

Hammer's Slammers - Hi-Mobility Sheet 3



15MM

Infantry Squad

Type	Elite: 3+ C/As't: 4
Move	Infantry: 8cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2 .
Suppress	remove suppression marker (UP TO 5) on 3+

VARIANTS

On **Skimmers Move**: Fast, Lt NoE: **15cm** but still fight as infantry.
White Mice Unit: 1cm SMG powerguns, **Sh 3, FP 1+1/1** (short/medium range only).
Grenade Launcher + 2cm powergun Launcher: **Sh 1, FP 3/1 + 2cm**. (no short range); Powergun **1 Sh, FP 2/2**
Tank Hunters: with Assault Rifle **Sh 2, FP 2/2** & Buzzbomb: **Sh 1, FP 1/6** (short range only).



M2A1-4 Blower Tank

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 12, S 10, R 9, T 9
Weapons	20cm powergun: Sh 1, FP 2/8 ; 1 x 2cm tribarrel powergun: 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 3cm destroys 1 mine counter

VARIANTS

M2-4F Command Tank: same stats.



Icarus M2A4 Blower Tank

ACV Infantry Transporter

Type	Elite: 3+
Move	Fast, Hv Hover: 15cm*
Defence	F 6, S 6, R 6, T 6
Weapons	2cm Tribarrel powergun: Sh 3, FP 3/3 . Can carry 4TUs of infantry, stores or combat car sized vehicle. No defensive Strip mines

VARIANTS

Used as infantry transporter Same stats but infantry may fire from vehicle. May transport up to **4TUs** of infantry (with or without skimmers stowed with them on deck) and **all** TUs may deploy in one turn. Infantry firing from vehicle count as arcs **left** and **right ONLY**: but **ALL** infantry TUs may fire with **any** weapons in these arcs.
 * When loaded with a **Combat Car**, speed is reduced to **Medium, Heavy Hover: 10cm**



Lyon AC E8 "Wrenchmobile"

RANKS

Major LV10
LPs is 2d6 + 10

Captain LV8
LPs is 2d6 + 8

Lieutenant LV6
LPs is 2d6 + 6

Sergeant LV4
LPs is 2d6 + 4

M9A1-3 Combat Car

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 9, R 9, T 7
Weapons	3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L&R) (see FArcs below): each of Sh 3, FP 3/3 . ▲▲▲▲ Replace any 1 weapon with infantry powergun Sh 1, FP 2/2 360 degree

Defence Systems	Strip mines: Sh 1 all within Close, 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. **▲**

FIRING ARCS



Icarus M9A2 Combat Car

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. **▲▲** 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

DETACHMENTS

Each Detachment is 8 TUs.

Single Armoured detachment: 5 combat cars (M9A1-3); 1 command car; 2 Blower tanks (M2A1-4).

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 Infantry detachment: 1 mortar jeep, 1 tribarrel jeep, 6 TUs of Infantry on skimmers. **Total: 500pts or...**

Infantry Hi-Mobility detachment: 3 TU of Infantry on skimmers, 1 Wrenchmobile with 4 TUs of Infantry (1 regular, 2 grenade launcher, 1 tank hunter). **Total: 425pts (485pts)**

Single Hi-Mobility detachment: 1 combat car (M9A1-3); 1 mortar jeep, 1 tribarrel jeep, 4 TU of Infantry on skimmers, 1 Wrenchmobile. **Total: 1900pts or...**

'White Mice' Command detachment: 1 command car; 2 up-armoured combat cars (M9A7); 2 tribarrel 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.

Infantry Hi-Mobility detachment: The alternative points of **485pts** is to equip the Wrenchmobile mounted infantry with additional skimmers when/if deployed. All Wrenchmobile mounted infantry may fire may fire with any and all weapons from the vehicle in arcs **left** and **right ONLY**.

POINTS COSTS

Blower tank (including command tank): **500pts**; combat car: **400pts**; command car **200pts**; obsolete combat cars: **250pts**; hog (on table): **225pts**; jeep with tribarrel or light mortar: **100pts**; standard infantry: **35pts**; infantry with skimmers: **50pts**; other Infantry: **40pts**; Wrenchmobile: **100pts** (with weapon); recovery vehicle: **100pts**.

Major Pritchard may be in charge of **any** detachment at additional **250pts**. Major Steuben or Colonel Hammer may be in charge of the Command Detachment at and additional **250pts** or **520 pts** each.

Up to **4 additional Sgts** may be purchased at **20pts** each