

## FUBAR HAMMER'S SLAMMERS

### Introduction for HS Players

These are a few simple lists for small unit actions in the Hammer's Slammers universe.

Their role is advisory rather than as strict rules.

### Weapons

HS is full of weird and wonderful weaponry, Much of it though fills similar operational and tactical functions to those weapons described in the main FUBAR rules. Thus whenever a seemingly new weapon type is listed, the FUBAR equivalent is then listed in brackets beside it.

### Armour

In Hammer's Slammers many troops have some sort of effective personnel armour. This is represented by giving these troops an armour saving throw {like a vehicle}. This saving throw is taken before any hits are assigned by the defending player.

### Hover Propulsion

Many of the vehicles from bikes to tanks use Hover craft like technology for propulsion. Vehicles which state their Hover in their

description have the following bonuses:

- Can move up to 6" and fire all weapons.
- Can move up to 12" and fire one weapon
- Can move up to 16" and cannot fire.

Hover propelled vehicles are not hampered by difficult or rough terrain.

### The Slammers

The Slammers are classed as Elite.

### Infantry

Although the Slammers are a armoured regiment, they still have use for solid Infantry sections. An Infantry section is a 4 man team. Infantry are armed with 2cm Powerguns {Assault Rifles} and equipped with combat armour {save 6+}. One member of the team may be armed with a Buzzbomb launcher {RPG}.

### A21 Combat Jeep

A small two man Hover IFV. Is equipped with a 3cm Powergun {LMG} and has Light Armour.

### M9 Combat Car

A four crew Hover IFV, is equipped with three 3cm Powerguns {LMG} and has Medium Armour.

### M2A4 Blower Tank

The main Hover MBT of the Slammers is armed with a 20cm Powergun {Hvy Cannon}, a 2cm Tri Barrelled Powergun {HMG} and has Heavy Armour.

### Texian 101<sup>st</sup> Airborne

Texian 101<sup>st</sup> are classed as Veteran.

### Infantry

101<sup>st</sup> Airborne Infantry come in infantry sections of 4 man teams.

They are armed with 2cm Powerguns {Assault Rifles} and equipped with combat armour {save 6+}. One member of the team may be armed with a Buzzbomb Launcher {RPG} or light support weapon {LMG}.

### Lockheed Sioux Gunship

Flying Aerial attack vehicle with a 2cm Tri barrelled Powergun {HMG} and 2 osmium cone bore penetrator cannons {Light AT Gun} and has a armour save of 3+.

### Lockheed Trailblazer Carrier

Flying Aerial Transport with a 2cm tri barrelled Powergun {HMG} and

has a armour save of 3+. Can transport 3 Infantry sections.

### Terran Starmarines

Terran Starmarines are classed as Elite.

### Infantry

Terran Starmarines come in Infantry sections of 4 man teams. They are armed with 2cm Powerguns and equipped with Heavy Combat Armour {save 5+}. One member of the team may be armed with a Micro Missile Launcher {Light AT Gun}.

### HALO HSAG16 Heavy APC

A Hover APC, is armed with 2cm tri barrelled Powergun {HMG} and a Kestrel ATGW {Lt Cannon} and has Heavy Armour and can transport 2 infantry sections.

### HALO HSAG13 Angel

A Hover MBT, is armed with a tri barrelled 2cm tri barrelled Powergun {HMG}, a Kestrel ATGW {Lt Cannon} and a twin barrel 10cm Powergun {Hvy Cannon} and has Heavy Armour.