardgame.*

SUPERTANKS

TANKS WERE BORN IN THE MUCK and wire of World War One. Less than 60 years later, there were many who believed that technology had made the behemoths as obsolete as horse cavarly. Individual infantrymen of 1970 carried missiles whose warheads burned through the armor of any tank. Slightly larger missiles ranged kilometers to blast with pinpoint accuracy vehicles costing a thousand times as much. Similar weaponry was mounted on helicopters which skimmed battlefields in the nape of the earth, protected by terrain irregularities. At the last instant the birds could pop up to rip tanks with their missiles. The future of armored vehicles looked bleak and brief.

Technology had dragged the tank to the brink of abandonment. Not surprisingly, it was technology again which brought the panzers back. The primary breakthrough was the development of portable fusion power plants. Just as the gasoline engine with its high horsepower-to-weight ratio had been necessary before the first tanks could take the field, so the fusion unit's almost limitless output was required to move the mass which made the new supertanks viable.

Fusion units were bulky and moderately heavy themselves, but loads could be increased on a fusion-powered chassis with almost no degradation of performance. Armor became thick—and thicker. With the whole galaxy available as a source of ores, iridium replaced the less effective steels and ceramics without regard for weight.

Armor alone is not adequate protection. Stationary fortresses can alway be battered down—as the French learned in 1940, having forgotten the lesson Caesar taught their ancestors at Alesia two millenia before. Caterpillar treads had given the first tanks cross-country ability; but at the cost of slow speed, frequent breakage, and great vulnerability to attack. Now that power was no longer a factor, even the armored bulk of a tank could be mounted on an air cushion.

The air cushion principle is very simple one. Fans fill the plenum chamber, a solid-skirted box under the vehicle with air under pressure. To escape, the air must lift the edges of the skirts off the ground—and with the skirts, the whole vehicle rises. Fans tilt with the velocity and angle of attack of the blades determine the amount and direction of thrust. The vehicle skims over surfaces it does not touch.

On tanks and combat cars, the lift was provided by batteries of fans mounted on the roof of the plenum chamber. Each fan had its own armored nacelle. Mines could still do considerable damage, but while a single broken track block would deadline a tracked vehicle, a wrecked fan only made a blower a little more sluggish.

Successful protection for the supertanks went beyond armor and speed. Wire-guided missiles are still faster, and their shaped-charge warheads can burn holes in any practical thickness of any conceivable material—if they are allowed to hit. Reconnaissance satellites, computer fire control, and powerguns combined to claw missiles out of the air before they were dangerous. The satellites spotted missile launchers, usually before they fired and never later than the moment of ignition. Fire control computers, using data from the satellites, locked defensive weaponry on the missiles in micro-seconds. And a single light-swift tribarrel could hose any missile with enough fire in its seconds of flight to disintegrate it.

Hand-launched, unguided rockets—buzz-bombs—were another problem, and in some ways a more dangerous one despite their short range and small bursting charges. Individual infantryman fired them from such short ranges that not even a computer had time enough to lay a gun on the little rockets. But even here there was an answer—beyond the impossible one of killing every enemy before they came within 200 meters.

Many armored vehicles were already fitted with a band of anti-personnel directional mines just above the skirts. Radar detonated the mines when an object came within a set distance. Their blast of shrapnel was designed to stop infantry at close quarters. With only slight modification, the system could be adapted against buzzbombs. It was not perfect, since the pellets were far less destructive than powergun bolts, and the mines could not be used in close terrain which would itself set them off. Still, buzz-bombs were apt to be ill-aimed in the chaos of battle, and a tank's armor could shrug off all but a direct hit by the small warheads.

So tanks roamed again as lords of battle, gray-gleaming phoenixes on air cushions. Their guns could blunt all but the most powerful attacks. They were fast enough to range continents in days, big enough to carry a battery of sensors and weaponry which made them impossible to escape when they hunted. The only real drawback to the supertanks was their price.

A tank's fire control, its precisely-metered lift fans, the huge iridium casting that formed its turret—all were constructs of the highest sophistication. In all the human galaxy there were probably no more than a dozen worlds capable of manufacturing war tools as perfect as the panzers of Hammer's tank companies.

But Hammer paid for the best, man and tank alike; and out of them he forged the cutting edge of a weapon no enemy seemed able to stop.

POWERGUNS

BY THE 21ST CENTURY, MISSILE-firing small arms appeared to have reached the pinnacle of their development, and there was nothing on hand to replace them. The mass and velocity of projectiles could be juggled, but they could not be increased in sum without a corresponding increase in recoil or backblast. Explosive bullets were very destructive on impact, but they had no penetration beyond the immediate blast radius. An explosive bullet might vaporize a leaf it hit near the muzzle as easily as the intended target down-range, and using explosive in heavy brush was worse than useless because it endangered the shooter.

Lasers, though they had air-defense applications, were not the infantryman's answer either. The problem with lasers was the power source. Guns store energy in the powder charge. A machinegun with one cartridge is just as effective—once—as it is with a thousand round belt, so the ammunition load can be tailored to circumstances. Man-killing lasers required a 400-kilo fusion unit to drive them. Hooking a laser on line with any less bulky energy source was of zero military effectiveness rather than lesser effectiveness.

Science lent Death a hand in this impasse—as Science has always done, since the day the first wedge became the first knife. Thirty thousand residents of St. Pierre, Martinique, had been killed on May 8, 1902. The agent of their destruction was a "burning cloud" released during an eruption of Mt. Pelee. Popular myth had attributed the deaths to normal volcanic phenomena, hot gases or ash like that which buried Pompeii; but even the most cursory examination of the evidence indicated that direct energy release had done the lethal damage. In 2073, Dr. Marie Weygand, heading a team under contract to Olin-America, managed to duplicate the phenomena.

The key had come from spectroscopic examination of pre-1902 lavas from Pelee's crater. The older rocks had showed inexplicable gaps among the metallic elements expected there. A year and a half of empirical research followed, guided more by Dr. Weygand's intuition than by the battery of scientific instrumentation her employers had rushed out at the first signs of success. The principle ultimately discovered was of little utility as a general power source—but then Olin-America had not been looking for a way to heat homes.

Weygand determined that metallic atoms

of a fixed magnetic orientation could be converted directly into energy by the proper combination of heat, pressure, and intersecting magnetic fields. Old lava locks its rich metallic burden in a pattern dictated by the magnetic ambience at the time the flow cools. At Pelee in 1902, the heavy Gauss loads of the new eruption made a chance alignment with the restressed lava of the crater's rim. Matter flashed into energy in a line dictated by the intersection, ripping other atoms free of the basalt matrix and converting them in turn. Below in St. Pierre, humans burned.

When the principle had been discovered, it remained only to refine its destructiveness. Experiments were held with different fuel elements and matrix materials. A copper-cobalt charge in a wafer of microporous polyurethane became the standard, since it appeared to give maximum energy release with the least tendency to scatter. Because the discharge was linear, there was no need of a tube to channel the force as a rifle's barrel does; but some immediate protection from air-induced scatter was necessary for a hand-held weapon. The best barrel material was iridium. Tungsten and osmium were even more refractory, but those elements absorbed a large component of the discharge instead of reflecting it as iridium did.

To function in service, the new weapons needed to be cooled. Even if a white-hot barrel did not melt, the next charge certainly would vaporize before it could be fired. Liquified gas, generally nitrogen or one of the noble gases which would not themselves erode the metal, was therefore released into the bore after every shot. Multiple barrels, either rotating like those of a Gatling gun or fixed like those of a mitrailleuse, the Gatling's French contemporary, were used to achieve high rates of fire or to fire very high intensity charges. Personal weapons were generally semi-automatic to keep weight and bulk within manageable limits. Submachineguns with large gas reservoirs to fire pistol charges had their uses and advocates, as their bullet-firing predecessors had.

Powerguns—the first usage of the term is as uncertain as that of "gun" itself, though the derivation is obvious—greatly increased the range and destructivness of the individual soldier. The weapon were so destructive, in fact, that even on most frontier planets their use was limited to homicide. Despite that limited usefulness, factories for the manufacture of powerguns and their ammunition would probably have been early priority items on most worlds—had not that manufacture been utterly beyond the capacity of all but the most highly industrialized planets.

Precision forming of metal as hard as iridium is an incredible task. Gas reserviors required a nul-conductive sheath if they were not to bleed empty before they even reached the field. If ammunition wafers were rolled out in a fluctuating electrical field, they were as likely to blow out the breech of a weapon or gang-fire in the loading tube as they were to injure a foe. All the planetary pride in the cosmos would not change laws of physics.

Of course, some human cultures preferred alternate weaponry. The seven worlds of the Gorgon Cluster equipped their armies—and a number of mercenary units—with flechette guns, for instance. Their hypervelocity osmium projectiles had better short-range penetration than 2 cm powerguns, and they cycled at a very high rate. But the barrels of flechette guns were of synthetic diamond, making them at least difficult to manufacture as the more common energy weapons.

Because of the expense of modern weapons, would be combatants on rural worlds often delayed purchasing guns until fighting was inevitable. Then it became natural to consider not buying only the guns but men who were used to them—for powerguns were no luxury to the mercenaries whose lives and pay depended on their skill with the best possible equipment. The gap between a citizen-soldier holding a powergun he had been issued a week before, and the professional who had trained daily for years with the weapon, was a wide one.

Thus if only one side on a poor world hired mercenaries, its victory was assured—numbers and ideology be damned. That meant, of course, that both sides had to make the investment even if it meant mortgaging the planetary income for a decade. Poverty was preferable to what came with defeat.

All over the galaxy, men with the best gifts of Science and no skills but those of murder looked for patrons who would hire them to bring down civilization. Business was good.

BACK DROP TO CHAOS

THE MERCENARY COMPANIES OF the late Third Millenium were both a result of and a response to a spurt of empire-building among the new industrial giants of the human galaxy. Earth's first flash of colonization had been explosive. Transit was an expensive proposition for trade or tourism, but on a national scale, a star colony was just as possible as the high-rise Palace of Government which even most of the underdeveloped countries had built for the sake of prestige.

And colonies were very definitely a matter of prestige. The major powers had them. So, just as Third World countries had squandered their resources on jet fighters in the Twentieth Century (and on ironclads in the Nineteenth), they bought or leased or even built starships in the Twenty-First. These colonies were almost invariably mono-national, under-capitalized, and stratified by class even more rigidly than were their mother countries. All of those factors affected later galactic history. There was a plethora of suitable worlds on which to plant colonies, however, so that even the most ineptly-handled groups of settlers generally managed to survive. Theirs was a hand-to-mouth survival of farming and barter, though, not of spaceports shipping vast quantities of minerals and protein back to Earth.

A few of the better-backed colonies did become very successful. Most of them had been spawned by the larger nations, though a few were private ventures (including that of the Dutch consortium which founded Friesland). Success left their backers in the same situation of those whose colonies were barely surviving, however, since the first result of planetary self-sufficiency was invariably to cut ties and find the best prices available for manufactures on the open market.

There followed a spate of secondary colonization from the successful colony worlds. These new colonies were planted with a specific product in mind: a mineral; a drug; sometimes simply agriculture, freeing more valuable real estate on the home-worlds. Even a planet could be filled in a few centuries by the asymotic population growth which empty spaces seem to engender in human beings. Secondary colonies were frequently joint efforts, combining settlers and capital from several worlds. They were a business proposition, after all, not matters of national honor.

Unfortunately for the concept, the newly-mixed national and racial groups got along just as badly as their ancestors had a few centuries earlier on Earth. The planetary governments of Hiroseke and Stewart, for instance, conferred placidly with each other; but in the iridium-mining colony they had founded together on Kalan, Japanese and Scotsmen were shooting at each other within five years.

The new colonizers had thought they would be able to control their colonies without military force. Their own experience had taught them to control space transport to the new colonies. Without the ability to sell its produce in markets of its own choice, a colony could not stirke off on its own—as the homeworlds had themselves done.

But a colony could be forced into a pattern of logical subservience only if its populace were willing to be logical. If instead the settlers decided to eat their own guts out through internal warfare, the colony would become as commercially valueless as Germany in 1648. Inevitably, homeworlds attempted through military force to control and unify their colonies; also inevitably, they generally increased the disruption by their activities.

And even if some sort of military solution *was* imposed, there remained the question of how to deal with the defeated troublemakers—however they were defined—to avoid the new outbreak of fighting. Ideally, they could be used as expendables in battles elsewhere. It was a course which had been followed with success often in the past—Germans in French Indo-China in 1948, and Scots borderers in Ulster in 1605, for two examples. The course required that there be other battles to fight—but there were other unruly colonies as well as

backwater worlds whose produce would be useful if it could be controlled at an acceptable cost. Perhaps the first case of this occurred in 2414 when Monument equipped 4,000 Sikh rebels from Ramadan and shipped them to Portales to take over that planet's tobacco trade, but there were many other examples later.

And in any case, there was always someone willing to hire soldiers, somewhere. World after world armed its misfits and sent them off to someone else's backyard, to attack or defend, to kill or die—so long as they were not doing it at home. Because of the pattern of colonization, there were only a few planets that were not so tense that they might snap into bloody war if mercenaries from across the galaxy were available.

Even for the stable elite of worlds, Friesland and Kronstad, Ssu-ma and Wylie, the system was a losing proposition. Wars and warriors they spawned were short-term solutions, binding the industrial worlds into a fabric of short-term solutions. In the long run, off-world markets were destroyed, internal investment was channelled into what were basically non-productive uses, and the civil populace became restive in the omnipresence of violence and a foreign policy directed towards its continuance.

On rural worlds, the result was nothing so subtle as decay. It was life and society shattered forever by the sledge of war.

THE BONDING AUTHORITY

WARS RESULT WHEN ONE SIDE either misjudges its chances or wishes to commit suicide; and not even Masada *began* as a suicide attempt. In general, both warring parties expect to win. In the event, they are wrong more than half the time.

Employing mercenaries adds new levels of uncertainty to the already risky business of war. Too often in history a mercenary force has disappeared a moment before the battle; switched sides for a well-timed bribe; or even conquered its employer and brought about the very disasters it was hired to prevent.

Mercenaries for their part, face the chances common to every soldier of being killed by the enemy. In addition, however, they must reckon with the possibility of being bilked of their pay or massacred to avoid its payment; of being used as cannon fodder by an employer whose distaste for "money-grubbing aliens" may exceed the enemy's; or of being abandoned far from home when defeat or political change erases their employer or his good will. As Xenophon and the Ten Thousand learned, in such circumstances the road home may be long—or as short as a shallow grave.

A solution to both sets of special problems was made possible by the complexity of galactic commerce. The recorded beginnings came early in the 27th Century when several planets caught up in the Confederation Wars used the Terran firm of Felchow und Sohn as an escrow agent for their mercenaries' pay. Felchow was a commercial banking house which had retained its pre-eminence even after Terran industry had been in some measure supplanted by that of newer worlds. Neither Felchow nor Terra herself had any personal stake in the chaotic rise and fall of the Barnard Confederation; thus the house was the perfect neutral to hold the pay of the condottieri being hired by all parties. Payment was scrupulously made to mercenaries who performed according to their contracts. This included the survivors of the Dalhousie debacle who were able to buy passage off that ravaged world, despite the fact that less than 10% of the populace which had hired them was still alive. Conversely, the pay of Wrangel's Legion, which had refused to assault the Confederation drop zone on Montauk, was forfeited to the Montauk government. The Third Armistice intervened and Wrangel's troops were hunted across the face of the planet by both sides; too faithless to use and too dangerous to ignore.

Felchow und Sohn had performed to the satisfaction of all honest parties when first used as an intermediary. Over the next three decades the house was similarly involved in other conflicts, a passive escrow agent and paymaster. It was only after the Ariete Incident of 2662 that the concept coalesced into the one stable feature of a galaxy at war.

The Ariete, a division recruited mostly from among the militias of the Aldoni Sys-

tern, was hired by the rebels on Paley. Their pay was banked with Felchow, since the rebels very reasonably doubted that anyone would take on the well-trained troops of the Republic of Paley if they had already been handed the carrot. But the Ariete fought very well indeed, losing an estimated 30% of its effectives before surrendering in the final collapse of the rebellion. The combat losses have to be estimated because the Republican forces, in defiance of the "Laws of War" and their own promises before the surrender, butchered all their fifteen or so thousand mercenary prisoners.

Felchow und Sohn seeing an excuse for an action which would raise it to incredible power reduced Paley to Stone Age savagry.

An industrialized world (as Paley was) is an interlocking whole. Off-planet trade may amount to no more than 5% of its GNP; but when that trade is suddenly cut off, the remainder of the economy resembles a car lacking two pistons. It may make whirring sounds for a time, but it isn't going anywhere.

Huge as Felchow was, a single banking house could not have cut Paley off from the rest of the galaxy. When Felchow, however, offered other commercial banks membership in a cartel and a share of the lucrative escrow business, the others joined gladly and without exception. No one would underwrite cargoes to or from Paley; and Paley, already wracked by a war and its aftermath, shuddered down into the slag heap of history.

Lucrative was indeed a mild word for the mercenary business. The escrowed money itself could be put to work, and the escrowing bank was obvious agent for the other commercial transactions needed to run a war. Mercenaries replaced equipment, recruited men, and shipped themselves by the thousands across the galaxy. The new banking cartel served those needs smoothly—and maximized its own profits.

With the banks' new power came a new organization. The expanded escrow operations were made the responsibility of a Bonding Authority, still based in Bremen but managed independently of the cartel itself. The Authority's fees were high. In return, its Contracts Department was expert in preventing expensive misunderstandings from arising, and its investigative staff could neither be bribed nor deluded by a violator. Under the Authority's ruthless nurture the business of war became as regular as any other commercial endeavor; and more profitable than most.

TABLE OF ORGANIZATION HAMMER'S REGIMENT

Sec 1: Headquarters Battalion

Except for Artillery and Replacement, all the support elements were grouped for administrative convenience in HQ Battalion. In practice, a large percentage of the strength of these units was parcelled out to line companies according to need.

a) **Headquarters Company—**Col. Hammer and his personal staff, including battalion officers; satellite launch and maintenance personnel; finance; and a security element. Total: 153 effectives.

b) **Maintenance**—Capable of handling anything short of full hull rebuilds and internal work on fusion units. Company included 3 tank and 6 combat car transporters, stretched-chassis vehicles with fans at either end; ACVs cannot, of course, be towed. Total: 212 effectives.

c) **Communications—**Included not only the staff of Command Central, but the staffs of local headquarters with area responsibilities. Total: 143 effectives.

d) **Medical—**Twenty-four first line medics with medicomps linked to Central, and a field hospital with full life-support capability. Total: 60 effectives.

e) **Supply—**Included Mess and Quartermaster functions. Total: 143 effectives.

f) **Intelligence—**Order of Battle was performed mostly by computer. Imagery Interpellation, study of satellite recce, was in large measure still a human function. There were three mechanical interrogation (i.e. mind probe) teams. Total: 84 effectives.

g) **Transport—**312 men (heavily supplemented from Replacement Battalion) and 288 air cushion trucks for local unit supply from spaceport or planetary logistics centers. True aircraft, flying above the nape of the earth, would have been suicidally vulnerable to powerguns.

h) **Combat Engineers—**Carried out bridging, clearing, mine-sweeping, and very frequently fighting tasks. Formed in three 16-man platoons, each mounted on a pair of tank-chassis Engineer Vehicles. Total: 50 effectives.

i) **Recreation—**Field brothels. The strength and composition of this unit varied from world to world. Generally, teams of 3-6 were put under the direct control of company supply personnel.

Sec. II: Combat Cars

Eight combat car companies each of a command section (one car) and four line platoons. Each platoon contained a command car and five combat cars, or six combat cars. Company total: 100 effectives.

Sec. III: Tanks

Four Tank companies, each of a command tank and four line platoons. Each line platoon contained four tanks. Company total: 36 effectives.

Sec. IV: Infantry

Four companies, each of four platoons. Each platoon contained four 10-man line squads; two 2-man tribarrel teams (jeep-mounted); one 2-man 100 mm mortar team (jeep mounted); and a command element. All but Heavy Weapons were on one-man skimmers. Buzz-bombs could be issued for special purposes; but in general, support from the armored vehicles allowed the Slammer's infantry to travel lighter than most pongoes. Company total: 202 effectives.

Sec. V: Artillery

Three batteries of self-propelled 200 mm rocket howitzers. Each battery contained six tubes; one command car; and two munitions haulers. Battery total: 37 effectives.

Sec. VI: Replacements

The training and reserve component of the Slammers, normally totalling 1500 men (including cadre) with about ten tanks, twenty-five combat cars, and a hundred trucks. Because Hammer had no permanent base world, training had to be performed wherever the Regiment was located. Because men were more vulnerable than the armored vehicles they rode, and the vehicle were too valuable to run under-crewed or held out of service while replacements were trained, a pool of trained men had to be on hand to fill gaps immediately. Until they were needed in combat slots, they acted as extra drivers, loading crews, camp police, and firebase security.

Note: As personal weapons line infantry were issued 2 cm shoulder powerguns and grenades. Vehicle and Heavy Weapons crewman carried 1 cm pistols (unless they had picked up shoulder arms on their own). Officers carried pistols or 1 cm submachine-guns as they desired.

RULES

GAME COMPONENTS

- Rules book
- One mapboard
- Four sheets of die cut playing pieces
- Two six-sided dice
- The game box

GAME MAP

The **Hammer's Stammers** map represents the various battlefields the mercenaries fought over during the later half of the Third Millenium.

The panels are numbered 1 to 6 and are partly geomorphic. The players must consult the scenario to determine how the boards must be setup, as they are arranged differently from scenario to scenario.

There is an arrow above the number on each board which indicates the compass direction (north). When putting the main boards together all the compass directions should point the same way.

Lettered edge pieces are also listed for some scenarios, though others do not include them. Unless otherwise noted, partial hexes at the edge of the board are not playable.

Be aware that starting positions are often on the main numbered boards, not the edge pieces.

PLAYING PIECES

There are 328 playing pieces in the game. They include two sets of conventional forces (green & tan), one set of mercenaries (red), one set of armored mercenaries: **Hammer's Slammers** (blue), and game markers (yellow). Mercenary and Slammers infantry (not conventional infantry) counters are backprinted to show their values when they are mounted on skimmers. The yellow game markers include rubble, fortress, and turn counters.

CHARTS & TABLES

The Game Scenarios, Combat Results Table (including a Gas Combat Results Table), Terrain Effects Chart, Unit Cost Chart, Counter Description Chart, Turn Chart, and Unit Identification Chart are included in the rules.

PREPARATION FOR PLAY

1. **Hammer's Slammers** can be played by 1 to 4 players, who select a scenario and choose sides. The map is assembled according to the directions in the scenario, and forces are placed on the map. 2. If the players choose to design their own scenario, the players build their own force, choose mapboards and their arrangements, and decide player movement sequence.

SEQUENCE OF PLAY

Each player in his turn does the following:

1. Rally (moving player).
2. Paradrops and Counter Paradrop Fire.
3. Move (moving player).
4. Ranged Combat (all players).
   A: Indirect Artillery and Counter Artillery Fire.
   B: Direct Fire.
5. Close Assaults (all players).

Repeat steps 1-5 until all players have had their turn.

6. Advance the game turn marker. The player who moved first always fires first in each of the Combat sections. Order of fire is the same as the movement sequence.

RALLY

Disrupted units may be undisrupted (rallied) at the start of a player's turn. The morale level for each unit is listed in the specific scenario. In order to rally a unit, roll two dice. If the number rolled is equal to or greater than the morale level of the disrupted unit, then that unit counter is immediately rallied, flipped over to its front side, and treated as an undisrupted unit.

If the attempt to rally the unit counter is unsuccessful, the unit counter remains disrupted. Each disrupted unit counter of moving player, except those in Close Assault, may attempt to rally.

For effects of disruption, see the appropriate section.

DESPERATION RALLY

If your first attempt to rally a unit fails you may roll immediately for a desperation rally using the same procedure as a regular rally attempt. If you are suc-

cessful, treat the unit as a rallied unit. If you are unsuccessful, immediately remove that unit from play.

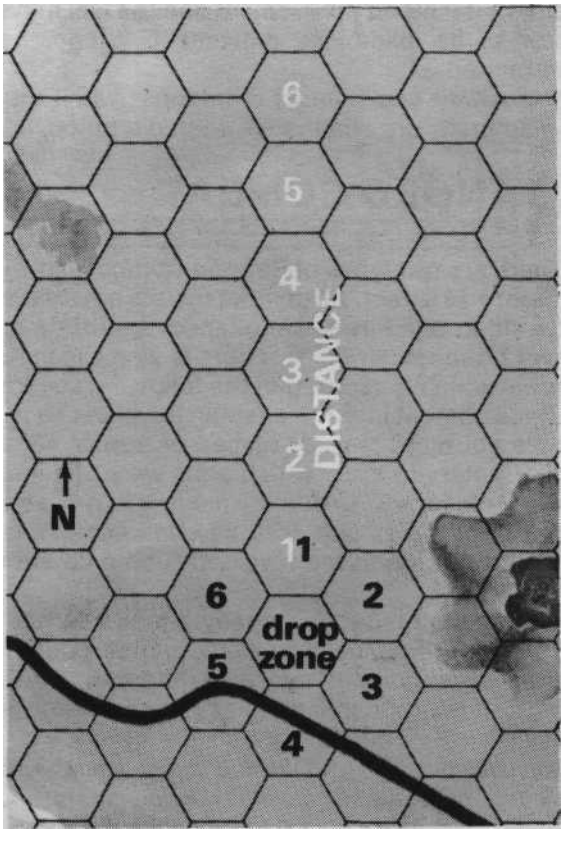
PARADROPS

Only infantry (Conventional, Slammers, and Mercenary), small guns, armored cars and armored personnel carrier unit counters may be paradropped.

The player picks a hex as a **drop zone,** unoccupied by enemy units, to paradrop units. More than one drop zone may be designated at beginning of movement for different units.

Once the drop zone is designated, roll 1 die. If the number rolled is a 1, 2, or 3 the dropped unit landed in the drop zone hex. If a 4,5, or 6 is rolled, the unit landed off course.

To determine the landing hex of off-course units roll a die to determine the direction. The six hexes immediately adjacent to the drop zone hex represent the various directions in which the off-course unit could have landed. The hex to the north of the drop zone hex is hex number 1 and moving clockwise from that hex the remaining five hexes are directions 2,3,4,5, and 6.



After determining the direction of the off-course unit, roll another die. The number rolled is the number of hexes counted out from the drop zone hex (but not including the drop zone hex), through the direction hex, to the landing hex of the off-course unit. If a unit drops off board simply place it on the first hex of the closest board edge to where the counter dropped off. Consider all off-board hexes as clear terrain.

Any unit which lands in a lake, swamp, or river hex is eliminated. Armored cars, armored personnel carriers, and guns may only land in a clear terrain hex, otherwise they are eliminated.

A unit may move its complete movement after landing unless it is eliminated by terrain or it lands in an enemy-occupied hex.

If an off-course, air-dropped unit lands in an enemy-occupied hex, a Close Assault with special modifications will occur during combat. The paradropped unit does not get the usual Close Assault bonus for the first turn of Close Assault. Infantry, however, still doubles its attack factor.

Overstacking may occur by paradropped units on the dropping zone hexes. If overstacking occurs (at the first movement opportunity) the paradropped units must move enough units to relieve the overstacked condition.

COUNTER PARADROP FIRE (CPF)

Calliopes and Hover Tanks (Mercenary or Slammer) may fire at paradropped units during the movement turn they are dropped (and still in the air).

There is no extended range for Calliopes and Tanks in Counter Paradrop Fire. Paradropped units disrupted or eliminated by Counter Paratroop Fire are eliminated and are immediately removed from play. They may not return fire.

The range of the Counter Paradrop Fire is computed by counting the hexes from the firing unit to the hex that the paradropped unit lands in. Do not include the hex the firing unit is in, but do count the hex the paradropping unit is landing on.

If the paradropping unit is on course, that hex would be the drop zone hex. If the paradropping unit is off course, the hex was determined by a die roll.

Units conducting Counter Paradrop Fire may not conduct other ranged combat or Close Assault attacks.

A Calliope *automatically* eliminates a paradropped unit on a CPF attack.

Slammer and Mercenary Hover Tanks attack using the normal odds ratio for Direct Fire. The tanks compare their attack factors against the paradropped unit. However, only one unit may fire at one paradropping unit. During Counter Paradrop Fire ignore all rubble results.

Units which fired CPF may not fire again at Close Assaulting Paradropped troops.

MOVEMENT

During the movement portion of his turn a player may move any, all, or none of his counters up to each counter's movement factor. Movement is from one hex to an adjacent hex expending movement factors based upon the cost of the hex entered at the following rate:

- Conventional troops are equipped with tracked or wheeled vehicles.
- Mercenaries and Slammers are hover-equipped troops.
- Dismounted Slammer and Mercenary infantry are armed like Conventional troops. However, when mounted on their skimmers they are treated as hover-equipped troops.

Movement factors may not be saved from one turn to another nor transferred from one unit to another. A hex may not be entered if the moving counter has insufficient movement factors left to enter that hex. However, a unit may always move 1 hex, except those units with 0 movement printed on counters which cannot move except when towed.

Conventional armor and mechanized units may never move into swamp or lake hexes. Hover units may move into swamp and lake hexes, but are eliminated if disrupted while on them.

Conventional (non-hover) units and hover units may move onto river hexes and cross rivers, but if they are disrupted while on a river hex they are eliminated.

A counter may move **into** a hex which contains an opponent's counter, but the unit must immediately stop upon entering that hex and cannot move out while an opponent's counter (whether disrupted or undisrupted) remains in that hex.

If a counter is not on the road and moves into a hex containing a road, the unit must expend the cost of the hex terrain type—not the road movement cost. A unit may only use road movement cost if it has entered the road hex from another road hex.

Units may move through hexes containing other friendly units.

Players can each stack up to 3 counters in a single hex. During a Close Assault it is possible to have 6 counters in a hex (3 from each side), or even 9 counters if it is a three player scenario.

TOWING

Any vehicle can tow artillery (guns, howitzers, and calliopes) except skimmers.

The player must announce at the start of his turn that he is towing and the towing unit must start the turn in the same hex as the unit to be towed.

Place artillery piece underneath towing vehicle to show it is being towed.

Movement of the towing vehicle is halved, rounding fractions down.

Artillery may not fire while being towed.

Towed unit suffers the same combat result as its towing unit. Fire is conducted only on towing unit; do not add in DF of towed unit. Towed units cannot be hooked up or set up if towing unit is disrupted. Roll one rally roll for both towed and towing unit combined.

A player may, at the start of his movement turn, declare that a towed artillery piece is being set up. The vehicle that had been towing the artillery unit may then move normally. The artillery piece remains in the hex in which it began the turn. It can fire normally.

MOUNTED INFANTRY

An APC (Armored Personnel Carrier) must start in the hex with a regular infantry unit for the infantry to mount the APC. One APC counter may carry one infantry counter. Mounting or dismounting from an APC costs both the infantry unit and the vehicle unit 1 movement factor (MF). Both APC & infantry may fire during the mounting/dismounting turn. To show infantry is dismounted, place the infantry unit on top of APC.

Disrupted APC's may not mount or dismount infantry. Infantry fires as a disrupted unit if the carrying APC is disrupted. If a disrupted APC is disrupted on any successive turns, then both it any infantry unit it carries are eliminated.

Stacking is limited to 3 counters in a hex. Infantry may not ride tanks. An APC carrying an infantry unit counts as 2 units for stacking purposes. Slammer and Mercenary infantry may not ride in a conventional APC. If an APC carrying infantry is eliminated, the infantry counter is also eliminated.

it costs Mercenary and Slammers infantry 1 MF each from its infantry movement and its skimmer movement to mount or dismount their skimmer. One movement factor is taken from the infantry movement and one MF from the skimmer movement.

To show that Mercenary infantry is mounted, simply flip the infantry unit counter over to the skimmer side and use the values printed on that side for combat and range.

For example: A Slammers dismounted infantry has a movement of 2. A Slammers mounted infantry (skimmer) has a movement of 6. A player decides to mount a infantry unit on its skimmers at the start of its movement turn. The unit spends 1 movement factor (MF) from the dismounted infantry and 1 MF from the skimmer's movement. The skimmer-mounted infantry unit could move 4 hexes then spend the last movement factor of its infantry movement and the last movement factor of its skimmer's movement to end the turn dismounted.

Mercenary and Slammers infantry, when mounted on skimmers, are eliminated when disrupted.

RANGED COMBAT

There are two types of Ranged Combat in the game: Indirect and Direct. All combat results are rolled using 2 six-sided die. Fire is simultaneous, but the moving player conducts fire first. There is also Close Assault combat which is covered in the following section.

Since combat is simultaneous, the blank back of the rubble counters may be placed on top of eliminated unit counters to show which units were eliminated by the first player's fire. After the moving player's turn, the defending player can fire his eliminated unit, then remove both it and the reversed rubble counter from the board.

In ranged combat a unit may attack a target within the range printed on the firing counter, counting the hexthe target is in but not the hex the firing unit is in. A firing unit may not split its attack factor by conducting more than one attack.

All counters have **extended range capability.** This may not be used for Counter Artillery and Counter Paradrop fire. Inextended range combat a unit may fire half its attack factor at a target up to twice the unit's printed range.

To conduct ranged combat a unit must not be in Close Assault, must not be disrupted, must have the target in range, and must have a Line of Sight (LOS) to the target or, in the case of artillery firing indirectly, either LOS or an observer with LOS on the target. Any friendly unit may serve as an observer for Indirect Fire.

Every unit may only conduct one attack in a player's turn whether Close Assault, Direct Fire, Counter Artillery, Counter Paratroop, or Indirect Fire.

All players' combat, whether Direct Fire, Indirect, Close Assault, or Counter Artillery Fire is simultaneous. A unit destroyed in Indirect Fire may still fire during the Direct Fire round before being removed from play at the end of the combat round.

The only exception are paratroops destroyed in the air by Counter Paradrop Fire. They are immediately removed from play and do not fire in the combat round.

COUNTER ARTILLERY FIRE (CAF)

Calliopes and Hover tanks may conduct Counter Artillery Fire. This fire is used to knock incoming Indirect artillery shells out of the air. CAF can only be used right before Indirect Fire and only against artillery shells fired indirectly. One counter artillery fire attack automatically destroys incoming artillery shells and cancels the attack of one artillery counter per turn.

To conduct Counter Artillery Fire the Calliopes or Hover tanks must be within their listed range of the target hex fired on by the artillery and have a Line of Sight to that target hex. It also may conduct a Counter Artillery Fire (CAF) for itself if it is the target of an Indirect artillery attack.

A single unit's CAF is only good against the artillery attack of one artillery counter. If only one unit can conduct a CAF and 2 counters are conducting an artillery attack, then the CAF may negate only one of the artillery counter's attack (CAF player's choice).

The other artillery attack must be rolled. CAF may only be conducted at the range printed on the counters. There is no extended range CAF.

Counter Artillery Fire by the defending player occurs after each announced artillery strike by the attacking player. Example: the attacking player decides to have 3 artillery units (units A, B, and C) fire indirectly at 2 hexes (hexes 1 and 2) occupied by the defending player's units. The attacking player first announces that artillery units A & B are firing indirectly at hex 1.

The defending player has the option at this time to conduct Counter Artillery Fire on the shells from artillery units A & B. The defending player decides to conduct only one Counter Artillery Fire, allowing one artillery attack to go through.

The attacking player then announces that artillery unit C is firing at hex 2. The defending player then has the option of conducting another Counter Artillery Fire at the shells from artillery unit C if he still has units available.

Remember that each unit may conduct only one fire in any one player's turn.

The Calliopes have an S in place of a number for the attack factor to indicate their special attack (Counter Artillery Fire and Counter Paradrop Fire only). In all other attacks, Calliopes have an attack factor of 0.

INDIRECT FIRE

Only artillery can use Indirect Fire, which is conducted before Direct Fire. Any unit that uses Indirect Fire may not attack during Direct Fire.

Artillery is divided into two types: howitzers and guns. Howitzers may only conduct Indirect Fire; guns may conduct both Direct and Indirect Fire.

To use Indirect Fire, an artillery unit must have either a direct Line of Sight on the target or have an observer (any of the player's own units) which has a direct Line of Sight upon the target.

Artillery fires only at the hexes containing an opponent's units—**not** the individual units in the hex. The attack is conducted using the defense value of the hex (found using the Terrain Modifier Chart) and the Indirect Fire Combat Results Table.

To conduct Indirect Fire, compare the total attack factors of the attacking units to the defense factor of the target hex, not the defense factor of the defending units. The comparison is expressed as a ratio of the total defending factors. The odds are rounded down. The Combat Results Table is divided into two sections, one for Class A units and one for Class B units. Class A targets are: Tanks, Armored Cars (AC), Combat Cars (CC), and Fortresses. Class B targets are all other targets.

If an attack occurs at greater than 5 to 1 odds when attacking Class B targets, roll the attack on the 5 to 1 column of the CRT. If an attack occurs at greater than 5 to 1 odds when attacking Class A targets, roll the attack on the 6 to 1 column. Attacks of less than 1 to 2 may not be conducted.

If Class A and B units are stacked together in a hex, the same die roll is used for both targets (though not the same odds column).

All units of the same Class in the target hex are affected equally by the results of Indirect Fire. Exception: gas attacks are conducted separately on each unit in the hex.

A player may use Indirect Fire against a hex under attack by Close Assault (his own units in the same hex). However, all units in the target hex are affected.

Remember, any unit which conducts Indirect Fire may not conduct Direct Fire in a player's turn, against either unit class.

GAS ATTACK (Direct or Indirect)

Any artillery counter that is equipped with gas ammunition may conduct either a gas or a regular attack. Each individual counter conducting a gas attack (whose shells are not destroyed by Counter Artillery Fire) must roll against each unit in the target hex.

There are no combat odds involved. Rather, the artillery attack is rolled against each unit attacked in the target hex under the appropriate gas attack depending on the Combat Results Table: Mercenary (including Slammers), or Conventional and Class A or Class B (see chart). Ignore rubble results when conducting a gas attack.

For example, 1 artillery unit conducts a gas attack on 2 Conventional infantry units in a hex and rolls twice at 1 to 1 odds. The player rolls once against each unit counter, and would need 7 to 9 to disrupt the target counter and a 10 to 12 to eliminate the target counter (see Combat Results Tables).

DIRECT FIRE

All unit counters except howitzers may conduct Direct Fire if they are not in Close Assault, have a LOS on the target, have not conducted Indirect Fire, CAF, or CPF, and are in range.

Each unit counter may fire at only one target each combat round. A target is one or more unit counters in a hex. A player may fire at some or all of the units stacked in a hex.

A player may make as many separate attacks as he has units which can fire on a target; or the units may combine their values in an attack.

The terrain modifier of the hex adds on to the defense factor of the target. Thus, if there are two units with a defense factor of 2 in a hex with a defense modifier of 2, and the attacker fires direct at both units as one target: the defense value is 6

(terrain = 2, first unit = 2, second unit = 2
total: 2 + 2 + 2 = 6)

If the attacker fires direct at only one of the counters in that hex, the defense value of that target is 4.

(terrain = 2, unit = 2
total: 2 + 2 = 4)

A player may fire as many times upon a target as he has units capable of making an attack.

Compare the total attack factors of the attacking units to the total defense factors of the defending units. Add any terrain or fortress modifiers to the total defense factors of the defending units.

This comparison is expressed as a ratio of total attacking factors to total defending factors that is found on the Combat Results Table. All fractions are rounded down in favor of the defender. If an attack occurs at greater than 5 to 1 odds, rollthe attack on the 5 to 1 column. Attacks of less than 1 to 4 may not be conducted.

TERRAIN MODIFIER CHART

Indirect Fire: Use the defense factor of the target hex's terrain—not the defense factor of the units in the target hex to compute odds ratio.

Direct fire: The following modifiers are added to the defense value of a unit.

DIRECT FIRE MODIFIERS		INDIRECT FIRE
0	Bridge	4
+2	Hilltop	4
+2	Slope	4
0	Swamp	2
0	River	2
0	Road	2
0	Lake	2
0	Clear	2
+2	Forest	4
+6	City	8
+2	Rubble	terrain + 2
+12	Fortress	12

For Fortress Only: In both Direct and Indirect Fire, do not add in additional terrain bonuses. If rubbled, remove Fortress and treat as a rubble hex.

CLOSE ASSAULT

A Close Assault occurs when units of two opposing players occupy the same hex.

In a Close Assault, all units of both sides must attack each other no matter whose turn it is. Units under Close Assault may not conduct ranged combat. These attacks occur simultaneously. A player may attack one, some, or all of the enemy units in the hex.

During a Close Assault all participating undisrupted units shift their attack one column to the right on the Combat Results Table. In addition, the attack factor of all infantry, whether mounted or dismounted, doubles.

Disrupted units fight without bonuses. But mounted Conventional infantry does not disrupt and receives its bonuses even it its APC is disrupted. Mercenary and Slammers infantry mounted on skimmers is eliminated if disrupted.

The moving player can move additional units to a Close Assault, up to the stacking limit of three units per player.

Disrupted units in Close Assault cannot rally.

If disrupted and undisrupted units of the same player are conducting Close Assault combat in the same hex, they may not combine their attacks, but must conduct separate Close Assault attacks.

Mounted infantry cannot dismount from their carrying vehicle in a Close Assault.

Units cannot leave the hex under a Close Assault until all opponents' units in that hex are eliminated.

Units may not move through a hex where a Close Assault is occuring.

All units in a Close Assault ignore terrain and rubble bonuses. However, defending units recieve the fortress defense modifier during the first turn of a Close Assault. After the first turn, surviving attacking units are considered to have entered the fortress and neither the attacker or defender receives the fortress bonus during the successive rounds of Close Assault combat.

DISRUPTION

Any unit disrupted during any player's turn is flipped over after all attacks have ended.

Disrupted units may not fire unless Close Assaulted.

Disrupted units can only move at half movement.

A unit may receive only one disrupted result in a player's turn. Ignore additional disruptions during the same turn.

If a unit starts a game turn disrupted and receives another disrupted result, it is eliminated.

A unit that is disrupted and in Close Assault does not get any Close Assault combat bonus.

Dismounted infantry ignores disruption results unless disrupted on river, swamp, or lake then they are automatically eliminated.

Mercenary and Slammers infantry on skimmers are eliminated when disrupted.

Disrupted vehicles may not tow guns or howitzers.

Any counter, including infantry, disrupted while on a swamp, river, or lake hex is automatically eliminated.

Disrupted units may not move onto river or lake hexes. Disrupted units may not move into a Close Assault.

RUBBLE

A hex may be turned to rubble either as the result of Direct Fire, Close Assault, or Indirect Fire.

On the Combat Results Table, if an R result occurs because of Direct Fire or Close Assault combat, the

hex containing the target is reduced to rubble. Also, if a * result or a R result occurs because of Indirect Fire (non-gas) the hex containing the target is reduced to rubble.

Whenever a hex is reduced to rubble, place a rubble counter on that hex immediately after all combat involving that hex is over whether it was during a Direct Fire, Indirect Dire, or Close Assault sequence.

Hilltop, slope, clear, forest, road, and city hexes may be reduced to rubble, place a rubble counter on these hexes when a rubble result occurs. When these hexes have a rubble marker on them, add +1 to the movement cost to enter these hexes and add +2 to the Direct Fire and Indirect Fire terrain defense modifiers.

Swamp, lake, and river hexes may never be reduced to rubble and a rubble result has no effect on these hexes. Do not place a rubble counter on these hexes.

Bridge hexes may be reduced to rubble. When a bridge hex is reduced to rubble, the bridge is destroyed and the hex is thereafter treated as a river hex. A rubble counter is placed on a destroyed bridge only to show it is destroyed. There can be no movement over or defense modifiers added to that hex because of the bridge.

When a fortress is reduced to rubble, remove the fortress counter and replace with a rubble counter. Treat that hex as a rubbled hex of its terrain type.

Rubble has no effect on Line of Sight.

LINE OF SIGHT

Line of Sight (LOS) is the ability of a unit in one hex to see a unit in another hex. Measure a straight line from the center of the firing unit's hex to the center of the target hex.

If the line passes over any terrain, including the black line of the hex edge, then the Line of Sight *may* be blocked. Use only the dominant terrain in a hex to determine the terrain of the entire hex. There is always LOS into adjacent hexes.

Each hex is given a value depending on its terrain. The Line of sight value varies depending if the hex contains the firing unit, the target unit, or if is an intervening hex (see table below).

Intervening hexes are those hexes lying in a straight line between the center of the hex of the firing unit(s) and the center of the target hex. Any hex that is crossed by this line, even if just the black edge of the hex, is an intervening hex, but use only the dominant terrain of the hex to figure LOS.

Line of Sight is not blocked if the values of the intervening hexes is **equal to or less than** either the value of the hex of the firing unit or the hex of the target.

If any of the intervening hexes has a higher value than **both** the hex of the target and the hex of the firing unit then LOS is blocked.

Values for intervening hexes are **not** added together, but each is compared separately to both the firing unit's hex and the target hex.

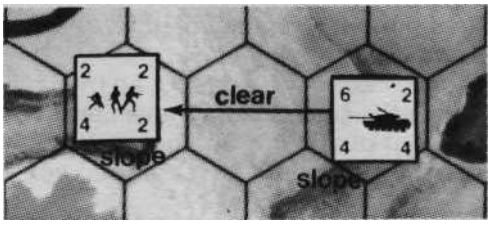
The hex of the firing unit or the target unit is not an intervening hex.

LINE OF SIGHT TABLE

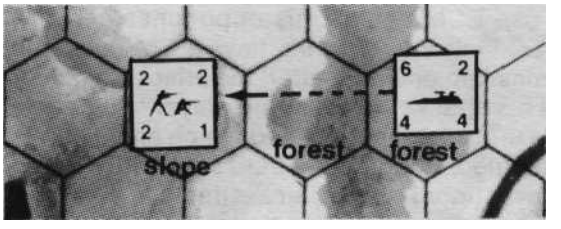
TERRAIN	HEX OF:		
	Firing unit	Intervening	Target
Clear/Bridge/River			
Swamp/Lake/:	0	0	0
Forest/City:	0	2	0
Slope	1	1	1
Hilltop	2	3	2

LINE OF SIGHT EXAMPLES

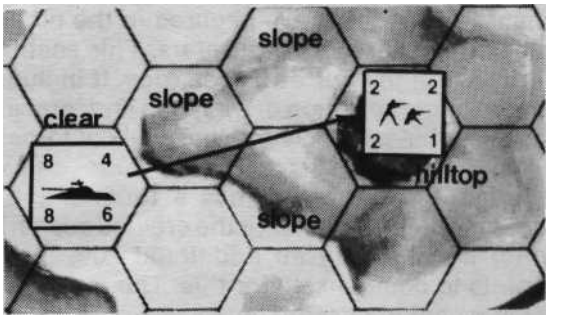
A unit on a slope hex (value 1) is firing at a unit on a slope hex (value 1). The line of sight passes through an intervening clear hex (value 0). Since the value of the intervening hex is less than both the firing unit's hex and the target unit's hex, Line of Sight (LOS) is not blocked.



A unit on a forest hex (0) is firing at a unit on a slope hex (1). The line of sight passes through an intervening forest hex (2). Since the value of the intervening hex is greater than the values of both the hex of the firing unit or the hex of the target, Line of Sight is blocked.



A unit on a clear hex (0) is firing at a unit on a Hilltop (2). The line of sight passes through an intervening slope hex (1). The LOS is not blocked because the value of the intervening hex (although greater than the value of one hex) is not higher than the value of **both** hexes.



FORTRESSES

Fortresses are actually a series of fortifications, not a single site. They have a defense modifier of 12 added to each unit stacked in the fortress. Do not add in terrain defense modifiers for fortresses or for units in fortresses.

Units in a fortress are placed underneath the fortress counter. Units in the same hex as a fortress, but not in the fortress itself are placed on top of the fortress counter.

Only one fortress may be placed in a hex. Three units may be stacked in a fortress. Units may be attacked individually in fortresses.

Fortresses may not be placed in city, swamp, lake, or river hexes. Fortresses may only be eliminated by being reduced to rubble (replace fortress with rubble counter), though units in the fortresses can be eliminated normally. Unoccupied fortresses may be used by the troops of any player.

Fortresses may be destroyed by the occupying units at the start of their movement. These units must move out of that hex and not reenter it that turn. No units of that player may enter that hex that turn.

ELECTRIC COUNTER MEASURES

While most Mercenary and Slammer units were equipped with essentially tamper proof communications (line of sight laser and microwave communcation units), the vast majority of local defense forces were equipped with less expensive and more easily jammed radios.

In Hammer's Slammers a player may, in designated scenarios, use ECM against his opponent's conventional forces. Only hover tanks have ECM capacity. Each tank may jam one unit, after the attacking player announces his attacks, a defending player can decide which of his units are jamming and which enemy units are being jammed. Range is the LOS of the hover tank.

Only conventional forces are affected by ECM. Jammed units may not combine their attack with other units. Jammed units move normally.

Artillery units may not use Indirect Fire attacks if the unit that is observing for it is jammed.

ECM is automatically effective.

DESIGN YOUR OWN SCENARIOS

Hammer's Slammers scenarios are only a few of the many battles that have occured in the bloody history since makind reached the stars. This section enables you to design your own scenarios. It includes a point scale for the selection of weapons and forces, making it possible for each player to have mix of forces different from the other player.

Usually the attacker has a tougher job than the defender. The attacker (if the created scenario calls for one) should have an additional 20% in number of points to compensate for this. The more experienced player should play the attacker.

A scenario where each side has 750 to 800 points can be normally completed in a few hours. Values under 500 tend to mean very few good mercenary units can be picked. Scenarios where each side has over 1000 points are usually too cumbersome to play.

Mercenaries (Red)

Tank	31 (35w/ECM)*
Combat Car	19
Infantry	11
Large Gun	20 (22 w/gas)*
Small Gun	14 (16 w/gas)*
Howitzer	24 (26 w/gas)*
Self-propelled Artillery	20 (22 w/gas)*
Self-propelled Calliope	13
Fortress	24

Hammer's Slammers (Blue)

Tank	31 (35w/ECM)*
Combat Car	19
Infantry	11
Self-propelled Artillery	22 (24 w/gas)*
Fortress	24

Conventional Troops (Tan & Green)

Tank	17
Armored Car	12
Infantry	8
Militia Infantry	3 **
Armored Personnel Carrier	9
Buses	7 **
Large Gun	20 (22 w/gas)*
Small Gun	14 (16 w/gas)*
Howitzer	24 (26 w/gas)*
Calliope	10
Self-propelled Artillery	20 (22 w/gas)*
Self-propelled Calliope	12
Fortress	24

* All units must have this specific capacity or none of them.

Paratroopcost::+2for each unit dropped. Paratroopers may be dropped on any turn including turn 1. Paratroopers to be dropped on a later turn are kept off the board.

** Militia infantry and buses do not have counters. Use conventional infantry units for militia and armored cars for buses to represent these units.

The difference between these units and their superior counterparts are that militia infantry are eliminated when disrupted and buses have a defense factor of 1. If a player picks these units, all units of a specific color must be of this type (You can't have armored cars and buses in the same army.)

RALLY COST

Add points to each individual unit that the rally value is lowered below 9. All units in the same color group must have the same morale.

COST	RALLY
+3	6
+2	7
+1	8
0	9

TERRAIN MOVEMENT CHART

Conventional units Tan & Green	TERRAIN	Hover Units Mercenary & Slammer
1 MF to enter	**CLEAR**	1 MF to enter
1/2 MF on a road from one hex to another hex regardless of terrain except rubble.	**ROADS & BRIDGES**	1/2 MF on a road from one hex to another hex regardless of terrain except rubble.
2 MF to enter	**SLOPE**	2 MF to enter
2 MF to enter	**HILLTOP**	2 MF to enter
1/2 MF to enter	**CITY**	1 MF to enter
2 MF to enter Towed units may only cross at bridges	**RIVER**	2 MF to enter Towed units may only cross at bridges
May not enter	**LAKE**	1 MF to enter Hover units only
2 MF to enter	**FOREST**	2 MF to enter
Tracked and Wheeled Vehicles may not enter. Infantry: 2 MF to enter	**SWAMP**	1 MF to enter Dismounted infantry: 2 MF to enter
terrain +1 MF to enter	**RUBBLE**	terrain +1 to enter
terrain +1 MF to enter	**FORTRESS**	terrain +1 to enter

TERRAIN MODIFIER CHART

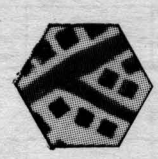
Indirect Fire: Use the defense factor of the target hex's terrain—not the defense factor of the units in the target hex to compute odds ratio.

Direct fire: The following modifiers are added to the defense value of a unit.

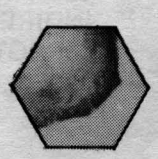
DIRECT FIRE MODIFIERS		INDIRECT FIRE
0	Bridge	4
+2	Hilltop	4
+2	Slope	4
0	Swamp	2
0	River	2
0	Road	2
0	Lake	2
0	Clear	2
+2	Forest	4
+6	City	8
+2	Rubble	terrain + 2
+12	Fortress	12

For Fortress Only: In both Direct and Indirect Fire, do not add in additional terrain bonuses. If rubbled, remove Fortress and treat as a rubble hex.

TERRAIN CHART



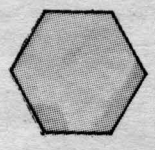
City Hex: Black Squares



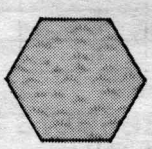
Slope Hex: Light Brown



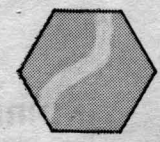
Hilltop Hex: Dark Brown



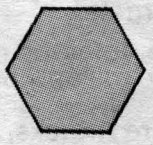
Lake Hex: Blue



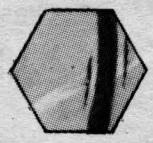
Swamp Hex: Light Green



River Hex: Light Blue



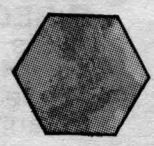
Clear Hex: Medium Green



Bridge Hex



Road: Red *



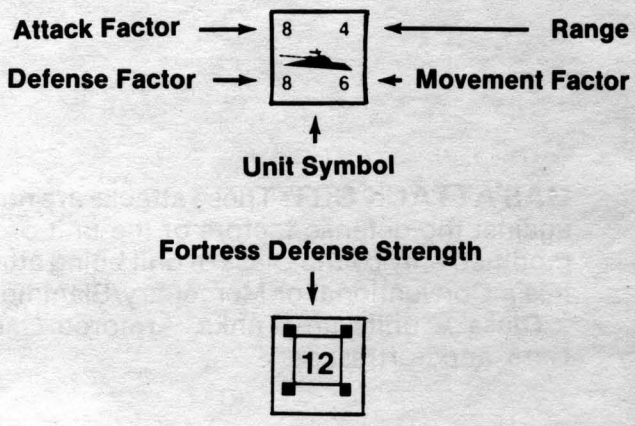
Forest: Dark Green



Compass Board Number

* There are no road hexes. Roads only affect movement not LOS or Terrain. During combat treat a road hex like the underlying terrain.

COUNTER DESCRIPTION



COMBAT RESULTS TABLES

INDIRECT FIRE CRT:	Class B	-	-	1-2	1-1	2-1	3-1	4-1	5-1
INDIRECT FIRE CRT:	Class A	-	1-2	1-1	2-1	3-1	4-1	5-1	6-1
DIRECT/CLOSE CRT:		1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1

Roll								
2								Dis
3							Dis	Dis
4						Dis	Dis	DE
5					Dis	Dis	Dis	DE
6					Dis	Dis	DE	DE
7				Dis	Dis	Dis	DE	DE*
8				Dis	Dis	DE	DE	DE*
9			Dis	Dis	DE	DE	DE*	DE-R
10		Dis	Dis	DE	DE	DE*	DE-R	DE-R
11	Dis	Dis	DE	DE	DE*	DE-R	DE-R	DE-R
12	DE	DE	DE*	DE*	DE-R	DE-R	DE-R	DE-R

INDIRECT FIRE COMBAT RESULTS TABLE (CRT): Broken down between the two classes of units as detailed below:

Class A units are Tanks, Armored Cars, Combat Cars, and Fortresses.

Class B units are all other targets.

When using Indirect Attacks, total the number of Artillery factors attacking and roll only once per hex.

Note: When using Indirect Fire Attacks, attacks at less than 1-2 odds cannot be made.

DIRECT/CLOSE CRT: Used for all Close Assaults, Direct Fire, and Counter Paradrop Fire from Hover Tanks. Remember to shift one column to the right on the CRT when using a Close Assault attack.

COMBAT RESULTS TABLE EXPLANATIONS:

Dis — Disrupted

DE — Defender Eliminated

DE* — Defender Eliminated, Hex is reduced to Rubble if the units in the hex were attacked **only** by non-gas Indirect Fire.

DE-R — Defender Eliminated, Hex is reduced to Rubble if units in the hex were attacked either by non-gas Direct Fire, Close Assault, or non-gas Indirect Fire.

GAS ATTACK RESULTS TABLE

Gas Vs. Conventional:		Class A	Class B
Gas Vs. Mercenary:	Class A	Class B	

ROLL				
	2			
	3			
	4			
	5			Dis
	6			Dis
	7		Dis	Dis
	8		Dis	Dis
	9	Dis	Dis	DE
	10	Dis	DE	DE
	11	DE	DE	DE
	12	DE	DE	DE

GAS ATTACK CRT: These attacks are not compared against the defense factors of the unit or terrain, but modified only by the Class of unit being attacked and if it is a Conventional or Mercenary/Slammer unit.

Class A units are Tanks, Armored Cars, Combat Cars, and Fortresses.

Class B units are all other targets.

Dis — Disrupted

DE — Defender Eliminated

Note: Gas Attacks do not rubble a hex.

TURN RECORD CHART

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

If the scenario's victory conditions do not list a specific stopping time, after placing the marker on Turn 20 move it back to 1 and continue play.

SEQUENCE OF PLAY

Each player in his turn does the following:

1. Rally (moving player).
2. Paradrops and Counter Paradrop Fire.
3. Move (moving player).
4. Ranged Combat (all players).
   A: Indirect Artillery and Counter Artillery Fire.
   B: Direct Fire.
5. Close Assaults (all players).

Repeat steps 1-5 until all players have had their turn.

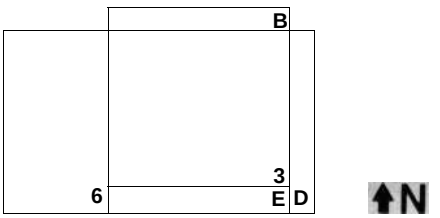
6. Advance the game turn marker. The player who moved first always fires first in each of the Combat sections. Order of fire is the same as the movement sequence.

SCENARIOS

Badger Hunt

SCENARIO ONE
(2 PLAYERS)

The vital offensive to the North is about to begin. The critical observation points on board 3 (the five hilltop hexes) must be taken without delay before Green's Long Range Artillery can move into range and have a field day.



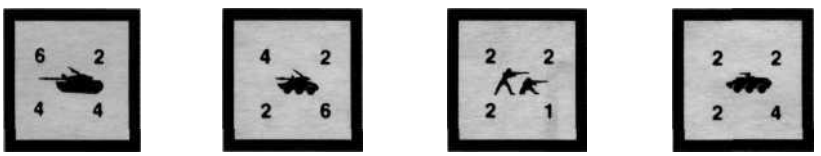
ATTACKER: TAN

MORALE: 8

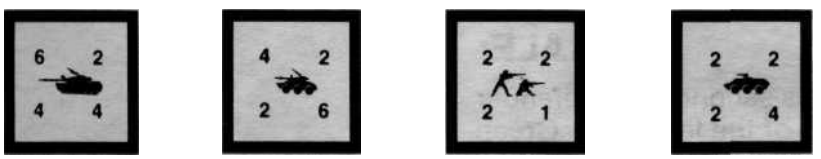
When 7 units are eliminated: 9
When 15 units are eliminated: 10

SET UP: Tan sets up second and moves first. All units must set up on full edge hexes.

On Board 6 between road and north edge:



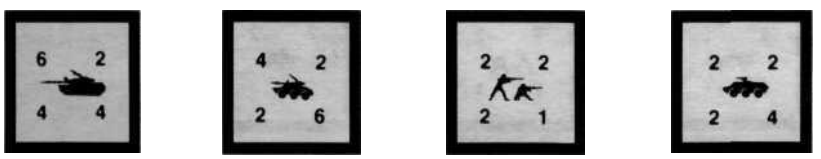
On Board 6 between south road and river on west:



On small border board E between road and east edge of board D:



On small border board E between the road and east edge of Board 6:





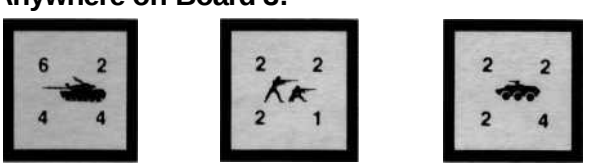
DEFENDER: GREEN

MORALE: 7

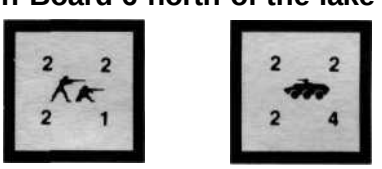
When 6 units are eliminated: 8
When 10 units are eliminated: 9

SET UP: Green sets up first, and moves second. The defender may set up anywhere on board 3, but only on full hexes.

Anywhere on Board 3:



On Board 6 north of the lake within 4 full hexes of Board 3:



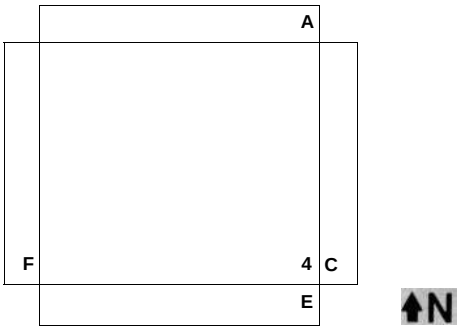
GAME LENGTH: 6 Turns

VICTORY CONDITIONS: Tan must have 1 undisrupted unit on one hilltop hex of each of the three hilltops by the end of Turn 6 or lose.

A City Too Far

SCENARIO TWO
(2 PLAYERS)

This is how it started, long before the Slammers were called in. It had been a sleepy little war; the kind that was better at keeping the government in power than winning battles. Then some hotshot general wanted to use all of his shiny new paratroopers. A week later the city was in ruins and everyone started aiming for real.

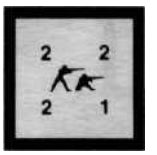


ATTACKER: TAN

MORALE: 7

SET UP: Tan moves and fires first. The attacker must paradrop all troops on Turn One. The paradropped units may move and fire on the same turn.

Must land as paratroops on Turn One:



x16

DEFENDER: GREEN

MORALE: 7

SET UP: Green sets up first and moves second. The defender must place 1 unit in each of the 14 hexes of the large city. Green may not move or fire on Turn One unless Close Assaulted or fired upon.

Must have 1 unit in each hex of the large city on Board 4:



x2



x2



x6



x4

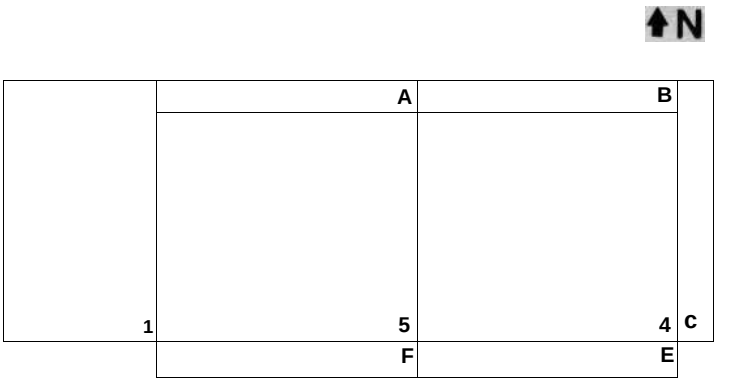
GAME LENGTH: 7 Turns

VICTORY CONDITIONS: Winner is player who exclusively occupies the most hexes of the large city on Board 4. The occupiying units may be disrupted.

Hangman

SCENARIO THREE (2 PLAYERS)

We in the Phenix Moirots Mercenaries are sympathetic towards rebels by nature. If we liked governments we'd still be with some planetary force. Occasionally, though, the rebels don't deserve any sympathy. Our two platoons have been assigned to a rather grimly satisfying job. Just ahead are several cadres of religious militia. Behind us is a series of towns they "purified" for their faith. It was pretty ugly, especially the children; I like children. Their propaganda broadcasts swear their soldiers never surrender... good.



ATTACKER: RED

MORALE: 7

SET UP: Set up anywhere on Board 1. Move first.

Anywhere on Board 1:



x6



x12



x1 w/gas

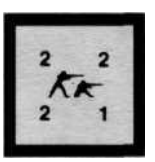
DEFENDER: GREEN

MORALE: 9

SET UP: Green sets up first on board 4 in town hexes and moves second.

On Board 4 in town hexes:

The Infantry units are actually Militia. Their Defense, Attack, Movement, and Range Factors are the same as regular Infantry, but Militia is eliminated if a disrupt result is rolled.



x16



x10

The Armored Personnel Carriers are actually buses. Reduce the APC's defense strength to 1. Buses may be disrupted.

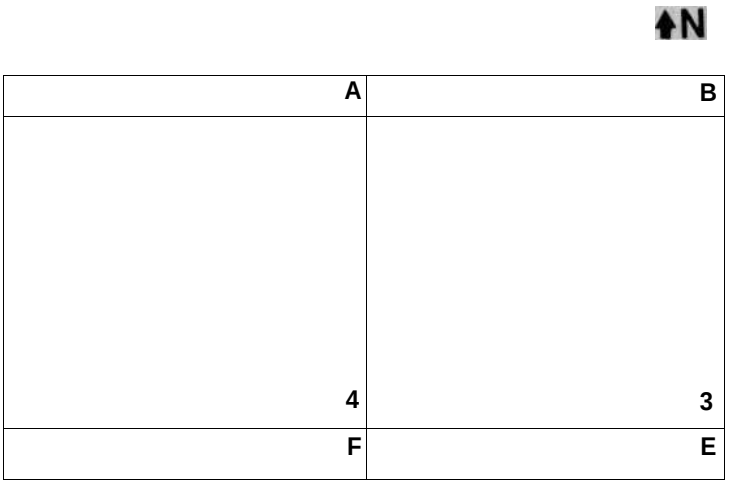
GAME LENGTH: 5 Turns

VICTORY CONDITIONS: Red must eliminate all Green units by end of turn 5 and suffer less than 5 losses.

Last Grasp

SCENARIO FOUR
(2 PLAYERS)

Sometimes, if you eliminate a part of a problem the rest goes away by itself. When the other side's mercenaries set up they left one vulnerable point, but it wasn't a very important one. Colonel Hammer is now staging a sham assault on the too obvious trap. As he guessed, all the mercenary armor would rush in to be at the kill. Now, all we have to do is hurry in and clean up the infantry they left behind and just sit here between them and their supplies. Just one very painful thrust and things will get a lot quieter. It's hard to hurt a tank with your bare hands.



ATTACKER: BLUE

MORALE: 6

SET UP: Blue sets up first on any whole hexes of board 4. Blue moves first.

On any whole hexes of Board 6:



x8



x10

OR



x6 w/ECM



x10

DEFENDER: RED

MORALE: 7

SET UP: Set up anywhere on Board 3. Red moves second.

Anywhere on Board 3:



x16

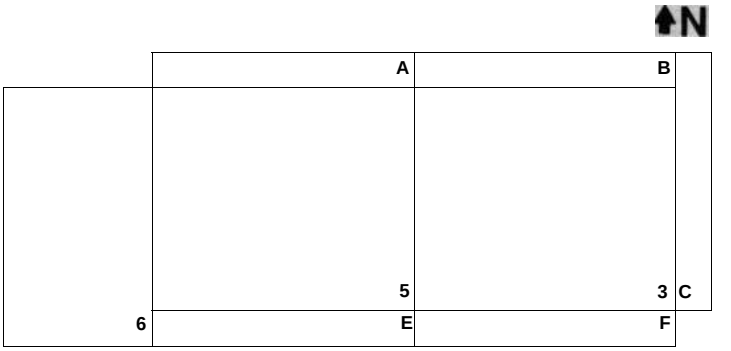
GAME LENGTH: 5 Turns

VICTORY CONDITIONS: Blue must eliminate all Red defenders by end of Turn Five.

Slammers

SCENARIO FIVE
(2 or 3 PLAYERS)

There is tremendous amount of destructive capability in one tank. One platoon could literally level a mountain, if it's a small mountain. That's why it's so unusual for Colonel Hammer to assign more than a few platoons to one assault. When our platoon was sent to support another company, I suspected things were going to be rough. My suspicions were confirmed when I realized there wasn't a planetary unit in sight, just Slammers. The Colonel always said when he wants something important done, we do it ourselves.



ATTACKER: BLUE — MORALE: 8

SET UP: Blue sets up first on Board 5. Blue moves first.

Anywhere on Board 5:



x16 x24 **OR** x14w/ECM x22

DEFENDER: GREEN — MORALE: 8

SET UP: On Board 3, Green sets and moves second.

Anywhere on Board 3:

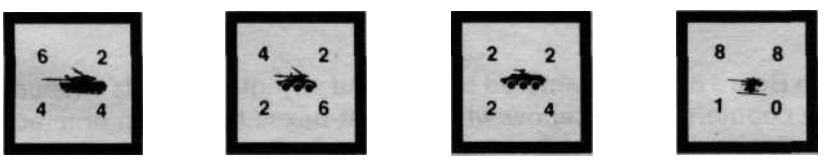


x5 x16 x10 x6

DEFENDER: TAN — MORALE: 8

SET UP: On Board 6, Tan sets up and moves third.

Anywhere on Board 6:



x12 x8 x8 x4

GAME LENGTH: 6 Turns

VICTORY CONDITIONS:

Player who accumulates the most victory points by the end of turn 6 is the winner. Victory points are equal to the cost of units found on the design your own scenario section of the rules.

SPECIAL RULES: In the 3 player game, one player controls the Blue units, the second player controls the Green forces, and the third player controls the Tan forces. Only in the 3 player game, Blue may not add destroyed Green and Tan units together for victory point determination. Blue may only move a maximum of 20 units onto either board 6 or 3.

In the 2 player version, one player controls Blue, and the other player controls, moves, and fires both Green and Tan forces. The Blue player may add together eliminated Green and Tan forces in determining his victory point total.

Snipers

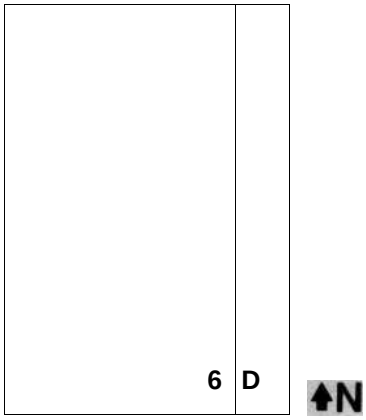
SCENARIO SIX (SOLITAIRE)

The Major was swearing under his breath in an obscure dialect of his native French. Even before he started we all knew this was going to be a bad one. When he finally started the briefing his voice rang with sarcasm.

'It seems,' he spat out, 'our employers can't keep the road to their capital clear. We've been ordered to take whatever forces available and clear out an unknown number of rebels from an unknown number of positions and armed with unknown weapons.

'It appears, gentlemen,' he finished, 'about all we do know is that we only have a few hours to get them all.'

I always hate it when the Major calls us gentlemen. It invariably means that some good men are going to die.



ATTACKER: BLUE

MORALE: 7

SET UP: Blue enters on the south edge of Board 6. Only Blue moves.

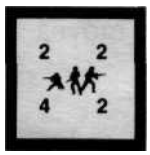
South edge of Board 6:



x3



x6



x6

DEFENDER: GREEN

SETUP: In each forest hex on Board 4 entered by a Blue unit roll 1 die:

If a 1-4 is rolled no partisans found.
If a 5 is rolled 1 Infantry unit is found.
If a 6 is rolled 2 Infantry units are found.

MORALE: There is no Morale Factor. All Green units are regular infantry and never disrupt.

SPECIAL RULES: Each forest hex on Board 6 must be entered by Blue and any infantry units encountered eliminated. Use the blank side of the rubble counters only to show which forest hexes have been entered. The Mercenaries must actually enter a forest hex to discover if any partisan infantry is hiding there. Ignore rubble results on the Combat Results Table. All combat is Close Assaults. Green units may not move.

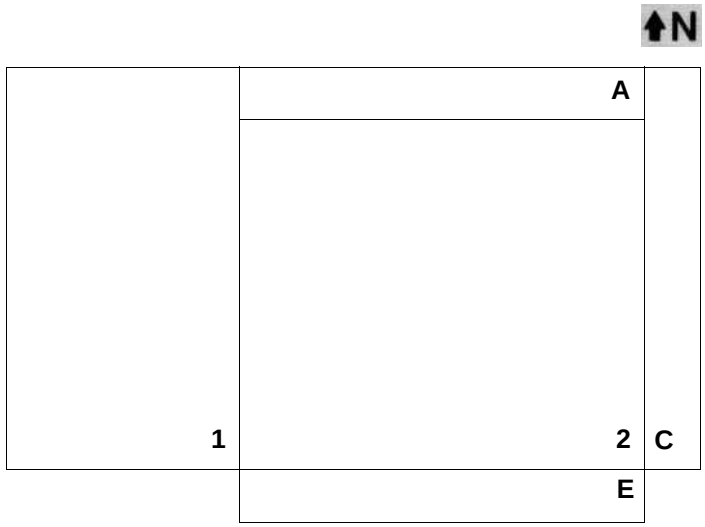
GAME LENGTH: 6 Turns

VICTORY CONDITIONS: The Mercenaries must enter all forest hexes and eliminate all partisan infantry units by the end of turn 6.

Mass Assault

SCENARIO SEVEN
(2 PLAYERS)

The final battle of a war always seems to be the bloodiest. Maybe the generals figure they won't be needing the men anymore. It was true on the world we now approached; perhaps the most vicious fighting between the religious factions on Serenity (some name, huh) occurred the day before the Slammers landed with a contract to end the war. The problem was both sides knew whoever controlled the capital would probably be recognized as the real government. The only way for the rebels to succeed was to hold part of the capital when the ships landed tomorrow. Otherwise, the Slammers won't meddle in purely internal matters, like mass executions.



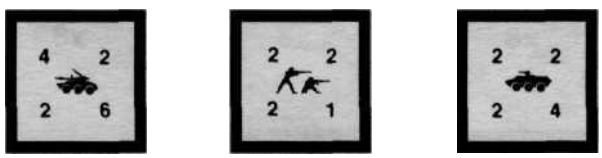
ATTACKER: TAN

SET UP: Tan sets up on any complete hexes of Board 2. The attacker sets up and moves second.

MORALE: 6

When 6 units are lost 7
When 12 units are lost 8
When 18 units are lost 9

Any complete hexes of Board 2:



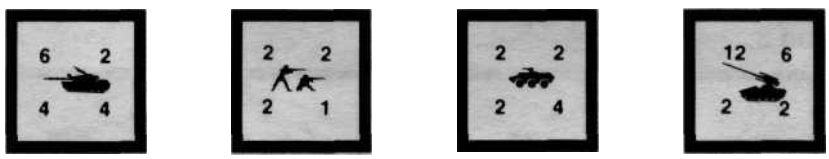
x4 **x12** **x8**

DEFENDER: GREEN

SET UP: Green sets up in city hexes of Board 1. The defender sets up and moves first.

MORALE: 7

City hexes of Board 1:



x4 **x4** **x4** **x2**

GAME LENGTH: 4 Turns

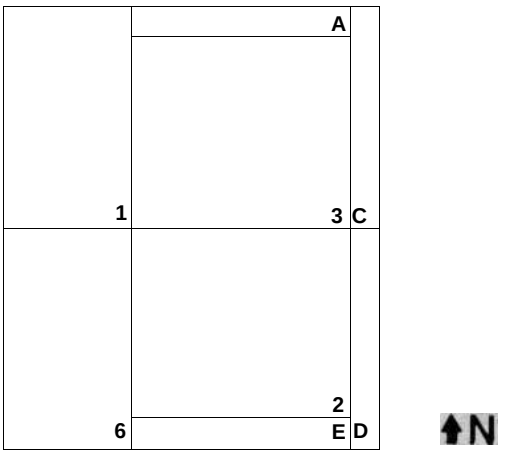
VICTORY CONDITIONS: Tan wins by

having at least one undisrupted unit in any city hex at the end of turn 4. In any other case, Green wins.

Break Out

SCENARIO EIGHT (2 PLAYERS)

Sometimes Col. Barthe made the mistake of believing our employers. There wasn't supposed to be two whole divisions on the peninsula, so there was no reason to send more than a couple of platoons from the Compagnie de Barthe. Then, the satellite observers began screaming about a force 50 times our number rolling towards us from the south. The order came through to find a weak spot and break out to the north. We had been actively obeying the order for about twenty minutes when it was received.



ATTACKER: GREEN & RED **MORALE: 7**

SET UP: Green and Red set up second and move first; Green on Board 2 south of all river hexes, Red on Board 6,7 hexes south of Board 1.

Board 2 south of all river hexes:

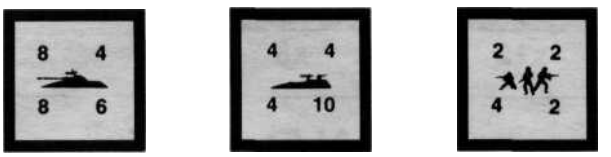
GREEN



x10 x8 x6 x8

On Board 6, 7 hexes south of Board 1:

RED

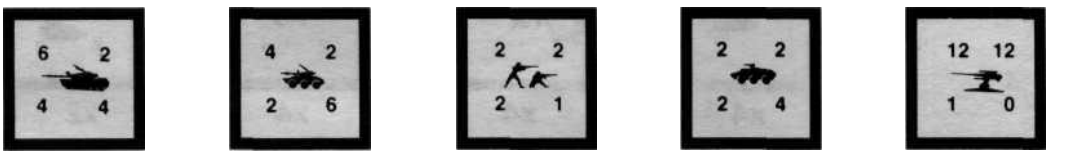


x4 x6 x8

DEFENDER: TAN **MORALE:** 7

SET UP: Tan sets up first on Board 1 and Board 3. The defender moves second.

Anywhere on Boards 1 and 3:



x6 x4 x12 x10 x2

GAME LENGTH: 8 Turns

VICTORY CONDITIONS: Red and Green must get as many units as possible off the north edge of Boards 1 and 3 by the end of turn 8:

If 19 or less units get off. . . . . .decisive defeat for Red & Green.

If 20-24 units get off board. . . . .marginal defeat for Red & Green.

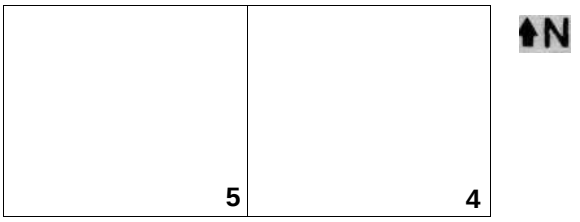
25-29 units. . . . . .draw

30-34. . . . . .Marginal victory for Red & Green.

35 or more . . . decisive victory for Red & Green.

The Better Part Of Valor

The Major once gave us a speech on how much it cost to replace one combat tank. I was glad to hear it wasn't cost effective for me to get killed. It was one lesson I've always taken to heart. If the battle needs fighting my company will slug it out with the best. If the men and tanks are being wasted… well, let's just call it a strategic withdrawal.



THERE ARE NO EDGE PIECES NEEDED FOR THIS SCENARIO.

ATTACKER: GREEN & RED

SET UP: Green sets up first anywhere on Board 5 and moves first. Red sets up on west edge of Board 5. Units are placed on board at start of Turn One.

MORALE: 7

When 6 units are lost 8
When 12 units are lost 9
NOTE: Mercenary Morale is different: See Special Rules below.

Anywhere on Board 5:

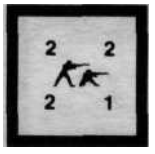
GREEN



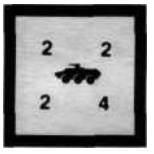
x2



x2



x8



x2



x2

Set up on west edge of Board 5:

RED



x3



x3



x3

DEFENDER: TAN

MORALE: 7

SET UP: Sets up on city hexes of Board 4.

City Hexes of Board 4:



x2



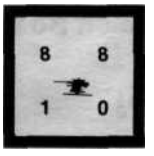
x1



x6



x2



x2

GAME LENGTH: 6 Turns

VICTORY CONDITIONS: Player with most undisrupted units in city hexes on Board 5 at the end of Turn Six will be declared the winner.

SPECIAL RULES Regardless of losses to mercenary units, Morale stays 7 for undisrupted units. However, **all mercenaries** may desert if any single rally roll for any single disrupted mercenary unit exceeds a certain number. The more Mercenary units that are destroyed, the lower this number is according to the chart below:

After 1 mercenary unit is eliminated all Mercenaries will desert if any one disrupted mercenary unit rolls a 9 or more during his roll to rally.

After 2 mercenary units are eliminated all Mercenaries will desert if any one disrupted mercenary unit rolls a rally roll of 8 or more.

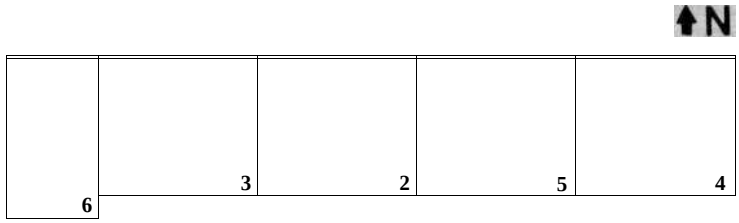
After 3 mercenary units are eliminated all Mercenaries will desert if any one disrupted mercenary unit rolls a rally roll of 7 or more.

If desertion occurs, immediately remove from the board all mercenaries including ones participating in Close Assault.

Holding Out to Payday

SCENARIO TEN (2 PLAYERS)

It's harder to get paid if the men who hired you are the prisoners of the enemy. That's why Colonel Hammer was so upset when he heard the enemy was mounting a drive on the capital. The Colonel was never one to like losing by default. It looks bad and it feels lousy. It would be nice, he added casually, if we could hold on until payday.



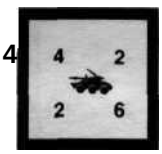
THERE ARE NO EDGE PIECES NEEDED FOR THIS SCENARIO.

ATTACKER: TAN & RED — MORALE: 7

SET UP: Tan Paradrops onto Board 4 on Turn One. Red sets up second anywhere on Board 6. Tan and Red move first.

Paradrops onto Board 4:

TAN



x2



x10



x2

Anywhere on Board 6:

RED



x12



x10



x12



x2



x3

DEFENDER: BLUE & GREEN — MORALE: 7

SET UP: See various troop displays. Blue and Green move second.

Anywhere on Board 4 before Tan Paradrops:

GREEN





x4

Anywhere on Board 3 before Tan Paradrops:

GREEN



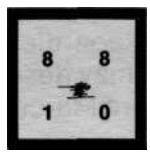
x10



x6



x2



x2

Enter Board 2 on south road during Turn One:

BLUE



x2



x4



x6

x3



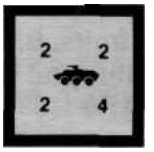
w/gas

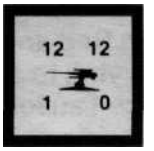
Continued on next page

Enter Board 5 on south road during Turn One:

GREEN







GAME LENGTH: 16 Turns

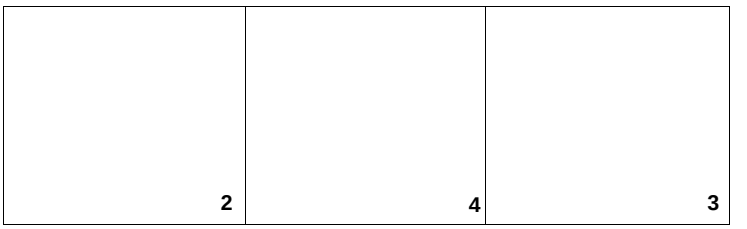
SPECIAL RULES: Defenders Blue & Green may not leave the board they start on or entered on until one unit of the Red attacker has exited that board to the west.

VICTORY CONDITIONS: A Red unit must occupy the easternmost city hex on board 4 on or before turn 16 to win.

Traditional Objectives

SCENARIO ELEVEN (2 PLAYERS)

To the Slammers a bridge is more of an obstruction on the nice clear rivers than anything else. Unfortunately, the locals still used wheeled transport and unless we wanted to fight the rest of the war with just two mercenary regiments, we needed that bridge. A real traditional objective, but it's hard to be nostalgic during a Close Assault.



THERE ARE NO EDGE PIECES NEEDED FOR THIS SCENARIO.

ATTACKER: BLUE & RED

MORALE: 7

SETUP: Set up BLUE on first full hexes on the west edge of Board 2. Set up RED on the first full hexes on the east edge of Board 3.

West edge of Board 2:

BLUE



x5


x4

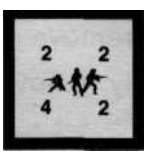

x10

East edge Board 3:

RED



x3


x4


x10


x1

DEFENDER: TAN & GREEN

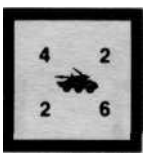
MORALE: 7

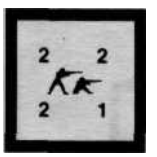
SETUP: TAN: Set up On Board 3 at least 5 hexes from east edge of board. GREEN: Anywhere on Board 4.

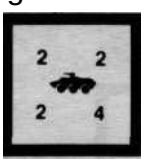
On Board 3:

TAN:

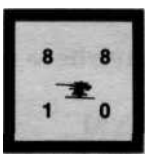


x2


x1


x8


x3


x1w/gas


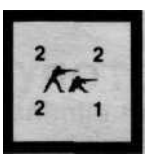
x2w/gas

Anywhere on Board 4:

GREEN:

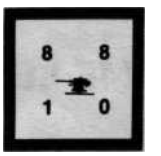


x2


x3


x6


x3


x1w/gas


x2w/gas

Continued on next page

GAME LENGTH: Until Victory Conditions are met.

VICTORY CONDITIONS: Player with first mercenary counter on the bridge is winner.

SPECIAL RULES: Red sets up both Red and Green units. Blue sets up Blue and Tan units. Tan and Green belong to the same army; they are trying to prevent Blue and Red from capturing the bridge on Board 4. Blue Player controls, moves, and fires the Tan forces. The Red player controls, moves, and fires the Green forces.

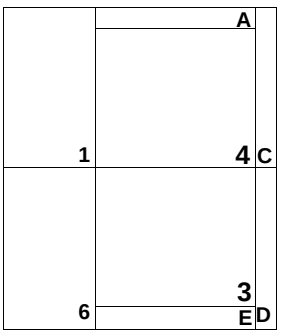
Green and Tan cannot fight each other, but can stack together (no more than three units per hex). Red and Blue can fight each other. Roll a die to see which side moves first (highest roller decides). Tan and Green must be set up before Blue and Red enter board.

Green units are moved on the same turn that Red moves and Tan units are moved on the same turn that Blue moves.

Religious War

SCENARIO TWELVE (2 PLAYERS)

A consortium of churches has hired the Slammers to be the peackeepers in a religious war. There is no question we can keep the two sides apart once we get there. Unfortunately, right now there is only a small advance party of mixed mercenary forces watching the bigger faction try to simplify our job . . . by wiping out all the 'heretics' before we arrive.

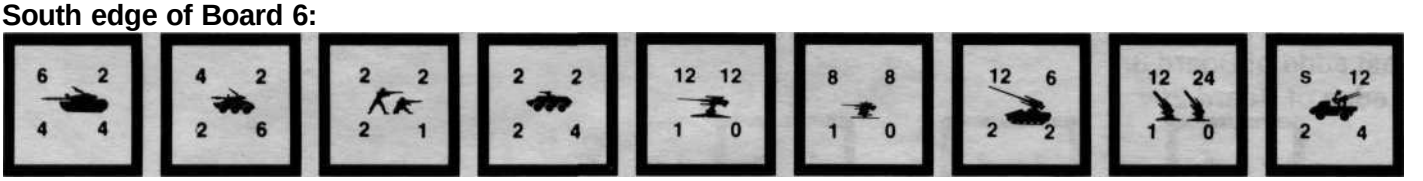


ATTACKER: GREEN

MORALE: 7

SET UP: Green sets up on south edge of Board 6. The attacker sets up second and moves first.

South edge of Board 6:



x12 x10 x14 x14 x4 x4 x4 x2 x2

DEFENDER: TAN, BLUE & RED

MORALE: TAN: 6 RED & BLUE: 8

Any TAN unit that fails its Rally roll is eliminated.

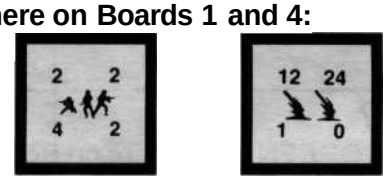
If RED loses 3 units all Red units will leave. Immediately remove remaining Red units from play.

If BLUE loses 3 units, all Blue units will leave. Immediately remove remaining Blue units from play.

SET UP: Tan, Blue, and Red set up first and move second. The Defender sets up anywhere on Boards 1 and 4, 5 hexes north of Boards 3 and 6.

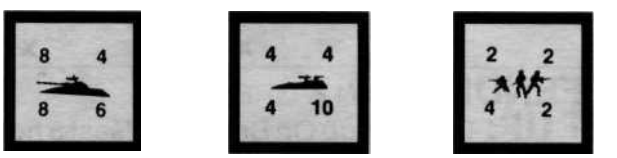
Anywhere on Boards 1 and 4:

RED



x6 x1

BLUE



x1 x2 x6

Anywhere on Boards 1 and 4:

TAN



x4 x10 x4 x4 x4 x6

GAME LENGTH: 14 Turns

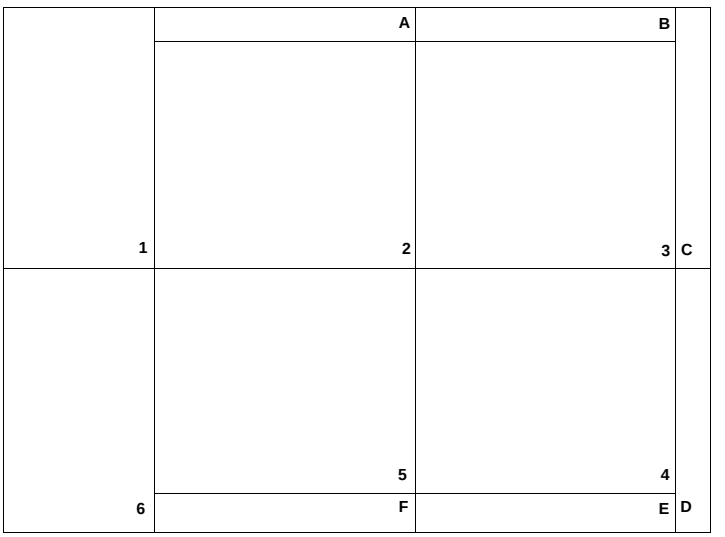
VICTORY CONDITIONS: Green wins if

it can eliminate all Tan units (the heretics). Tan wins if it has 1 unit left after 14 turns.

Everybody Wants A Piece of the Action

SCENARIO THIRTEEN
(3 PLAYERS)

Normally the Slammers get called in to supress a rebellion, or sometimes to be one. Here the revolution was over. Rumor has it that there is an accountant named Peabody who wrote our contract. It seems the former government owed corporations and governments on every world in the cluster. Several of them were concerned about getting their money back. Hammer's Slammers is probably the galaxy's most impressive bill collector, but even we may not be enough to reposses an entire continent... particularly when we aren't the only mercenaries trying to collect.



ATTACKER: Tan

SET UP: Tan sets up first on various boards (see troop displays) before the game starts and moves third.

MORALE: 8

Anywhere on Board 1:



x1



x4



x2



x1

Board 2:



x2

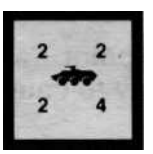


x1

Board 3:



x2



x1

Board 4:



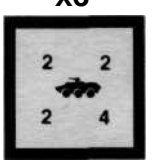
x2



x1



x6



x2

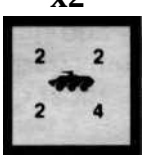


x1

Board 5:



x2



x1

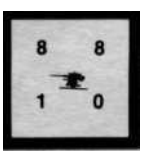
Any Board:



x4



x2



x1

This force can be split between the other forces or placed on the board together.

Continued on next page

Everybody Wants A Piece of the Action

SCENARIO THIRTEEN

(3 PLAYERS)

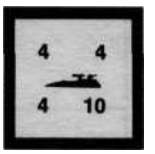
SIDE 2: RED — MORALE: 8

SET UP: Roll a dice to see which board Red enters (on any outer edge). Red moves first and enters on Turn One.

Roll die for Board:



x4



x6



x10

SIDE 3: BLUE — MORALE: 8

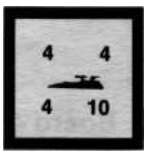
SET UP: Roll a dice to see which board Blue enters (on any outer edge). Blue moves second and enters on Turn One.

NOTE: If RED and BLUE roll the same board for their set up, re-roll die.

Roll die for Board:



x3



x5



x10



x1

GAME LENGTH: 10 Turns

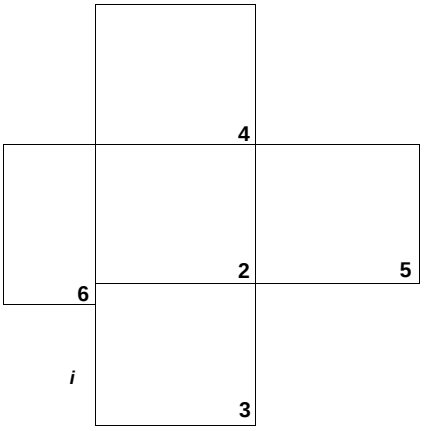
VICTORY CONDITIONS: Winner is playerwith largest number ofvictory points which can only be recieved by occupying and garrisoning city hexes.

Each city hex of a totally garrisoned city is worth 1 victory point. Each city hex must be garrisoned with at least one unit. A player must garrison every city hex in a city to count that given city as owned.

Spice Madness

SCENARIO FOURTEEN (4 PLAYERS)

First come, first served—if you can keep it. Four ounces of Geri-spice was worth as much as the entire regiment was paid for a week of nasty duty. Ten ounces would buy a shiny new tank. The funny little critters who produce the spice make about fifty ounces a year—tops. Yesterday the ship carrying an entire continent's production simply blew up over the middle of nowhere. The spice was packed in titanium steel containers and probably survived. One is careful to securely pack something three thousand times more valuable than gold. Intelligence figures the containers are spread all over hell and gone a few miles ahead. In the morning we'll begin searching, but the intelligence boys must be right. Why else would there be at least one other mercenary force and the cream of two planet's armies camped within a few Klics of here. It's going to be a long day.



THERE ARE NO EDGE PIECES NEEDED FOR THIS SCENARIO.

GAME LENGTH: until all spices have been recovered from Board 2.

VICTORY CONDITIONS: Player with the most spices is considered the winner.

SET UP: Set up one inverted rubble counter on each of the swamp hexes on Board 2. These will represent the scattered containers of Geri-spice.

Player Order of Play:

Each side may purchase 300 points worth of units (see Design your own Scenario section of the Rules). Players are each given a board to start on according to chart below:

1. TAN: Board 6
2. GREEN: Board 5
3. BLUE: Board 3*
4. RED: Board 4*

* BLUE and RED may only have a maximum of 4 combat cars each.

SPECIAL RULES:

1. It costs one movement factor to pick up the Spice Containers.
2. Spice Counters do not count towards stacking.
3. All Morale rolls are desperation. Morale level of all troops is 6. Morale does **not** have to be purchased.
4. Combat can only occur on Board 2. You can't shoot units on the other boards. Units on other boards can shoot into Board 2. Half hexes on the cut are considered to be Board 2.
5. A spice counter moved onto your board is considered safe. If a unit carrying a spice counter is eliminated, the spice counter is **not** destroyed.
6. **Opponents may not move onto your board.**
7. Conventional APC's and Conventional Armored Cars can go into swamps and lakes (amphibious for this scenario only).
8. You may use gas, ECM, and paratroopers.

UNIT IDENTIFICATION CHART

HAMMER'S SLAMMERS (BLUE)

All Units are on hover vehicles except for Dismounted Infantry.



Hover Tanks



Combat Cars

Front



Dismounted Infantry

Back



Mounted Infantry



Self-Propelled Artillery

MERCENARY UNITS (RED)

All units are hover vehicles except for Dismounted Infantry, Large Guns, Small Guns, and Howitzers.



Hover Tanks



Combat Cars

Front



Dismounted Infantry

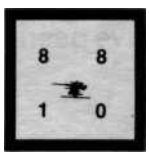
Back



Mounted Infantry



Large Gun



Small Gun



Howitzer



Self-Propelled Artillery



Self Propelled Calliope

CONVENTIONAL UNITS (TAN & GREEN)

All units are tracked or wheeled vehicles except for Infantry, Large Guns, Small Guns, Howitzers, and Calliopes.



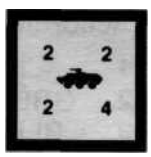
Tracked Tanks



Armored Cars



Infantry



Armored Personnel Carrier



Large Gun



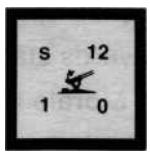
Small Gun



Howitzer



Self-Propelled Artillery

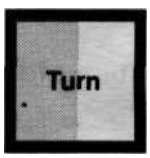


Calliope



Self Propelled Calliope

GAME MARKERS



Turn Marker



Fortress



Rubble



Rubble


Hammer's Slammers
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1


2

3


4


5


6

C
D
A
B

HAMMER'S SLAMMERS PANEL 3 BACK

HAMMER'S SLAMMERS PANEL 1 BACK

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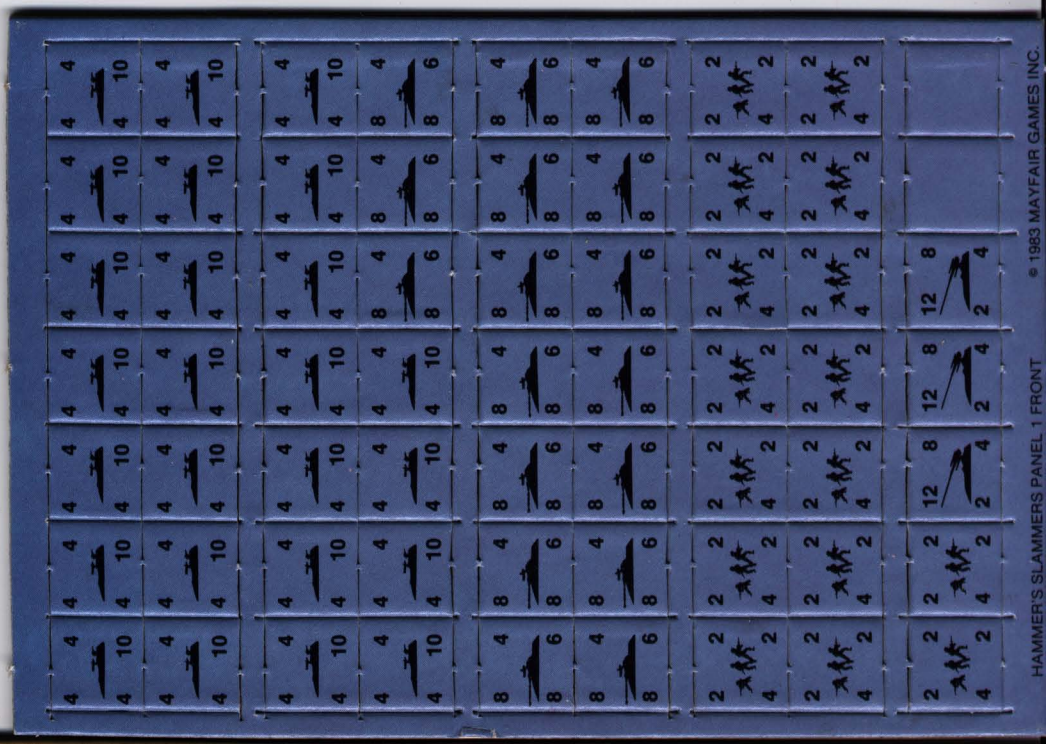

HAMMER'S SLAMMERS PANEL 1 FRONT

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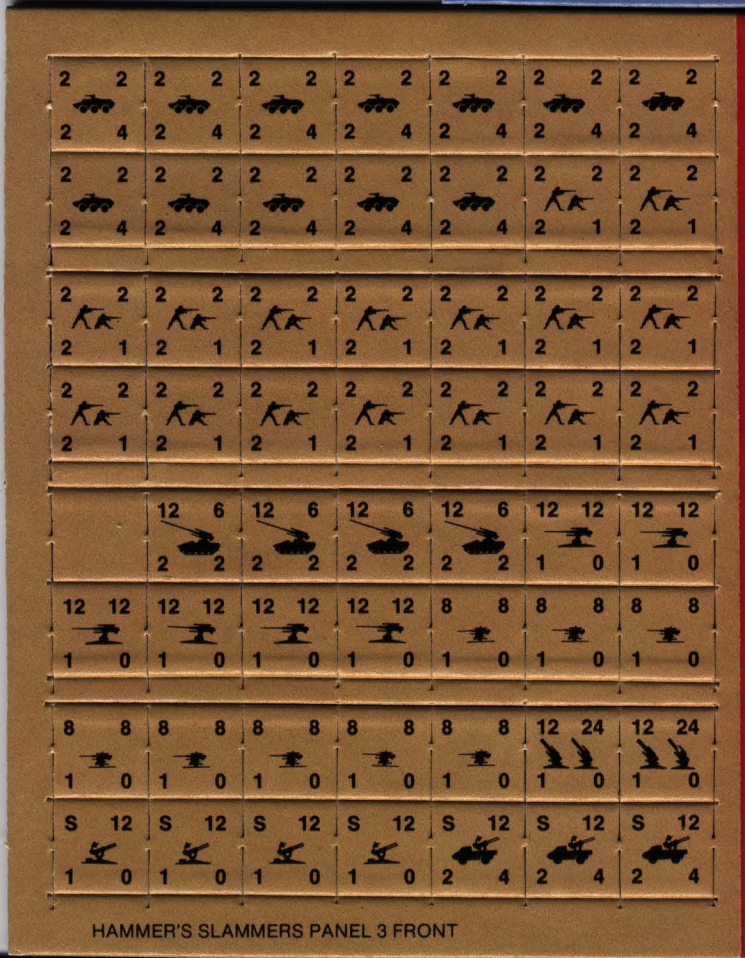
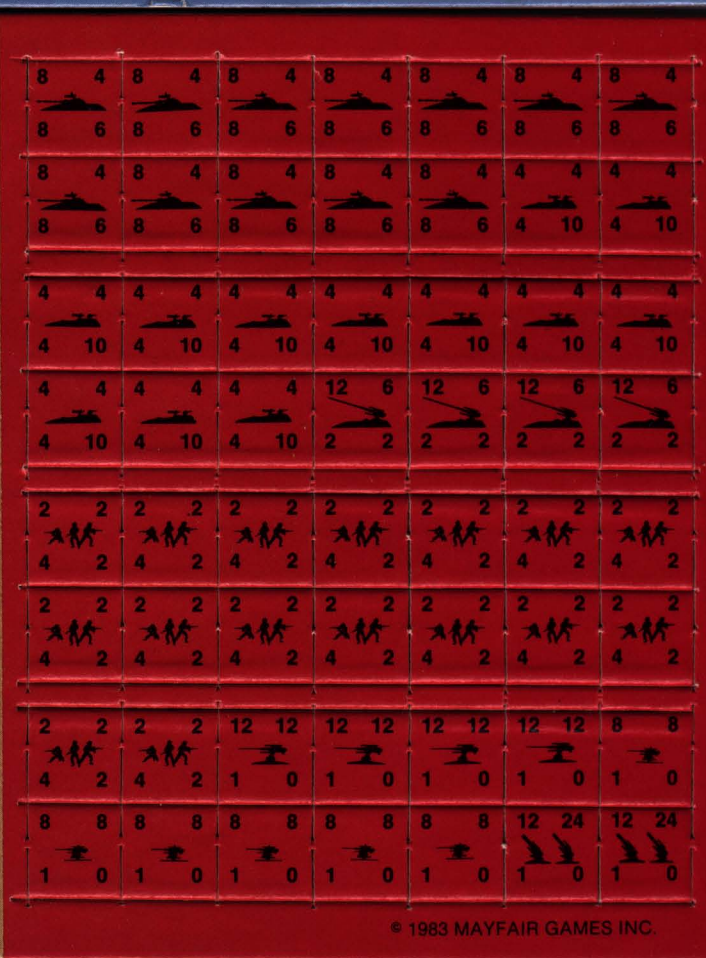


HAMMER'S SLAMMERS PANEL 3 FRONT



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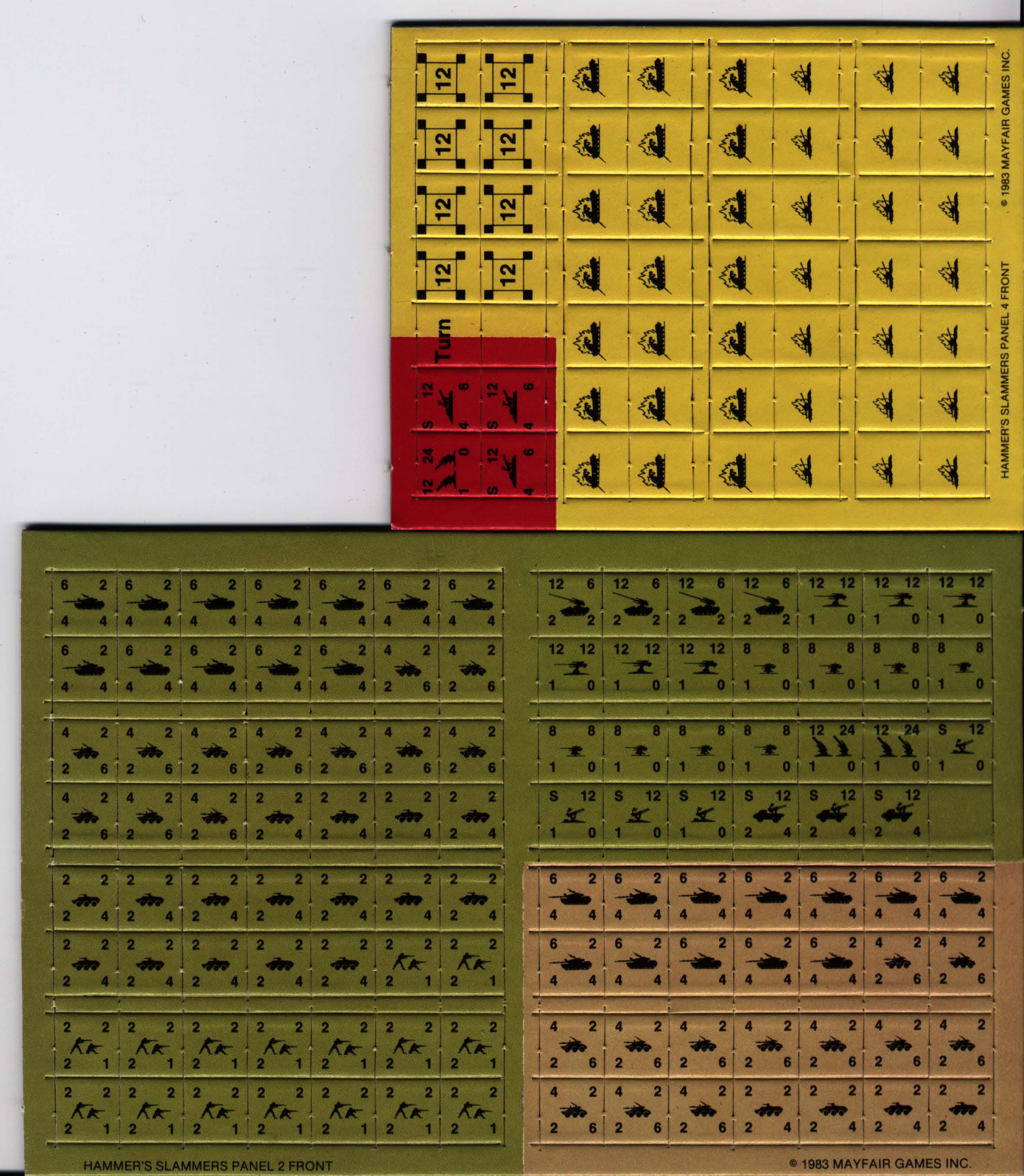
Turn
HAMMER'S SLAMMERS PANEL 4 FRONT
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HAMMER'S SLAMMERS PANEL 2 FRONT
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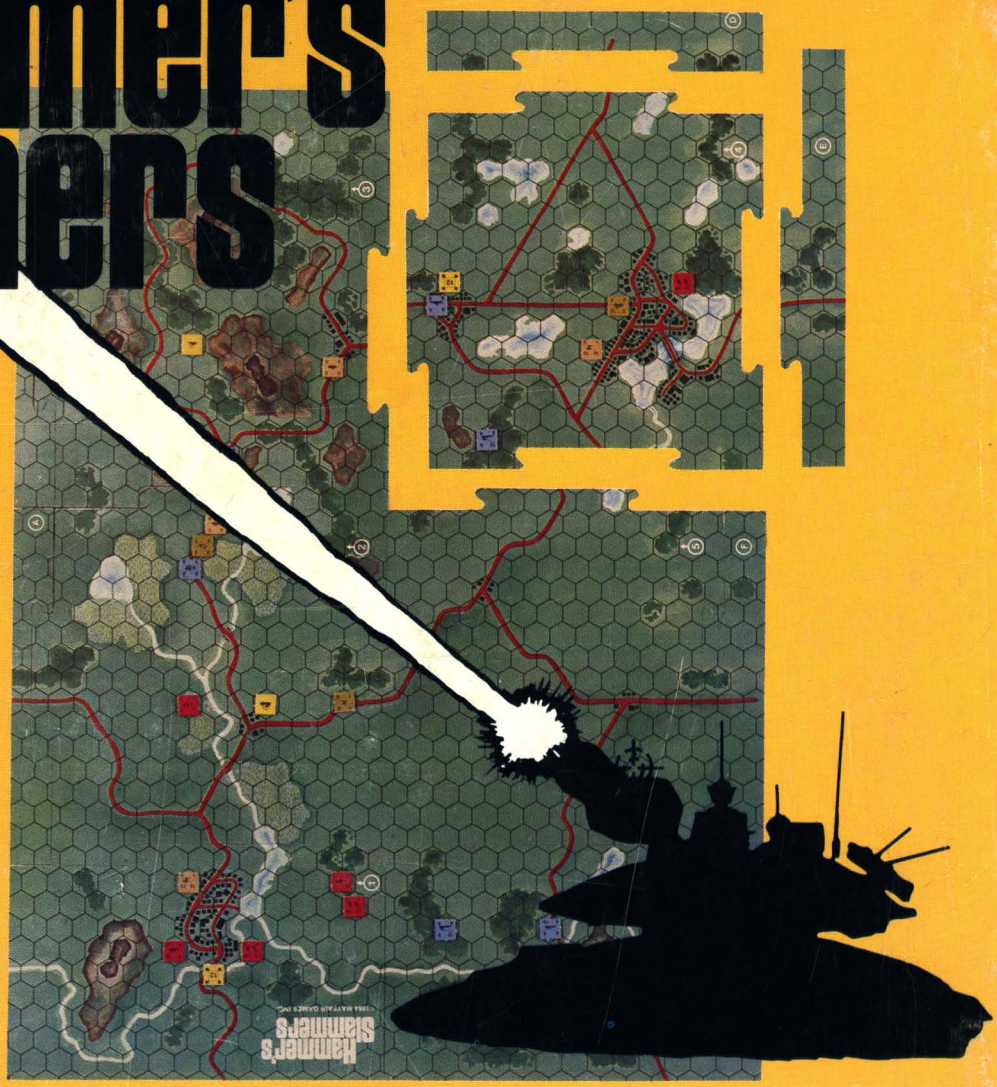
Based on the classic novel of future armored warfare by David Drake

Hammer's Slammers

a boardgame



Always hire the best mercenary regiment credits can buy:

The Hovertank is amazingly silent for its fusion powered bulk. Even the hiss of the main laser turret would seem quiet to an ancient tank commander. There is a change of pitch as the platoon of multi-ton vehicles settle and fire skyward. Suddenly the air is filled with the thud of incoming artillery fire, the computerized lasers literally shoot the shells out of the sky. With calm precision the rows of infantry board their one man skimmers and begin hovering. Soon the enemy will know that Colonel Alois Hammer's Slammers have landed.

Developed by Jim Griffin.
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submitted by
H. N. Voss of Time Line, Ltd.

4 complete forces
25 different vehicle types
Easy to learn rules
14 scenarios or design your own

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