Hammer’s Slammers

**Leaders**

**Captain Broglie**
LV8
LPs is 2d6 + 8
*Elite skills: Dead Eye, Tactical Genius, Command Material*

**Sgt Major Scratchard**
LV4
LPs is 2d6 + 4
*Elite skills: Dead Eye, Snap shot. May be an Insurance Sgt*

**Warrant Leader Ortnahme**
LV0 - *Elite skills: Field mechanic*

**Tech Simkins**
LV0 - *Elite skills: Hull Down*  
**Add Tribarrel to Tank:** S3 FP 3/3 FArc

**Captain Ranson**
LV8 (4 on a d6 1-2)
LPs is 2d6 + 8 (or 4) - *Elite skills: Tactical Genius, Command Material*

**Captain Koopman**
LV8
LPs is 2d6 + 8
*Elite skills: Blitzkrieg, Shaper of men*

**Sergeant Sparrow**
LV4
LPs is 2d6 + 4
*Elite skills: Snapshot, Dead-Eye*

**Ranks**

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

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

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

**Points Costs**

- **450pts**; command car **200pts**; hog (on table): **225pts**; jeep with tribarrel or light mortar: **100pts**; support trucks (without weapons): **15pts** (with weapon, as jeep); recovery vehicle: **100pts**.

Additional leaders and other characters may be added to detachments or substituted for regular leaders as scenarios permit:
- Captain Brioglie: **250pts**; Sgt Major Scratchard: **50pts**; Warrant Leader Ortnahme: **20pts**; Tech Simkins: **25pts**; Captain Ranson: **100pts**; Captain Koopman: **100pts**; Sergeant Sparrow: **40pts**.

**Detachments**

Each Detachment is 8 TUs.

**Artillery detachment:** 3 Hogs; 1 command car; 1 tribarrel armed recovery vehicle; 2 tribarrel armed hover support vehicles, 1 tribarrel or mortar Jeep.  
**Total:** 1325pts

**Add a Lt. to this detachments at 40pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment of any kind with a captain (80pts).