

Hammer's Slammers - Task Force Kuykendall



15MM

M2A1-4 Blower Tank H271

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 12, S 10, R 9, T 9
Weapons	20cm powergun: Sh 1, FP 2/8; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. ⚠

Defence Systems	Strip mines: Sh 1 all within Close, FP 3/1(3+)
-----------------	--

Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
----------------	---

SPECIAL ELITE SKILLS

Snapshot, Dead Eye, Luck, Communications Technician
ALWAYS Rapid Fire (ignore first jam)



Samuel Des Grioux's M2A4 Tank

M2A1-4 Blower Tank

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 12, S 10, R 9, T 9
Weapons	20cm powergun: Sh 1, FP 2/8; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. ⚠

Defence Systems	Strip mines: Sh 1 all within Close, FP 3/1(3+)
-----------------	--

Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
----------------	---

VARIANTS

M2-4F Command Tank: same stats.



Icarus M2A4 Blower Tank

M9A1-3 Combat Car

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 9, R 9, T 7
Weapons	3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L&R) (see FArCs below): each of Sh 3, 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+)
-----------------	--

Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
----------------	---

VARIANTS

M9A4 Command Car: minus 1
Defensive Value on sides and rear.
Weapon 1x 360 tribarrel. ⚠

FIRING ARCS



Icarus M9A2 Combat Car

ELITE SKILLS

Slick Des Grioux

Communication Technician (S4): Officers in detachment gain +2 LPs

Snapshot: Fire ONE direct fire weapon at any point during its movement AND continue to move as normal. Counts as having fired.

Dead-Eye: Fire ONE direct-fire weapon at +1 to hit.

Luck: Slick rolls 1d6 - the total is how many die rolls can be re-rolled during the game including rolls performed by the player's opponent.

Kuykendall

Defensive Stalwart (S2): A temporary increase in QV of ONE level to TWO TUs per turn, but only if the selected units do not move.

Inspirational Leader: This leader inspires loyalty in his men. Add +2 to Leadership Value.

LEADERS & RANKS

Captain Kuykendall

Lv8 LPs is 2d6 + 8

Elite Skill: *Defensive Stalwart; Inspirational Leader*

Lieutenant Carbury

Lv6 LPs is 2d6 + 6 +2*

Elite Skill: **Carbury gets +2 extra LPs for Slick's Electronics Tech skills while he is under control and alive*

Sergeant 'Slick' Des Grioux

Lv0 LPs is 2d6 + 0

Can use Rapid Fire at no cost while under control. When out of control MUST use Rapid Fire. However, Rapid Fire ignore the first 1 rolled (it just counts as a miss) during the game (it doesn't jam the gun). Any additional 1 rolled after the first will count as a destroyed weapon. Of course, he can use his Luck to try and re-roll any subsequent 1 and maybe avoid his gun failing. Slick will NEVER put his tri-barrel in AA mode.

After LPs are determined for the round, the Slammers player must roll a die to maintain control of Slick. The die must be equal to or higher than the current turn to maintain control. The Slammers player may opt to trade a maximum of 2 LP for +1 to the die before rolling. A roll of 6 (or 5 and 6 if the +1 is applied) always succeeds in maintaining control of Slick.

If the Slammer player loses control Slick turns off his radio and falls under the following rules:

When allocating LPs, Slick is ALWAYS given the maximum of 7 LPs (using the 1-2-4 rule, page 113) before any other Slammer unit is allocated LPs. If the Slammer player has less than 7 LPs Slick receives all that are available (If players are using the optional leadership point pool such points are NOT used for Slick's Lps, even if Carbury's detachment moves after Kuykendall's). Note that Slick receives these points even if immobile.

Slick does not have to move EXCEPT he must move if he has no target in LOS. If Slick does not have LOS on an enemy target he MUST move until he obtains LOS on a target. If the nearest target will still be out of LOS Slick must make the maximum move possible with the LPs given to him and get as close as possible. NOTE: If Slick obtains LOS on a target and destroys the target with a snapshot his requirement for obtaining LOS on an enemy is still fulfilled for the turn.

Slick ignores all rules for breaking. He fights until destroyed and will only disengage if both the main gun and tri-barrel are destroyed. If both the main gun and tribarrel are destroyed Slick is removed from the table if mobile. If immobile with all weapons destroyed Slick is considered effectively destroyed. In either case, LPs are no longer assigned to him.

Slick may never be brought 'under control' for the remainder of the game once control is lost.

POINTS COSTS

Blower tank: **500pts**; combat car: **400pts**; command car **200pts**;

Captain Kuykendall is in over all command at **160pts**.

Lt Carbury directly controls the detachment with Des Grioux and receives a +2 LPs while Slick is alive and in control.

Des Grioux has no real leadership skills when in control and may not be a leader at all (does not bowl for LPs - another standard sergeant will take over) when out of control - he costs **120pts**

DETACHMENTS

Each Detachment is 8 TUs.

Kuykendall's detachment: 5 combat cars (M9A1-3); 1 command car; 2 Blower tanks (M2A1-4). **Total: 3410pts** or...

Carbury's detachment: 5 combat cars (M9A1-3); 2 Blower tanks (M2A1-4), Slick's H27 tank. **Total: 3710pts**

Treat this force as two separate detachments.