Slammers/FDF TRANSITIONAL TROOP post 345TW

M2A4UA Blower Tank

Infantry	Squad
Туре	Elite: 3+ C/As'lt: 4
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
	2cm Assault Rifle Sh 2, FP 2/2.
Suppress	remove suppression marker (UP TO 5) on 3+
NoE: 25cm powerguns: Buzzbombs. White Mice guns, Sh 3, Grenade La Launcher: S short range Tank Hunte	rs Move: Very Fast, Lt with 2cm Ass'lt Rifle Sh 1, FP 2/2, Micro : Sh 1, FP 1/7 (med range) Unit: 1cm SMG power- FP 1+1/1 (med range) uncher + 2cm powergun h 1, FP 3/1 + 2cm. (no e); Powergun 1 Sh, FP 2/2. rs: with Assault Rifle 2 Micro Buzzbombs: Sh 1, 1 range)
-	Infantry
- Chan	

M9A7 Combat Car

Hammer's Slammers

	Inout out	
Туре	Elite: 3+	T
Move	Fast, Lt Hover: 15cm	Μ
Defence	F 10, S 10, R 10, T 8	D
powerguns, FRONT (bot each of Sh Replace any	3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A A 1 weapon with infantry h 1, FP 2/2 360 degree	V po F ea Re po
Defence Systems	Strip mines, Sh 1 all up to <i>Close</i> 8cm, FP 3/1(3+)	De Sy
Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter	M Cl
Defensive V	nand Car: minus 1 Value on sides and rear. 360 tribarrel.	V/ MS De W
FIRING ARCS		FIF

Icarus M9A7 Combat Car

	Biower runn	IVIZA I-4	DIC
Туре	Elite: 3+	Туре	Eli
Move	Medium, Hv Hover: 10cm	Move	M
Defence	F 12, S 11, R 10, T 10	Defence	F
Weapons	20cm HI powergun:	Weapons	20
); 1 x 2cm tribarrel Sh 3, FP 3/3.	Sh 1, FP 2	<mark>/8</mark> ; 1
periorgani e		powergun:	Sn (
Defence Systems	Strip mines, Sh 1 all up to <i>Close</i> 8cm, FP 3/1(3+)	Defence Systems	St w
Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter	Mine Clearanc	e de
	mmand Tank: same stats	VARIANT	
but with an a	additional tribarrel 1 x 2cm	M2-4F Cor	nma
tribarrel pov	wergun: Sh 3, FP 3/3. 🛕		
D R		Ten P	
Ica	rus M2A4UA Blower Tank		lca
	rus M2A4UA Blower Tank Combat Car	A21 Jee	
		A21 Jee	
M9A1-3 (Combat Car		эр
M9A1-3 (Type	Combat Car Elite: 3+	Туре	ep El
M9A1-3 (Type Move	Combat Car Elite: 3+ Fast, Lt Hover: 15cm	Type Move	ep El Fa
M9A1-3 (Type Move Defence Weapons powerguns,	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and	Type Move Defence	EI Fa F 20
M9A1-3 (Type Move Defence Weapons powerguns, FRONT (bot each of Sh 3	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3.	Type Move Defence Weapons FArc: Sh S	El Fa 5 20 3, FP
M9A1-3 (Type Move Defence Weapons powerguns, FRONT (bot each of Sh Replace any	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3.	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je	EI Fa 5 20 3, FP
M9A1-3 (Type Move Defence Weapons powerguns, FRONT (bot each of Sh 3 Replace any powergun S	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A 1 weapon with infantry h 1, FP 2/2 360 degree	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). C	EI Fa F 20 3, FP S ep: 6 bbser
M9A1-3 (Type Move Defence Weapons powerguns, FRONT (bot each of Sh 3 Replace any	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3.	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). C line of sigh Not observ	El Fa Fa S 200 S FP S CS CS CS CS CS CS CS CS CS CS CS CS C
M9A1-3 (Type Move Defence Weapons powerguns, FRONT (bot each of Sh 3 Replace any powergun S Defence Systems	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A 1 weapon with infantry h 1, FP 2/2 360 degree Strip mines: Sh 1 all within Close, FP 3/1(3+)	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). C line of sigh Not observ target poir	El Fa Fa C S C S C S C S C S C S C S C S C S C
M9A1-3 (Type Move Defence Weapons Powerguns, FRONT (bot each of Sh Replace any powergun S Defence Systems Mine	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A 1 weapon with infantry h 1, FP 2/2 360 degree Strip mines: Sh 1 all within Close, FP 3/1(3+) Sh 1 at Point Blank 3cm	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). C line of sigh Not observ target poir M6 (obso tri-barrels	El Fa F S 200 S CS CS CS CS CS CS CS CS CS CS CS CS C
M9A1-3 (Type Move Defence Weapons Powerguns, FRONT (bot each of Sh Replace any powergun S Defence Systems Mine	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A 1 weapon with infantry h 1, FP 2/2 360 degree Strip mines: Sh 1 all within Close, FP 3/1(3+) Sh 1 at Point Blank 3cm destroys 1 mine counter	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). Co line of sigh Not observ target poir M6 (obsol tri-barrels respective	El Fa F S 2003, FP S S S S S S S S S S S S S S S S S S S
M9A1-3 (Type Move Defence Weapons powerguns, FRONT (bot each of Sh 3 Replace any powergun S Defence Systems Mine Clearance VARIANTS M9A4 Comm	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A 1 weapon with infantry h 1, FP 2/2 360 degree Strip mines: Sh 1 all within Close, FP 3/1(3+) Sh 1 at Point Blank 3cm destroys 1 mine counter mand Car: minus 1	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). Co line of sigh Not observ target poir M6 (obsol tri-barrels respective powergun,	El Fa F S 2c S CS CS CS CS CS CS CS CS CS CS CS CS C
M9A1-3 (Type Move Defence Weapons powerguns, FRONT (bot each of Sh 3 Replace any powergun S Defence Systems Mine Clearance VARIANTS M9A4 Comp Defensive V	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A 1 weapon with infantry h 1, FP 2/2 360 degree Strip mines: Sh 1 all within Close, FP 3/1(3+) Sh 1 at Point Blank 3cm destroys 1 mine counter mand Car: minus 1 Yalue on sides and rear.	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). Co line of sigh Not observ target poir M6 (obsol tri-barrels respective	El Fa F S 2c S S CS CS CS CS CS CS CS CS CS CS CS CS
M9A1-3 (Type Move Defence Weapons powerguns, FRONT (boo each of Sh3 Replace any powergun S Defence Systems Mine Clearance VARIANTS M9A4 Comp Defensive V Weapon 1x	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A 1 weapon with infantry h 1, FP 2/2 360 degree Strip mines: Sh 1 all within Close, FP 3/1(3+) Sh 1 at Point Blank 3cm destroys 1 mine counter mand Car: minus 1 falue on sides and rear. 360 tribarrel.	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). C line of sigh Not observ target poir M6 (obso tri-barrels respective powergun, only. (sho	El Fa F S 2c S S CS CS CS CS CS CS CS CS CS CS CS CS
M9A1-3 (Type Move Defence Weapons powerguns, FRONT (bot each of Sh 3 Replace any powergun S Defence Systems Mine Clearance VARIANTS M9A4 Comp Defensive V	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A 1 weapon with infantry h 1, FP 2/2 360 degree Strip mines: Sh 1 all within Close, FP 3/1(3+) Sh 1 at Point Blank 3cm destroys 1 mine counter mand Car: minus 1 Yalue on sides and rear.	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). C line of sigh Not observ target poir M6 (obso tri-barrels respective powergun, only. (sho	El Fa F S 2c S S CS CS CS CS CS CS CS CS CS CS CS CS
M9A1-3 (Type Move Defence Weapons powerguns, FRONT (boo each of Sh 3 Replace any powergun S Defence Systems Mine Clearance VARIANTS M9A4 Comp Defensive V Weapon 1x	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A 1 weapon with infantry h 1, FP 2/2 360 degree Strip mines: Sh 1 all within Close, FP 3/1(3+) Sh 1 at Point Blank 3cm destroys 1 mine counter mand Car: minus 1 falue on sides and rear. 360 tribarrel.	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). C line of sigh Not observ target poir M6 (obso tri-barrels respective powergun, only. (sho	EI Fa F S 2cc S S CS CS CS CS CS CS CS CS CS CS CS CS
M9A1-3 (Type Move Defence Weapons Powerguns, FRONT (bot each of Sha Replace any powergun S Defence Systems Mine Clearance VARIANTS M9A4 Comp Defensive V Weapon 1x	Combat Car Elite: 3+ Fast, Lt Hover: 15cm F 9, S 9, R 9, T 7 3 x 2cm tribarrel firing LEFT, RIGHT and th L&R) (see FArcs below): 3, FP 3/3. A A 1 weapon with infantry h 1, FP 2/2 360 degree Strip mines: Sh 1 all within Close, FP 3/1(3+) Sh 1 at Point Blank 3cm destroys 1 mine counter mand Car: minus 1 falue on sides and rear. 360 tribarrel.	Type Move Defence Weapons FArc: Sh 3 VARIANT Mortar Je range). C line of sigh Not observ target poir M6 (obso tri-barrels respective powergun, only. (sho	EI Fa F S 2cc S S CS CS CS CS CS CS CS CS CS CS CS CS

Icarus M9A2 Combat Car

Туре	
	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 12, S 10, R 9, T 9
	20cm powergun: 3; 1 x 2cm tribarrel 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 3cm destroys 1 mine counter
₩2-4F Com	mand Tank: same stats.
<u>s</u> , bm	Icarus M2A4 Blower Tanl
Туре	Elite: 3+
Type Move	Elite: 3+ Fast, Lt Hover: 15cm
Move Defence	Elite: 3+ Fast, Lt Hover: 15cm F 6 , S 6 , R 6 , T 5
Type Move	Elite: 3+ Fast, Lt Hover: 15cm F 6 , S 6 , R 6 , T 5 2cm tribarrel powergun,
Type Move Defence Weapons FArc: Sh 3, VARIANTS Mortar Jee range). Ob line of sight, Not observe target point M6 (obsole tri-barrels ar respectively powergun, S only. (shor	Elite: 3+ Fast, Lt Hover: 15cm F 6, S 6, R 6, T 5 2cm tribarrel powergun, FP 3/3.

M2A1-4 Blower Tank



Sqt Dubois LV4+2 (6) LPs is 2d6 + 6 Elite skills: Inspirational Leader

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

Tech Duan 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 is ignored). Comm Technician (S4): All officers in detachment gain +2 LPs Inspirational Leader: Add +2 to Leadership Value. Tactical Genius: When making the leadership roll to determine turn order, the player may roll 2d6 and pick

the one he wishes to use.

Fabrique Nationale A21 1100K Jeep



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

Single Armoured troop: 1 combat car (M9A1-3); 1 combat car (M9A7); 1 Blower tank (M2A1-4); 1 Blower tank (M2A4UA). Plus a standard Sergeant.

Additionally, 1 command car or 1 jeep may be assigned to a troop. One of the tanks may be a command tank.

Total: 1930pts or up to up to 2195pts

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

M2A4UA tank: 560pts; M4FUA command tank: 585pts; M9A7

tank (including command tank): 500pts; M9A1-3 combat car:

400pts; Command car 200pts; jeep with tribarrel or light mortar: 100pts: Infantry on fast skimmers with micro-buzzbombs: 75pts;

combat car: 450pts; M9A6 command car: 240pts; M2A1-4 Blower

POINTS COSTS

Sgt Dubois: + 40pts; The following leaders may be added:

Add Lt Mary Margulies or Tech Duan at + 80pts each