Slammers Prime Armoured Detachment (post 345)

<table>
<thead>
<tr>
<th>M9A7 Combat Car</th>
<th>M2A4UA Blower Tank</th>
<th>M2A4UA “Herman’s Whore”</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong></td>
<td>Elite: 3+</td>
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</tr>
<tr>
<td><strong>Move</strong></td>
<td>Fast, Lt Hover: 15cm</td>
<td>Medium, Hv Hover: 10cm</td>
</tr>
<tr>
<td><strong>Defence</strong></td>
<td>F 11, S 11, R 11, T 9</td>
<td>F 13, S 12, R 11, T 11</td>
</tr>
<tr>
<td><strong>Weapons</strong></td>
<td>3 x 2cm tribarrel</td>
<td>20cm HI powergun: Sh 1(x2*), FP 3/3; 1 x 2cm tribarrel powergun: Sh 3(x2*), FP 3/3.</td>
</tr>
<tr>
<td><strong>Systems</strong></td>
<td>Strip mines: Sh 1 all within Close, FP 3/1 (3+, 6 against ATGW)</td>
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</tr>
<tr>
<td><strong>Mine</strong></td>
<td>Sh 1 at Point Blank 3cm destroys 1 mine counter</td>
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</tr>
</tbody>
</table>

**FIRING ARCS**

- **LEFT**: Sh 1 at Point Blank 3cm destroys 1 mine counter
- **RIGHT**: Sh 1 at Point Blank 3cm destroys 1 mine counter

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**ELITE SKILLS**

*For Whole Detachment:*

Note that - where applicable - these are already noted on the stats, above, for leaders and vehicles

Each vehicle may:

- **Double tap** (Rapid Fire for only 1LP per weapon). *This is noted on the cards as a reminder Sh 3 (x2*) on a tribarrel or Sh 1 (x2*) on a main gun Field Mechanic (a QR success on any damage 1-4 on Damage chart is ignored). If Ortnahme in Herman’s Whore is played he may make a second Field Mechanic roll on just his own vehicle.

- **Snapshot** (may fire 1 weapon at any point in a move),

- **Hull down** (plus one DV from all angles - this is already built into the DV),

- **Communication Technician** (S4): All officers in detachment gain +2 LPs.

- **Enhanced Data Link** (S4): Any TU can passively act as a forward observer for both ATGWs and Artillery.

- **Anti-ATGW Enhanced Data Link** (S4): Any vehicle that is targeted by an ATGW can call on others with LOS of site to bring their own unused systems in to help knock down the missile at -1QR. These weapons would not then be available for other firing within that turn.

- **Using ADS used against missile attacks** (S4): a roll of a 6 destroys incoming ATGW missiles

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**POINTS COSTS**

- M2A4UA tank: 690pts; M4FUA command tank: 715pts; M9A7 combat car: 580pts;

- Herman’s Whore (with Tech Simkins and WO Ortnahme): 755pts;

- June Ranson is 120pts;

Up to 4 additional Sergeants may be purchased at 20pts each.

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**RANKS**

- **Major**: LV10
  - LPs is 2d6 + 12

- **Captain**: LV8
  - LPs is 2d6 + 10

- **Lieutenant**: LV6
  - LPs is 2d6 + 8

- **Sergeant**: LV4
  - LPs is 2d6 + 6

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**LEADERS**

- **Captain Junebug Ranson**
  - LV8 - LV 4 on a d6 1-2
  - LPs is 2d6 + 8+2 (10) or 4+2 (6)
  - **Elite skills:**
    - Tactical Genius
    - (roll 2d6 for initiative and pick the best)
    - Command Material
    - (roll 3d6 for LPs and pick the two best)

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**DETACHMENTS**

Each Detachment is 8 TUs.

- Armour detachment: 4 combat cars, 1 command tank, 3 tanks. **Total: 5105pts**

- Same detachment but make one of the tanks Herman’s Where Blower may be fielded. **Total: 5170pts**

**Add a Lt. to any of these detachments at 60pts.**

All commanders have the Communication Technician advantage (and so cost more). Treat this force as a SINGLE detachment during play. Build a bigger force with an additional duplicate detachment and add a captain (100pts). Add a third detachment and a major (250pts).

- Note only one instance ofa detachment with the Herman’s Whore Blower may be fielded.

- Swap any officer (Lt. Upwards) for Captain June Ransom 120pts; Bowl at the start of every turn to see her level of ‘ability’. On a d6, a roll of 1-2 means she has the lower ability, a 3+ means the higher level of ability.

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