Hammer’s Slammers

**Infantry Squad**

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: +3</th>
<th>C/As’t:</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Infantry:</td>
<td>8cm</td>
<td></td>
</tr>
<tr>
<td>Defence</td>
<td>6, Light co’v +1, Heavy +2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Weapons</td>
<td>2cm Assault Rifle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>powerguns:</td>
<td>Sh 2, FP 2/2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Suppress</td>
<td>remove suppression marker (UP TO 5) on +3+</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**VARIANTS**

- On Skimmers Move: Fast, Lt NoE: 15cm but still fight as infantry.
- White Mice Unit: 1cm SMG powerguns: Sh 3, FP 3/3 (short/medium range only).
- Grenade Launcher + 2cm powergun: Sh 1, FP 3/1 + 2cm, (no short range); Powergun 1 Sh, FP 2/2
- Tank Hunters: with Assault Rifle Sh 2, FP 2/2 & Buzzbomb: Sh 1, FP 1/6 (short range only).

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**M2A1-4 Blower Tank**

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: +3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Medium, Hv Hover: 10cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 12, S 10, R 9, T 9</td>
</tr>
<tr>
<td>Weapons</td>
<td>20cm powergun: Sh 1, FP 2/8, 1 x 2cm tribarrel powergun: Sh 3, FP 3/3</td>
</tr>
</tbody>
</table>

**Defence Systems**

- Strip mines: Sh 1 all within Close, FP 3/1(3+)
- Mine Clearance: Sh 1 at Point Blank 3cm destroys 1 mine counter

**VARIANTS**

- M2A4 Command Tank: same stats.

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**M9A1-3 Combat Car**

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: +3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Fast, Lt Hover: 15cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 9, S 9, R 9, T 7</td>
</tr>
<tr>
<td>Weapons</td>
<td>3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L/R) (see F/Ars below) each of Sh 3, FP 3/3. Replace any 1 weapon with infantry powergun Sh 1, FP 2/2 360 degree</td>
</tr>
</tbody>
</table>

**Defence Systems**

- Strip mines: Sh 1 all within Close, FP 3/1(3+)

**Mine Clearance**

- Sh 1 at Point Blank 3cm destroys 1 mine counter

**VARIANTS**

- M9A4 Command Car: minus 1 Defensive Value on sides and rear. Weapon 1x 360 tribarrel.

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**A21 Jeep**

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: +3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Fast, Lt Hover: 15cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 6, S 6, R 6, T 5</td>
</tr>
<tr>
<td>Weapons</td>
<td>2cm tribarrel powergun, F/Arc: Sh 3, FP 3/3</td>
</tr>
</tbody>
</table>

**VARIANTS**

- Mortar Jeep: Sh 3, FP 3/1, (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point 10cm.
- M6 (obsolete) Combat Car: 2 x 2cm tri-barrels arcs left/front & right/front respectively. 1 x 1cm SMG powergun: Sh 3, FP 1/1 firing rear arc only. (short/medium range only). Defence: F 8, S 8, R 7, T 6 (open).

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**LEADERS**

**Colonel Hammer**

- **LV12**
- LPs is 2d6 + 12
- Elite skills:
  - Morale Officer,
  - Tactical Genius,
  - Command Material

**Major Pritchard**

- **LV12**
- LPs is 2d6 + 12
- Re-roll failures on suppression

**Major Steuben**

- **LV10**
- LPs is 2d6 + 10
- Re-roll failures on suppression

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**RANKS**

**Major**

- **LV10**
- LPs is 2d6 + 10

**Captain**

- **LV8**
- LPs is 2d6 + 8

**Lieutenant**

- **LV6**
- LPs is 2d6 + 6

**Sergeant**

- **LV4**
- LPs is 2d6 + 4

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**POINTS COSTS**

Blower tank (including command tank): **500pts**; combat car: **400pts**; command car **200pts**; obsolete combat cars: **260pts**; hog (on table): **225pts**; jeep with tribarrel or light mortar: **100pts**; standard infantry: **35pts**; infantry with skimmers: **50pts**; other Infantry: **40pts**; support trucks (without weapons): **15pts** (with weapon, as jeep); recovery vehicle: **100pts**.

Major Pritchard may be in charge of any detachment at additional **250pts**. Major Steuben or Colonel Hammer may be in charge of the Command Detachment at and additional **250pts** or **350 pts** each.

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**DETACHMENTS**

Each Detachment is 8 TUs.

- Single Armoured detachment: 5 combat cars (M9A1-3); 1 command car; 2 Blower tanks (M2A1-4).
  - **Total**: 3250pts or…

- Single Tank detachment: 1 Blower command tank; 7 Blower tanks. **Total**: 4000pts or…

- Single Combat Car detachment: 7 combat cars; 1 command car. **Total**: 3050pts or…

- Single Mobile Infantry detachment: 1 mortar jeep, 1 tribarrel jeep, 6 TUs of Infantry on skimmers. **Total**: 500pts or…

- Single Infantry detachment: 1 mortar jeep, 1 tribarrel jeep, 6 TUs of Infantry (3 regular, 2 grenade launcher, 1 tank hunter). **Total**: 425pts

- Single Reserve detachment: 1 combat car (M9A1-3); 1 command car; 1 Blower tank, 2 ‘Obsolete’ combat cars; 1 mortar jeep, 1 tribarrel jeep, 1 TU of Infantry on skimmers. **Total**: 1920pts or…

- ‘White Mice’ Command detachment: 1 command car; 2 up-armoured combat cars (M9A7); 2 tribarrel armed jeeps; 3 infantry TUs (2 White Mice with SMGs, one with Grenade launchers). **Total**: 1360pts

Add a Lt. to any of these detachments at **40pts**.

Treat this force as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (80pts). Add a third detachment and a major (200pts). Add a fourth detachment with a specialist Major Pritchard or Steuben) or Colonel Hammer.

Up to **4 additional Sgts** may be purchased at 20pts each.

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