

Hammer's Slammers: TROOP

Sheet 1



6MM

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

On **Skimmers** Move: Fast, Lt NoE: 10cm 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).



Infantry

Hammer's Slammers

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 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+)
-----------------	--

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

VARIANTS

M2-4F Command Tank: same stats.



Icarus M2A4 Blower Tank

M9A1-3 Combat Car

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
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+)
-----------------	--

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

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: 10cm
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 7cm.

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

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

Sergeant Sparrow LV4

LPs is 2d6 + 4

Elite skills:

Snapshot,

Dead-Eye

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 TU 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.

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 tribarrel 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.