Infantry Squad

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite:</th>
<th>C/A:1t:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Infantry: 8cm</td>
<td></td>
</tr>
<tr>
<td>Defence</td>
<td>6, Light cov° +1, Heavy +2</td>
<td></td>
</tr>
<tr>
<td>Weapons</td>
<td>2cm Assault Rifle, powersguns: Sh 2, FP 2/2</td>
<td></td>
</tr>
<tr>
<td>Suppress</td>
<td>remove suppression marker (UP TO 5) on 3+</td>
<td></td>
</tr>
</tbody>
</table>

VARIANTS

On Skimmers Move: Fast, Lt NoE: 15cm but still fight as infantry.
White Mice Unit: 1cm SMG powersguns: Sh 3, FP 1+1/1 (short/medium range only).
Grenade Launcher + 2cm powersgun: 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 & Buzzbomb: Sh 1, FP 1/6 (short range only).

FIRING ARCS

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Infantry: 8cm</td>
</tr>
<tr>
<td>Defence</td>
<td>5, S 9, 8, R 9, T 7</td>
</tr>
<tr>
<td>Weapons</td>
<td>3 x 2cm tribal powerguns, firing LEFT, RIGHT and FRONT (both L/R) (see F/ArCs below): each of Sh 3, FP 3/3.</td>
</tr>
</tbody>
</table>

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.

M2A1-4 Blower Tank

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: 3+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Medium, Hv Hover: 10cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 12, S 10, R 9, T 9</td>
</tr>
<tr>
<td>Weapons</td>
<td>20cm powergun: Sh 1, FP 2/8, 1 x 2cm tribal powergun, Sh 3, FP 3/3.</td>
</tr>
</tbody>
</table>

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.

LEADERS

Sgt Major Scratchard

LV4

LPs is 2d6 + 4

Elite skills:

Dead Eye, Snap shot.

May be an Insurance Sgt

RANKS

Sergeant

LV4

LPs is 2d6 + 4

Elite skills:

Dead Eye, Snap shot

TROOPS

Each Troop is 4 TUs and is led by a Sergeant.

All Arms troop: 1 combat car (M9A1-3); 1 Blower tank (M2A1-4), 1 tribal power, 1 TUs of Infantry (of any sort, including Infantry on skimmers).

Total: 1035pts (or 1040pts with non standard infantry or 1050pts for infantry on Skimmers) or...

Single Armoured troop: 2 combat cars (M9A1-3); 1 command car; 1 Blower tank (M2A1-4).

Total: 1500pts or...

Single Tank troop: 1 Blower command tank; 3 Blower tanks.

Total: 2000pts or...

Single Combat Car troop: 3 combat cars; 1 command car. Total: 1400pts or...

Single Infantry troop: 4 TUs of Infantry : 2 regular with powersguns, 1 with grenade launchers, 1 Tank Hunters.

Total: 150pts or...

Single Mobile Infantry troop: 1 mortar jeep, 1 tribal power, 2 TUs of Infantry on skimmers.

Total: 300pts or...

‘White Mice’ Command troop: 1 command car; 1 up-armoured combat car (M9A7); 1 ‘White Mice infantry TU with SMGs, 1 ‘White Mice infantry TU with Grenade launchers.

Total: 730pts

Add a Sergeant. to any of these troops at 20pts.

Treat this force as a SINGLE troop during play. Build a bigger force by replacing the troop with a detachment and/or adding additional detachments. A Lieutenant commands a single detachment (40pts), a captain (80pts) two detachments. Add a third detachment and a major (200pts).

See the Hammer’s Slammers Big Detachment Cards for details and more options.

POINTS COSTS

Blower tank (including command tank): 500pts; combat car: 400pts; command car 200pts; obsolete combat cars: 250pts; hog (on table): 225pts; jeep with tribal or light mortar: 100pts; standard infantry: 35pts; infantry with skimmers: 50pts; other Infantry: 40pts;

The following leaders may be substituted for a regular sergeant as scenarios permit. They bring with them specialist elite skills and - instead of paying 20pts - they are costed as follows:

Sgt Major Scratchard: 50pts, Sergeant Sparrow: 40pts.