Hammer's Slammers

Type

Move

M53 'Hog' Artillery	
Туре	Elite: 3+
Move	Slow, Lt Hover: 8cm
Defence	F 9, S 8, R 7, T 7
Weapons 20cm launcher: Sh 1, FP 5/6; QR REDUCE -1 FOR DIRECT FIRE	
Defence Systems	Strip mines, Sh 1 all up to <i>Close</i> 8cm, FP 3/1(3+)
	6 shots per battery. d: quality -1. Radius from 10cm.
VARIANTS Older 15cm Hog: on M18 chassis - same stats but: Move: Medium, Lt Hover: 10cm, DV: F 8, S 7, R 7, T 7	



Icarus Industries M53A1 Hog

M9A1-3 Combat Car

Туре	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 9, R 9, T 7
Weapons	3 x 2cm tribarrel
powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3.	
Defence Systems	Strip mines: Sh 1 all within <i>Close,</i> 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. M9A7 Up-rated Combat Car: as above but plus 1 DV all round	



Icarus M9A2 Combat Car

Defence F 6, S 6, R 6, T 6 Weapons 2cm Tribarrel powergun: Sh 3, FP 3/3. Can carry stores or equipment. No defensive Strip mines VARIANTS Enhanced Comms variant DV: F 8, S 7, R 7, T 6 and has no defence systems or weapons. Recovery Vehicle DV: F 9, S 8, R 8, T 7. Move: Slow, Tracked: 8cm, Has mine clearance - Sh 2 at detection range (Point Blank) destroys 1 mine counter each. General Duotronics GD802 ECC A21 Jeep Type Elite: 3+ Move Fast, Lt Hover: 15cm Defence F 6, S 6, R 6, T 5 Weapons 2cm tribarrel powergun, FArc: Sh 3, FP 3/3. 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. A A 1 x 1cm SMG powergun, Sh 3, FP 1/1 firing rear arc

Elite: 3+

Fast, Lt Hover: 15cm

only. (short/medium range only). Defence: F 8, S 7, R 7, T 6.

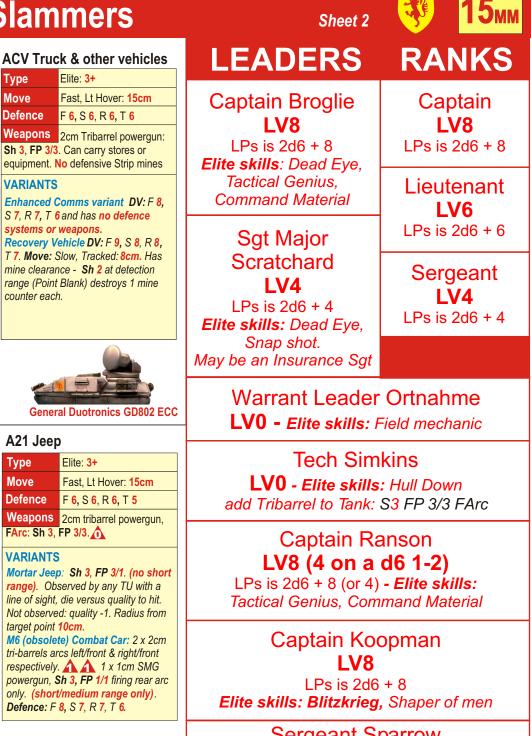


Fabrique Nationale A21 1100K Jeep

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.



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

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).