### Slammers Prime Armoured Detachment (post 345)

#### M9A7 Combat Car
- **Type**: Elite: 3+
- **Move**: Fast, Lt Hover: 30cm
- **Defence**: F 11, S 11, R 11, T 9
- **Weapons**: 3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L&R) (see F arcs below): each of Sh 3 (x2*), FP 3/3
- **Defence Systems**: Strip mines: Sh 1 all within Close, FP 3/1 (3*, 6 against ATGW)
- **Mine Clearance**: Sh 1 at Point Blank 5cm destroys 1 mine counter

#### M2A4UA Blower Tank
- **Type**: Elite: 3+
- **Move**: Medium, Hv Hover: 20cm
- **Defence**: F 13, S 12, R 11, T 11
- **Weapons**: 20cm HI powergun: Sh 1(x2*), FP 3/9; 1 x 2cm tribarrel powergun: Sh 3(x2*), FP 3/3
- **Defence Systems**: Strip mines: Sh 1 all within Close, FP 3/1 (3*, 6 against ATGW)
- **Mine Clearance**: Sh 1 at Point Blank 5cm destroys 1 mine counter

#### M2A4UA “Herman’s Whore”
- **Type**: Elite: 3+
- **Move**: Medium, Hv Hover: 20cm
- **Defence**: F 13, S 12, R 11, T 11
- **Weapons**: 20cm HI powergun: Sh 1(x2*), FP 3/9; 1 x 2cm tribarrel powergun: Sh 3(x2*), FP 3/3
- **Defence Systems**: Strip mines: Sh 1 all within Close, FP 3/1 (3*, 6 against ATGW)
- **Mine Clearance**: Sh 1 at Point Blank 5cm destroys 1 mine counter

### 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.

### 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 (10) or 4+2 (6)
  - **Elite skills**:
    - **Tactical Genius**
    - **Command Material**
  - (roll 2d6 for initiative and pick the best)

### 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

### DETACHMENTS
- Each Detachment is 8 TUs.
- **Armour detachment**: 4 combat cars, 1 command tank, 3 tanks. **Total: 5105pts**
- **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.

**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).