

Slammers/FDF DETACHMENT post 345TW



Infantry Squad

Type	Elite: 3+ C/As'lt: 4
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2.
Suppress	remove suppression marker (UP TO 5) on 3+

VARIANTS

On **Skimmers Move**: Very Fast, Lt NoE: 25cm with 2cm Ass't Rifle powerguns: Sh 1, FP 2/2, Micro Buzzbombs: Sh 1, FP 1/7 (med range) **White Mice Unit**: 1cm SMG power-guns, Sh 3, FP 1+1/1 (med range) **Grenade Launcher + 2cm powergun Launcher**: Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2. **Tank Hunters: with Assault Rifle** Sh 2, FP 2/2 Micro Buzzbombs: Sh 1, FP 1/7 (med range)



M2A4UA Blower Tank

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 12, S 11, R 10, T 10
Weapons	20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. ⚠

Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)
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Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
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VARIANTS

M4FUA Command Tank: same stats but with an additional tribarrel 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. ⚠



Icarus M2A4UA Blower 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+)
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Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
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VARIANTS

M2-4F Command Tank: same stats.



Icarus M2A4 Blower Tank

M9A7 Combat Car

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 10, S 10, R 10, T 8
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 up to Close 8cm, FP 3/1(3+)
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Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
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VARIANTS

M9A6 Command Car: minus 1
Defensive Value on sides and rear.
Weapon 1x 360 tribarrel. ⚠

FIRING ARCS



Icarus M9A7 Combat Car

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+)
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Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
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VARIANTS

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

FIRING ARCS



Icarus M9A2 Combat Car

A21 Jeep

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 6, S 6, R 6, T 5
Weapons	2cm tribarrel powergun, FArc: Sh 3, FP 3/3. ⚠

VARIANTS

Mortar Jeep: Sh 3, FP 3/1. (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point 10cm.

M6 (obsolete) Combat Car: 2 x 2cm tri-barrels arcs left/front & right/front respectively. ⚠⚠ 1 x 1cm SMG powergun, Sh 3, FP 1/1 firing rear arc only. (short/medium range only).
Defence: F 8, S 7, R 7, T 6.



Fabrique Nationale A21 1100K Jeep

LEADERS & RANKS

Sgt Trace
LV4+2 (6)
LPs is 2d6 + 6
Elite skills:
Inspirational Leader

Lt Bourne
LV6
LPs is 2d6 + 6
Elite skills:
Tactical Genius

Tech Moor
Elite skills:
Comm Technician
Field Mechanic

Sergeant
LV4
LPs is 2d6 + 4

ELITE SKILLS

For the Detachment:
Field Mechanic (a QR success on any damage 1-4 on Damage chart ignored).
Comm Technician (S4): All officers in gain +2 LPs
Inspirational Leader: Add +2 to Leadership Value.
Tactical Genius: When making the leadership roll USE 2d6 and pick the best.
Using ADS used against missile attacks (S4): success on a roll of a simple 6+. **Use on M9 cars and M2UA ONLY**

POINTS COSTS

M2A4UA tank: **560pts**; M4FUA command tank: **585pts**; M9A7 combat car: **450pts**; M9A6 command car: **240pts**; M2A1-4 Blower tank (including command tank): **500pts**; M9A1-3 combat car: **400pts**; Command car **200pts**; jeep with tribarrel or light mortar: **100pts**; Infantry on fast skimmers with micro-buzzbombs: **75pts**; standard infantry: **35pts**; White Mice and grenade launcher equipped infantry: **40pts**, buzzbomb equipped infantry: **45pts**.

The following leaders may be substituted for a regular sergeant
Sgt Trace: + **40pts**;
The following leaders may be added:
Add **Lt Bourne** or **Tech Moor** at + **80pts each**

DETACHMENTS

Each Detachment is 8 TUs and is led by a Sergeant/Lt.

Single mixed Armoured detachment: 1 combat car (M9A1-3); 1 combat car (M9A7); 1 Blower tank (M2A1-4); 1 Blower tank (M2A4UA). 2 infantry TUs (any type). 1 Jeep or other transport for infantry. 1 extra other TU (Blower tank, Combat car or infantry) of any sort. One leader (Sgt/LT)

Additionally: One of the tanks may be a command tank or a command car can be the last added vehicle TU.

Total: 2195pts or up to 3305pts