

# 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

## M53 'Hog' Artillery

Type	Elite: 3+
Move	Slow, Lt Hover: 8cm
Defence	F 9, S 8, R 7, T 7
Weapons	20cm launcher: Sh 1, FP 5/6; QR REDUCE -1 FOR DIRECT FIRE

Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)
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Off Table	6 shots per battery. Not observed: quality -1. Radius from target point 10cm.
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### VARIANTS

**Older 15cm Hog**: on M18 chassis - same stats but: Move: Medium, Lt Hover: 10cm, DV: F 8, S 7, R 7, T



Icarus Industries M53A1 Hog

## LEADERS & RANKS

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

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

**Tech Phillips**  
**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

## 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

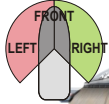
Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)
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Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
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### VARIANTS

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

### FIRING ARCS



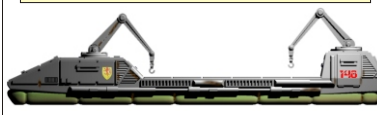
Icarus M9A7 Combat Car

## ACV Infantry Transporter

Type	Elite: 3+
Move	Fast, Hv Hover: 15cm*
Defence	F 6, S 6, R 6, T 6
Weapons	2cm Tribarrel powergun: Sh 3, FP 3/3. Can carry 4TUs of infantry, stores or combat car sized vehicle. No defensive Strip mines

### VARIANTS

**Used as infantry transporter** Same stats but infantry may fire from vehicle. May transport up to 4TUs of infantry (with or without skimmers stowed with them on deck) and all TUs may deploy in one turn. Infantry firing from vehicle count as arcs left and right ONLY: but ALL infantry TUs may fire with any weapons in these arcs.  
 \*When loaded with a Combat Car, speed is reduced to Medium, Heavy Hover: 10cm



Lyon AC E8 "Wrenchmobile"

## 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

## POINTS COSTS

M2A4UA tank: 560pts; M4FUA command tank: 585pts; M9A6 command car: 240pts; hog (on table): 225pts;; M9A7 combat car: 450pts; M9A6 command car: 240pts; jeep with tribarrel or light mortar: 100pts; recovery vehicle: 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 Jenner: + 40pts;**  
 The following leaders may be added:  
 Add **Lt Lee** or **Tech Phillips** at + 80pts each

## DETACHMENTS

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

**Single mixed Armoured detachment**: 1 combat car (M9A7) or Command Car; 1 Blower tank (M2A4UA) or Command Blower Tank. 4 infantry TUs (any type). 1 Jeep or other Recovery transport for infantry. One leader (Sgt/LT)

**Additionally**: One other vehicle or infantry TU: any type

**Total: 1340pts or up to 2025pts**