Hammer’s Slammers

**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

**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

**DETACTIONS**

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 on skimmers. **Total:** 1900pts or…

**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:** 1360pts

‘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.