

Hammer's Slammers

Sheet 1



28MM

Infantry Squad

Type	Elite: 3+ C/As't: 4
Move	Infantry: 15cm
Defence	6, Light cov' +1, Heavy +2
Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2.
Suppress	remove suppression marker (UP TO 5) on 3+
VARIANTS On <i>Skimmers</i> Move: Fast, Lt NoE: 30cm but still fight as infantry. <i>White Mice Unit</i> : 1cm SMG powerguns, Sh 3, FP 1+1/1 (short/medium range only). <i>Grenade Launcher + 2cm powergun Launcher</i> : Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2 <i>Tank Hunters</i> : with Assault Rifle Sh 2, FP 2/2 & Buzzbomb: Sh 1, FP 1/6 (short range only).	



M2A1-4 Blower Tank

Type	Elite: 3+
Move	Medium, Hv Hover: 20cm
Defence	F 12, S 10, R 9, T 9
Weapons	20cm powergun: Sh 1, FP 2/8; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. ⚠
Defence Systems	Strip mines: Sh 1 all within Close, FP 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter
VARIANTS <i>M2-4F Command Tank</i> : same stats.	



Icarus M2A4 Blower Tank

LEADERS

Colonel Hammer LV12

LPs is 2d6 + 12

Elite skills:
Morale Officer,
Tactical Genius,
Command Material

Major Pritchard LV12

LPs is 2d6 + 12

Major Steuben LV10

LPs is 2d6 + 10

Re-roll failures on suppression

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

M9A1-3 Combat Car

Type	Elite: 3+
Move	Fast, Lt Hover: 30cm
Defence	F 9, S 9, R 9, T 7
Weapons	3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L&R) (see FArCs below): each of Sh 3, FP 3/3. ⚠⚠⚠ Replace any 1 weapon with infantry powergun Sh 1, FP 2/2 360 degree
Defence Systems	Strip mines: Sh 1 all within Close, FP 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter
VARIANTS <i>M9A4 Command Car</i> : minus 1 Defensive Value on sides and rear. Weapon 1x 360 tribarrel. ⚠	

FIRING ARCS



Icarus M9A2 Combat Car

A21 Jeep

Type	Elite: 3+
Move	Fast, Lt Hover: 30cm
Defence	F 6, S 6, R 6, T 5
Weapons	2cm tribarrel powergun, FArc: Sh 3, FP 3/3. ⚠
VARIANTS <i>Mortar Jeep</i> : 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 20cm. <i>M6 (obsolete) Combat Car</i> : 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 7, R 7, T 6.	



Fabrique Nationale A21 1100K Jeep

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: 1900pts 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

POINTS COSTS

Blower tank (including command tank): 500pts; combat car: 400pts; command car 200pts; obsolete combat cars: 250pts; 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.