Slammers Prime Armoured Detachment (post 345)

**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

**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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**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**

  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.