Huber’s Prime Detachment

Huber’s M9A1 Combat Car

Type: Elite: 3+
Move: Fast, Lt Hover: 30cm
Defence: F 10, S 10, T 8
Weapons: 3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L&R) (see FArcs below);
each of Sh 3(x2°), FP 3/3. 
Replace any 1 weapon with infantry powergun Sh 1, FP 2/2 360 degree
Dead Eye: +1 QR 1 weapon

Defence Systems: Strip mines: Sh 1 all within Close, FP 3/3(3+)
Mine Clearance: Sh 1 at Point Blank 5cm destroys 1 mine counter

VARIANTS
None

FIRING ARCS

Other M9A1 Combat Car

Type: Elite: 3+
Move: Fast, Lt Hover: 30cm
Defence: F 10, S 10, T 8
Weapons: 3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L&R) (see FArcs below);
each of Sh 3(x2°), 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 3/3(3+)
Mine Clearance: Sh 1 at Point Blank 5cm destroys 1 mine counter

VARIANTS
None

FIRING ARCS

Tranter’s M9A1 Combat Car

Type: Elite: 3+
Move: Leadfoot, Lt Hover: 40cm
Pathfinder: Difficult Terrain is clear
Defence: F 10, S 10, T 8
Weapons: 3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L&R) (see FArcs below);
each of Sh 3(x2°), 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 3/3(3+)
Mine Clearance: Sh 1 at Point Blank 5cm destroys 1 mine counter

VARIANTS
None

FIRING ARCS

ELITE SKILLS

Hammer’s Slammers

Lt Arne Huber
LV4+2 (6)
LPs is 2d6 + 4+2 (6)
Elite skills:
Shaper of men (+1QV for 1TU per turn on every roll it makes)
Inspirational Leader (+2 leadership - already included in total)

Sgt Tranter
LV2
LPs is 2d6 + 2
Elite skills:
Pathfinder: all Difficult Terrain becomes Clear Terrain but impassable is still impassable
Leadfoot: Add SLOW (10cm) to all moves

Sgt Deseau
LV2
LPs is 2d6 + 2
Elite skills:
Dead Eye: +1 QR on 1 weapon

LEADERS

Points Costs

Prime combat cars: **550pts** each
Lt Huber: **150pts**
Sgt Tranter or Sgt Deseau: **100pts** each

Up to 2 additional Sergeants (over and above Tranter and Deseau) may be purchased at **20pts** each.

DETACHMENTS

This Detachment is 8 TUs.

Prime Combat Car detachment: 8 combat cars; with Lt Huber and Sgts Tranter and Deseau
Total: **4750pts**

Treat this force as a SINGLE detachment during play. Build a bigger force with an additional detachment from the standard detachment sheet(s) 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.

NOTES

Sgt Deseau is situated in Lt Huber’s Combat Car so, if the car is destroyed the force loses both the Lt and one paid for Insurance Sergeant.

All Combat Cars use the Up-rating Combat Cars fire arcs (UCCF). The Left tribarrel may fire in the LEFT/Red arc, the Right Tribarrel in the RIGHT/Green arc and the FRONT tribarrel in both the Red AND Green arcs.

In addition, if any single weapon mount is lost (or for any other reason), the weapon may be replaced by a single shot infantry weapon (in the slammers case, for example, a powergun rifle: **Sh1 FP 2/2**).