

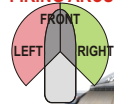
# Slammers Prime Armoured Detachment (post 345)



## M9A7 Combat Car

<b>Type</b>	Elite: 3+
<b>Move</b>	Fast, Lt Hover: <b>15cm</b>
<b>Defence</b>	F 11, S 11, R 11, T 9
<b>Weapons</b>	3 x 2cm tribarrel powerguns, firing <b>LEFT, RIGHT</b> and <b>FRONT</b> (both L&R) (see <b>FArcs</b> below): each of <b>Sh 3(x2*)</b> , <b>FP 3/3</b> <b>▲▲▲</b> Replace any 1 weapon with infantry powergun <b>Sh 1</b> , <b>FP 2/2 360 degree</b>
<b>Defence Systems</b>	Strip mines: <b>Sh 1</b> all within <i>Close</i> , <b>FP 3/1</b> (3+, 6 against ATGW)
<b>Mine Clearance</b>	<b>Sh 1 at Point Blank 3cm</b> destroys 1 mine counter

### FIRING ARCS



Icarus M9A7 Combat Car

## M2A4UA Blower Tank

<b>Type</b>	Elite: 3+
<b>Move</b>	Medium, Hv Hover: <b>10cm</b>
<b>Defence</b>	F 13, S 12, R 11, T 11
<b>Weapons</b>	20cm HI powergun: <b>Sh 1(x2*)</b> , <b>FP 3/9</b> ; 1 x 2cm tribarrel powergun: <b>Sh 3(x2*)</b> , <b>FP 3/3</b> . <b>▲</b>
<b>Defence Systems</b>	Strip mines: <b>Sh 1</b> all within <i>Close</i> , <b>FP 3/1</b> (3+, 6 against ATGW)
<b>Mine Clearance</b>	<b>Sh 1 at Point Blank 3cm</b> destroys 1 mine counter
<b>VARIANTS</b>	
<b>M4FUA Command Tank:</b> same stats but with an additional tribarrel 1 x 2cm tribarrel powergun: <b>Sh 3(x2*)</b> , <b>FP 3/3</b> . <b>▲</b>	



Icarus M2A4UA Blower Tank

## M2A4UA "Herman's Whore"

<b>Type</b>	Elite: 3+
<b>Move</b>	Medium, Hv Hover: <b>10cm</b>
<b>Defence</b>	F 13, S 12, R 11, T 11
<b>Weapons</b>	20cm HI powergun: <b>Sh 1(x2*)</b> , <b>FP 3/9</b> ; 1 x 2cm tribarrel powergun: <b>Sh 3(x2*)</b> , <b>FP 3/3</b> . <b>▲</b> <b>Additional Tribarrel:</b> <b>Fires -1QR</b> 1 x 2cm tribarrel powergun: <b>Sh 3</b> , <b>FP 3/3</b> . <b>FArc only</b>
<b>Defence Systems</b>	Strip mines: <b>Sh 1</b> all within <i>Close</i> , <b>FP 3/1</b> (3+, 6 against ATGW)
<b>Mine Clearance</b>	<b>Sh 1 at Point Blank 3cm</b> destroys 1 mine counter



Field Modified Icarus M2A4UA

## 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

## 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 a 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

## 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)

## DETACHMENTS

Each Detachment is 8 TUs.

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

Same detachment but make one of the tanks *Herman's Whore*. **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 of a 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.

## 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.