

Huber's Prime Detachment

Hammer's Slammers



28MM

Huber's M9A1 Combat Car

Type	Elite: 3+
Move	Fast, Lt Hover: 30cm
Defence	F 10, S 10, R 10, T 8
Weapons	3 x 2cm tribarrel powerguns, firing LEFT , RIGHT and FRONT (both L&R) (see <i>FARcs</i> 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 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter
VARIANTS	None

FIRING ARCS



Icarus M9A1 Combat Car

Tranter's M9A1 Combat Car

Type	Elite: 3+
Move	Leadfoot , Lt Hover: 40cm
Pathfinder:	Difficult Terrain is clear
Defence	F 10, S 10, R 10, T 8
Weapons	3 x 2cm tribarrel powerguns, firing LEFT , RIGHT and FRONT (both L&R) (see <i>FARcs</i> 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 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter
VARIANTS	None

FIRING ARCS



Icarus M9A1 Combat Car

Other M9A1 Combat Car

Type	Elite: 3+
Move	Fast, Lt Hover: 30cm
Defence	F 10, S 10, R 10, T 8
Weapons	3 x 2cm tribarrel powerguns, firing LEFT , RIGHT and FRONT (both L&R) (see <i>FARcs</i> 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 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter
VARIANTS	None

FIRING ARCS



Icarus M9A1 Combat Car

ELITE SKILLS

For the Whole Detachment:

Each vehicle may
Double tap (Rapid Fire for only 1LP per weapon). * This is noted on the cards as a reminder **Sh 3 (x2*)**
Field Mechanic (a QR success on any damage 1-4 on Damage chart is ignored),
Snapshot (may fire 1 tribarrel at any point in a move),
Hull down (plus one DV from all angles - this is already built into the DV).
Huber's Car only has **Dead Eye: +1 QR on any 1 weapon once per turn**
Tranter's Car only has **Leadfoot**, Add **SLOW** to any move: standard move becomes **40cm**
Pathfinder: ALL Difficult Terrain is clear

LEADERS

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 Deseau

LV2

LPs is 2d6 + 2

Elite skills:

Dead Eye: +1 QR on 1 weapon

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

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**).

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**.