Hammer’s Slammers - Hi-Mobility Sheet 3

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.
Supress: 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).

VARIANTS
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 2B: 1 x 2cm tribarrel powergun, Sh 3, FP 3/3.

Defence Systems
Strip mines: Sh 1 all within Close, FP 3(3/3+)
Mine Clearance
Sh 1 at Point Blank 3cm destroys 1 mine counter

VARIANTS
M2A4 Command Tank: same stats.

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 4 TUs of infantry. stores or combat car sized vehicle. No defensive Strip mines

DEFETACHMENTS

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: 1300pts

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 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.