

Slammers Prime Armoured Detachment (post 345)



6MM

M9A7 Combat Car

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
Defence	F 11, S 11, R 11, T 9
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+, 6 against ATGW)
Mine Clearance	Sh 1 at Point Blank 2cm destroys 1 mine counter

FIRING ARCS



Icarus M9A7 Combat Car

M2A4UA Blower Tank

Type	Elite: 3+
Move	Medium, Hv Hover: 7cm
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 2cm destroys 1 mine counter
VARIANTS	M4FUA Command Tank: same stats but with an additional tribarrel 1 x 2cm tribarrel powergun: Sh 3(x2*), FP 3/3. ▲



Icarus M2A4UA Blower Tank

M2A4UA "Herman's Whore"

Type	Elite: 3+
Move	Medium, Hv Hover: 7cm
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. ▲ Additional Tribarrel: Fires -1QR 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. <i>FArc</i> only
Defence Systems	Strip mines: Sh 1 all within Close, FP 3/1 (3+, 6 against ATGW)
Mine Clearance	Sh 1 at Point Blank 2cm 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.