HAMMER’S SLAMMERS: TROOP

LEADERS

Sheet 1

REVISED 2 22/09/13

FIRING ARCS

RIGHT

INFANTRY

Infantry Squad

Type
Elite: 3+ C/As’t: 4
Move
Infantry: 5cm
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

In Skimmers Move: Fast, Lt NoE: 10cm but still fire as infantry. White Mice Unit: 1 cm SMG powerguns, Sh 3, FP 3/1 (short/medium range only). Grenade Launcher + 2cm powergun Launcher: Sh 1, FP 3/1 + 2cm, (no short range). Powerguns 1 Sh, FP 2/2 Tank Hunters: with Assault Rifle Sh 2, FP 2/2 & Buzzbomb: Sh 1, FP 1/6 (short range only).

M2A1-4 Blower Tank

Type
Elite: 3+
Move
Medium, Hv Hover: 7cm
Defence
F 12, S 10, R 9, T 9
Weapons
20cm powergun: Sh 3, FP 3/3.

VARIANTS

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

Mine
Clearance
Sh 1 at Point Blank 2cm destroys 1 mine counter

VARIANTS

M2-4F Command Tank: same stats.

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 tri-barrel jeep, 1 TUs of Infantry (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;

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 tri-barrel 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.

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.

Blower tank (including command tank): 500pts; combat car:

400pts; command car 200pts; obsolete combat cars: 250pts; hog (on table): 225pts; jeep with tri-barrel 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.

Sgt Major Scratchard

LV4

LPs is 2d6 + 4

Elite skills:

Dead Eye, Snapshot.

May be an Insurance Sgt

Sergeant

Sparrow

LV4

LPs is 2d6 + 4

Elite skills:

Snapshot, Dead-Eye

RANKS

Sergeant

LV4

LPs is 2d6 + 4

Sergeant Sparrow

LV4

LPs is 2d6 + 4

Elite skills:

Snapshot, Dead-Eye

Points Costs

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