

# Slammers/Friesland DETACHMENT circa 317TW



## Infantry Squad

Type	Elite: 3+ C/As'lt: 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 with 2cm Ass't Rifle powerguns: Sh 1, FP 2/2, Buzzbombs: Sh 1, FP 0/6 (short range)  
**White Mice Unit**: 1cm SMG power-guns, Sh 3, FP 1+1/1 (med range)  
**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 Buzzbombs: Sh 1, FP 0/6 (short range)



## M2 Blower Tank

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 11, S 10, R 9, T 9
Weapons	15cm powergun: Sh 1, FP 2/6; 1 x 1cm rapid fire HI powergun: Sh 2, FP 2/2. ▲

**Defence Systems** Strip mines: Sh 1 all within Close, FP 2/1(4+)

**Mine Clearance** Sh 1 at Point Blank 3cm destroys 1 mine counter

### VARIANTS

**M2F Command Tank**: same stats. But better AI so ▲ not ▲



Icarus M2 Blower Tank

## M6 Combat Car (open roof)

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 8, S 8, R 7, T 6 (open)
Weapons	2 x 1cm rapid fire HI powerguns, firing LEFT+FRONT, and RIGHT+FRONT (see FARcs below): each of Sh 2, FP 2/2. ▲▲ One infantry powergun Sh 1, FP 2/2 360 degree

### VARIANTS

**M6A1 Command Car (closed roof)**: Same main weaponry but fired 360 degrees and remotely so -1 QR but NO 360 degree infantry rifle. ▲▲

**Defence** F 8, S 7, R 7, T 7 (closed)

### FIRING ARCS



Icarus M6 Combat Car

## LEADERS & 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

## A20 Jeep

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 6, S 6, R 6, T 5
Weapons	1cm HI powergun, FArc: Sh 2, FP 2/2. ▲

### 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.



Fabrique Nationale A21 1100K Jeep

## M6A5 Support Car (open roof)

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 8, S 8, R 7, T 6 (open)
Weapons	1 pair of 3cm rapid fire powerguns, firing 360 degree. ▲ Sh 4, FP 3/4. One infantry powergun Sh 1, FP 2/2 360 degree

### VARIANTS

**M6A7 Mortar Car (open roof)**: Light Mortar Sh 3, FP 3/1. (no short range)  
**M6A8 Buzzbomber (closed roof)**: Twin Buzzbomb launcher Sh 2, FP 0/6. (short range)  
**M6A9 Missiler (closed roof)**: Light ATGW launcher Sh 2, FP 0/5. (NO short range)  
**A7, A8 & A9 all have** 2 x 1cm rapid fire HI powerguns, firing LEFT+FRONT, and RIGHT+FRONT: each of Sh 2, FP 2/2 but do not have NO 360 degree infantry rifle. ▲▲

### FIRING ARCS



Icarus M6 Combat Car

# DETACHMENTS

Each Detachment is 8 TUs.

**Single Armoured detachment**: 5 combat cars (M6); 1 command car (M6A2); 2 Blower tanks (M2). **Total: 2200pts or...**

**Single Tank detachment**: 1 Blower command tank (M2F); 7 Blower tanks (M2). **Total: 3400pts or...**

**Single Combat Car detachment**: 7 combat cars (M6); 1 command car (M6A1). **Total: 1800pts or...**

**Single Mobile Infantry detachment**: 1 mortar jeep, 1 gun jeep, 6 TUs of Infantry on skimmers. **Total: 475pts or...**

**Single Infantry detachment**: 1 mortar jeep, 1 gun jeep, 6 TUs of Infantry (3 regular, 2 grenade launcher, 1 tank hunter). **Total: 400pts or...**

**Single Support detachment**: 1 Mortar car (M6A7); 1 command car (M6A1); 1 Buzzbomber (M6A8); 1 Support Car (M6A5), 1 Missiler (M6A9); 1 mortar jeep, 1 gun jeep, 1 TU of Infantry on skimmers. **Total: 1450pts or...**

**'White Mice' Command detachment**: 1 command car (M6A1); 2 combat cars (M6); 2 gun armed jeeps; 3 infantry TUs (2 'White Mice with SMGs, one with Grenade launchers). **Total: 940pts**

**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).

**Swap ANY 1cm AFV weapons for 2cm Tribarrels for a cost of 25pts per vehicle extra.**

# POINTS COSTS

Blower tank (including command tank): 425pts; M6 combat cars (all variants): 225pts; jeep with 1cm HI power gun: 75pts; jeep with light mortar: 100pts; standard infantry: 35pts; infantry with skimmers: 50pts; other Infantry: 40pts.

Up to 4 additional Sgts may be purchased at 20pts each for Slammers force ONLY (not Friesland regulars)

Note the changes in Defensive values of Combat cars with open and closed roofs