

Hammer's Slammers

Sheet 2



6MM

M53 'Hog' Artillery

Type	Elite: 3+
Move	Slow, Lt Hover: 5cm
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 Close 5cm, FP 3/1(3+)
Off Table	6 shots per battery. Not observed: quality -1. Radius from target point 7cm.
VARIANTS	Older 15cm Hog: on M18 chassis - same stats but: Move: Medium, Lt Hover: 7cm, DV: F 8, S 7, R 7, T 7



Icarus Industries M53A1 Hog

ACV Truck & other vehicles

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
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: 5cm. Has mine clearance - Sh 2 at detection range (Point Blank) destroys 1 mine counter each.



General Duotronics GD802 ECC

M9A1-3 Combat Car

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
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 Close, FP 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 2cm 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

A21 Jeep

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
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 7cm. M6 (obsolete) Combat Car: 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

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).