Hammer’s Slammers  

Sheet 2

### 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

**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

**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

### 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.

### 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).  

**Revision 2 17/06/12**