Hammer’s Slammers

**In stock:**
- Hammer’s Slammers
- M9A2 Command Car
- M2A4 Blower Tank
- Fabrique Nationale A21 1100K Jeep
- Icarus M2A4 Blower Tank

**On order:**
- Icarus M9A2 Command Car

**Points Costs:**

<table>
<thead>
<tr>
<th>Blower tank (including command tank):</th>
<th>500pts</th>
<th>combat car:</th>
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</thead>
<tbody>
<tr>
<td>(with on table):</td>
<td>225pts</td>
<td>jeep with tri-barrel or light mortar:</td>
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<tr>
<td>400pts</td>
<td>100pts</td>
<td>standard infantry:</td>
</tr>
<tr>
<td>obsolete combat cars:</td>
<td>250pts</td>
<td>other Infantry:</td>
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<tr>
<td>250pts</td>
<td>50pts</td>
<td>40pts</td>
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<tr>
<td>100pts</td>
<td>15pts</td>
<td>support trucks (without weapons):</td>
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<tr>
<td>100pts</td>
<td>100pts</td>
<td>recovery vehicle:</td>
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**Major Pritchard**

- Major Pritchard
  - LPs: 2d6 + 12
  - Elite skills: Morale Officer, Tactical Genius, Command Material

**Captain Pritchard**

- Captain Pritchard
  - LPs: 2d6 + 8

**Lieutenant Pritchard**

- Lieutenant Pritchard
  - LPs: 2d6 + 6

**Sergeant Pritchard**

- Sergeant Pritchard
  - LPs: 2d6 + 4

**Detachments**

- Each Detachment is 8 TUs.
- Single Armoured detachment: 5 combat cars (M9A1-3); 1 command car; 2 Blower tanks (M2A4-4).
- 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 tri-barrel jeep, 6 TUs of Infantry on skimmers. Total: 500pts or...
- Single Infantry detachment: 1 mortar jeep, 1 tri-barrel 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 tri-barrel jeep, 1 TU of Infantry on skimmers. Total: 1360pts
- ‘White Mice’ Command detachment: 1 command car; 2 up-armedoured combat cars (M9A7); 2 tri-barrel 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.

**Leaders**

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

- Captain Pritchard
  - LV10
  - LPs: 2d6 + 10

- Lieutenant Pritchard
  - LV6
  - LPs: 2d6 + 6

- Sergeant Pritchard
  - LV4
  - LPs: 2d6 + 4

**Points**

- LPs: 2d6 + 12
- Elite skills:
  - Morale Officer
  - Tactical Genius
  - Command Material

**Ranks**

- Major Pritchard
  - LV10
  - LPs: 2d6 + 10

- Captain Pritchard
  - LV8
  - LPs: 2d6 + 8

- Lieutenant Pritchard
  - LV6
  - LPs: 2d6 + 6

- Sergeant Pritchard
  - LV4
  - LPs: 2d6 + 4

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