

# **Slammin' Mercs**

**A Strike Legion® Army List**

**Version 1.0**

These rules have been written for use with Old Crow Models' Hammer's Slammers lines of miniatures. Please visit the Old Crow Models website (<http://www.oldcrowmodels.co.uk>) for figure images and brief descriptions.

## **Special Rules**

1. The M2-series tanks may not move across Water terrain unless across a bridge/roadway.
2. Rules for items included but not described here (SMART and Ammo Bins) will appear in the **Strike Legion: Skunk Works** book due out in Spring 2011. In the meantime, the M53A1 'Hog' should be treated as having a normal ART weapon and be reduced to 172 points. Ammo Bins should be treated as Troop Bays.
3. This list will be updated periodically to include existing 15mm versions of vehicles not yet presented, as well as new additions in both 6mm and 15mm figure scales.

## **Platoon Organizations**

Tank Platoon: 4x M2-series tanks. All tanks must be the same make and may not have the -F (Command tank series) designation.

Tank Destroyer Platoon: 4x M12A1 Tank Destroyers.

Combat Car Section: 3x M9A1 OR M9A7 Combat Cars. All Cars must be the same make

Command Car Section: 1x M9A4C Command Car and 2x M9A1 OR M9A7.

AA Section: 3x M9 Calliope.

Transport Section: 4x M9A14 Crew Cars.

Artillery Section: 3x M53A1 'Hog' Artillery vehicles.

Command Tank Section: 2x M2 F-series tanks. Both must be the same make.

Combat Car Platoon: 1x Command Car Section and 1x Combat Car Section.

Infantry Platoon: 4x Skimmer Infantry Squads OR Dismounted Infantry Squads and one Leader Team. One A21 Jeep Section and one A21M Jeep Mortar Section are also fielded with each infantry platoon.

Artillery Battery: 2x Artillery Sections plus one platoon of 2x A21C Cargo Jeeps.

## **Company Organizations**

Tank Company: 4x identical Tank Platoons OR 4x Tank Destroyer Platoons and 1x Command Tank Section.

Combat Car Company: 4x Combat Car Platoons and one platoon of 2x Command Cars.

Infantry Company: 4x identical Infantry platoons and one or two Leader Teams. A Dismounted Infantry company may add two Transport Sections.

## **Training and C2**

All forces are *Veteran* with *Superior* C2 ratings (point increases are not factored into the point values on the Data Cards).

**Tech Level:** 6.

**M2A1 HEAVY TANK**

PV: 185

MV: 10"/Hover Sig: 3 EW: 8 Def: 10

AT Gauss (d8)(T) 10/20/35/50  
AP (d6)(T) 4/8/14/20Basic Sharmor  
T: 6/6/6  
H: 6/5/5**SYSTEMS**CDS  
MCS (d10)  
Vulcan III**MUNITIONS****NOTES****M2A2 MISSILE TANK**

PV: 187

MV: 10"/Hover Sig: 3 EW: 8 Def: 10

AT Gauss (d6-1)(T) 6/12/21/30  
6x ATM (d8) 8/16/28/40Basic Sharmor  
T: 6/5/6  
H: 6/5/5**SYSTEMS**CDS  
MCS (d10)  
Reload Rack  
2x ATM  
Vulcan III**MUNITIONS**

ATM	Reload
1. 000000	0
2. 000000	0
3. 000000	0
4. 000000	0

**NOTES****M2A3 LASER TANK**

PV: 185

MV: 10"/Hover Sig: 3 EW: 8 Def: 10

AT Laser (d8)(T) 10/20/35/50  
AP (d6)(T) 4/8/14/20Basic Sharmor  
T: 6/6/6  
H: 6/5/5**SYSTEMS**CDS  
MCS (d10)  
Vulcan III**MUNITIONS****NOTES****M2A4 HEAVY TANK**

PV: 199

MV: 10"/Hover Sig: 3 EW: 10 Def: 10

AT Gauss\* (d8)(T) 10/20/35/50  
AA Gauss (d4)(T) 4/8/14/20Basic Sharmor  
T: 6/6/6  
H: 6/5/5**SYSTEMS**CDS  
MCS (d10)  
Vulcan III**MUNITIONS****NOTES**

\*Rapid Fire

**M2A2F COMMAND TANK**

PV: 186

MV: 10"/Hover Sig: 3 EW: 8 Def: 10

AT Gauss (d8)(T) 10/20/35/50  
AP (d6)(T) 4/8/14/20Basic Sharmor  
T: 6/6/6  
H: 6/5/5**SYSTEMS**CDS  
Command Package  
MCS (d10)  
Vulcan III**MUNITIONS****NOTES****M2A4F COMMAND TANK**

PV: 200

MV: 10"/Hover Sig: 3 EW: 10 Def: 10

AT Gauss (d8)(T) 10/20/35/50  
AP (d6)(T) 4/8/14/20Basic Sharmor  
T: 6/6/6  
H: 6/5/5**SYSTEMS**CDS  
Command Package  
MCS (d10)  
Vulcan III**MUNITIONS****NOTES****M2A4UA HEAVY TANK**

PV: 208

MV: 10"/Hover Sig: 3 EW: 10 Def: 11

AT Gauss\* (d8)(T) 10/20/35/50  
AA Gauss (d4)(T) 4/8/14/20Basic Sharmor  
T: 6/6/6  
H: 6/6/6**SYSTEMS**CDS  
MCS (d10)  
Vulcan III**MUNITIONS****NOTES**

\*Rapid Fire

**M2A4UAF COMMAND TANK**

PV: 209

MV: 10"/Hover Sig: 3 EW: 10 Def: 11

AT Gauss\* (d8)(T) 10/20/35/50  
AP (d4)(T) 4/8/14/20  
AP (d4)(FF) 4/8/14/20Basic Sharmor  
T: 6/6/6  
H: 6/6/6**SYSTEMS**CDS  
Command Package  
MCS (d10)  
Vulcan III**MUNITIONS****NOTES**

\*Rapid Fire



**M2A7 HEAVY TANK**

PV: 207

MV: 10"/Hover Sig: 3 EW: 10 Def: 10

AT Gauss\* (d8)(T) 10/20/35/50  
 AT Gauss (d4)(R) 5/10/17/25  
 AP (d4)(T) 4/8/14/20

Basic Sharmor  
 T: 6/6/6  
 H: 6/5/5

**SYSTEMS**

CDS  
 MCS (d10)  
 Vulcan III

\*Rapid Fire

**MUNITIONS****NOTES****M12A1 TANK DESTROYER**

PV: 150

MV: 10"/Hover Sig: 3 EW: 8 Def: 10

AT Gauss\* (d10)(FF) 10/20/35/50

Basic Sharmor  
 H: 6/5/5

**SYSTEMS**

CDS  
 MCS (d10)  
 Vulcan III

\*Rapid Fire

**MUNITIONS****NOTES****M53A1 'HOG' ARTILLERY VEHICLE**

PV: 192

MV: 8"/Hover Sig: 3 EW: 10 Shields: 0 Def: 9

SMART (d10)(T) Range 40/60 AoE: 2"

Basic Sharmor  
 T: 5/5/4  
 H: 6/5/4

**SYSTEMS**

CDS  
 Vulcan III

**MUNITIONS**

Smk (D3) Sub (D5)  
 1. 0 0  
 2. 0 0  
 3. 0 0

**NOTES****M9A1 COMBAT CAR**

PV: 118

MV: 13"/Hover Sig: 3 EW: 8\* Def: 9

AP (d5)(SL) 4/8/14/20  
 AP (d5)(SR) 4/8/14/20  
 AP (d6)(FF) 4/8/14/20

Basic Sharmor  
 H: 5/4/4

**SYSTEMS**

CDS  
 MCS (d8)  
 Vulcan III

**MUNITIONS****NOTES**

\*Fixed DEW

**M9A4C COMMAND CAR**

PV: 99

MV: 13"/Hover Sig: 3 EW: 8\* Def: 9

AP (d6)(T) 4/8/14/20

Basic Sharmor  
 H: 5/4/4

**SYSTEMS**

CDS  
 Command Package  
 MCS (d8)  
 Vulcan III

**MUNITIONS****NOTES**

\*Fixed DEW

**M9A14 CREW CAR**

PV: 89

MV: 13"/Hover Sig: 3 EW: 8\* Def: 9

AP (d6)(T) 4/8/14/20

Basic Sharmor  
 H: 5/4/4

**SYSTEMS**

CDS  
 Troop Bay (1)  
 Vulcan III

**MUNITIONS****NOTES**

\*Fixed DEW

**M9A7 COMBAT CAR**

PV: 130

MV: 13"/Hover Sig: 3 EW: 8\* Def: 10

AP (d5)(SL) 4/8/14/20  
 AP (d5)(SR) 4/8/14/20  
 AP (d6)(FF) 4/8/14/20

Basic Sharmor  
 H: 5/5/5

**SYSTEMS**

CDS  
 MCS (d8)  
 Vulcan III

**MUNITIONS****NOTES**

\*Fixed DEW

**M9 CALLIOPE**

PV: 124

MV: 13"/Hover Sig: 3 EW: 8 Def: 9

Quad AA Gauss (d6)(T) 8/16/28/40

Basic Sharmor  
 H: 5/4/4

**SYSTEMS**

CDS  
 Vulcan III

**MUNITIONS****NOTES**

Open Topped

\*Fixed DEW



**A21 JEEP** **PV: 44**

MV: 14"/Hover Sig: 5 EW: 6\* Def: 7


AP (d6)(FF) 4/8/14/20 Basic Sharmor  
H: 3/2/2

**SYSTEMS**

CDS  
Troop Bay (1)  
Vulcan III

**MUNITIONS**

**NOTES**  
Open Topped  
\*Fixed DEW



**A21C CARGO JEEP** **PV: 35**

MV: 14"/Hover Sig: 5 EW: 6\* Def: 7


Ammo Bin (2) Basic Sharmor  
H: 3/2/2

**SYSTEMS**

CDS  
Vulcan III

**MUNITIONS**

**NOTES**  
Open Topped  
\*Fixed DEW



**A21M MORTAR JEEP** **PV: 43**

MV: 14"/Hover Sig: 5 EW: 6\* Def: 7

MTR (d8)(FR) Range: 20/30 AoE: 1" Basic Sharmor  
H: 3/2/2


**SYSTEMS**

CDS  
Vulcan III

**MUNITIONS**

Smoke (D3)  
1. 0  
2. 0

**NOTES**  
Open Topped  
\*Fixed DEW




**DISMOUNTED INFANTRY (2TEAMS) PV: 34**

MV: 6"/Foot Defense: 8

AP (d6) 3/6/10/15 **NOTES**  
Personnel Target

**ATTRIBUTES**

CCW  
Rapid Fire



**SKIMMER INFANTRY (2TEAMS) PV: 38**

MV: 10" Assist/Hover Defense: 8

AP (d6) 3/6/10/15 **NOTES**  
Personnel Target

**ATTRIBUTES**

CCW  
Rapid Fire

