Hammer’s Slammers: TROOP

Infantry Squad

Type: Elite; 3+ C/As’t: 4
Move: Infantry: 15cm
Defence: 6, Light cov’ +1, Heavy +2
Weapons: 2cm Assault Rifle
powerguns: Sh 2, FP 2/2.
Supress: remove suppression marker (UP TO 3) on 3+

M9A1-3 Combat Car

Type: Elite
Move: Fast, Lt Hover: 30cm
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: Strip mines: Sh 1 all within close, FP 3/1(3+).
Mine Clearance: Sh 1 at Point Blank 5cm destroys 1 mine counter

M2A1-4 Blower Tank

Type: Elite: 3+
Move: Medium, Hv Hover: 20cm
Defence: F 12, S 10, R 9, T 9
Weapons: 20cm powergun:
S 1, FP 2/8: 1 x 2cm tribarrel powergun.
Sh 3, FP 3/3.
Defence: Strip mines: Sh 1 all within Close, FP 3/1(3+).
Mine Clearance: Sh 1 at Point Blank 5cm destroys 1 mine counter

VARIANTS

On Skimmers Move: Fast, Lt NoE: 30cm but still fight as infantry.
White Mice Unit: 1cm SMG powerguns, Sh 3, FP 1+1/1 (short/medium range only).
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 & Buzzbomb: Sh 1,FP 1/6 (short range only).

M9A2 Combat Car

Type: Elite: 3+
Move: Fast, Lt Hover: 30cm
Defence: F 9, S 9, R 9, T 7
Powerguns, firing LEFT, RIGHT and FRONT (both L/R) (see FArcs below):
each of Sh 3, FP 3/3.
Defence: Strip mines: Sh 1 all within close, FP 3/1(3+).
Mine Clearance: Sh 1 at Point Blank 5cm destroys 1 mine counter

M9A3 Command Car: minus 1
Defensive Value on sides and rear.
Weapon 1x 360 tribarrel.

A21 Jeep

Type: Elite: 3+
Move: Fast, Lt Hover: 30cm
Defence: F 6, S 6, R 6, T 5
Weapons: 2cm tribarrel powergun,
F Arc: Sh 3, FP 3/3.

VARIANTS

GTA 2: 20cm powergun.

Fabrique Nationale A21 1100K Jeep

Type: Elite: 3+
Move: Fast, Lt Hover: 30cm
Defence: F 6, S 6, R 6, T 5
Weapons: 2cm tribarrel powergun,
F Arc: Sh 3, FP 3/3.

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 tribarrel jeep, 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 powerguns, 1 with grenade launchers, 1 Tank Hunters.
Total: 150pts or...

Single Mobile Infantry troop: 1 mortar jeep, 1 tribarrel jeep, 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.

TROOPS

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.

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

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