

Foster's Mercenaries (Post TW335)



15MM

Infantry Squad

Type	Veteran: 4+ C/As'l't: 3
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	High Tech Assault Rifle: Sh 2, FP 1/1,
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

Tank Hunters: with High Tech Assault Rifle: Sh 2, FP 1/1, and Buzzbombs: Sh 1, FP 1/7 (Maximum range: Medium)



Support Infantry

Fosters

Centurion 800 Calliope

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	Calliope: 9 x 3cm Powergun: Sh 9, FP 3/4 ⚠️ Carries 1TU of Infantry

VARIANTS

Artillery Variant: 10cm launcher: Sh 1, FP 4/4 REDUCE -1 QR FOR DIRECT FIRE plus 2cm Tribarrel powergun: Sh 3, FP 3/3. ⚠️



Centurion C800 Calliope

Centurion 202 Contoller

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	2cm Tribarrel powergun: Sh 3, FP 3/3 ⚠️ Carries NO Infantry

NOTE:

When in use, the control vehicle gives three advantages/Elite Skills:
Communication Technician (S4): All officers in entire force gain +2 LPs
Lead from the front: +2LPs (These are already built in to stats, right).
Anti-ATGW Enhanced Data Link (S4): Any vehicle that is targeted by a ATGW can call on others with LOS at -1QR.



Centurion C202 Controller

RANKS

Major
LV8+6 (14)
LPs is 2d6 + 8+6

Captain
LV6+6 (12)
LPs is 2d6 + 6+6

Lieutenant
LV4+6 (10)
LPs is 2d6 + 4+6

Sergeant
LV2+6 (8)
LPs is 2d6 + 2+6

Centurion 404 APC

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	2cm Tribarrel powergun: Sh 3, FP 3/3 ⚠️ Carries 5TUs of Infantry

VARIANTS

Cargo Variant:
May be used in rear echelon positions to transport ammunition and supplies
Carries NO Infantry ⚠️



Centurion C404 APC

Centurion 800 Command

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	2cm Tribarrel powergun: Sh 3, FP 3/3 ⚠️ Carries NO Infantry

NOTE:

The Command vehicle heavily covered in aials and dishes. When in use, it invokes the **Lead From The Front** rule (page 126 of *The Crucible*) giving +2 to Leadership. This is built in to the stats.



Centurion C800 Command

DETACHMENTS

Each Detachment is 10 TUs.

Calliope Detachment:

1 Command vehicle, 4 Calliopes; 1 Control vehicle; 4 TUs of infantry. (2 standard, 2 Tank Hunter). **Total: 1770pts. Or...**

Artillery Detachment:

1 Transport vehicle; 1 Command vehicle, 1 Control vehicle, 2 Calliopes; 2 Artillery pieces (on table); 3 TUs of infantry (2 standard, 1 Tank Hunter). **Total: 1700pts. Or...**

Infantry Support Detachment:

1 Command vehicle, 1 Control vehicle, 1 Calliope; 1 APC, 6 TUs of infantry (2 standard, 4 Tank Hunter). **Total: 1045pts. This unit does NOT gain the +2 for an Communications technician. Reduce leadership values by -2**

If used with other detachments that feature a control vehicle they may use the Anti-ATGW Enhanced Data Link (S4).

Add a Lt. to the Infantry detachments at 20pts. Add a Lt. to any of the OTHER detachments at 40pts.

POINTS COSTS

Calliope: **325pts**;
10cm artillery (on table): **280pts**;
Command/APC: **170pts**.
Controller: **170pts**. (**Including the cost of the Communications Technician upgrade**).
transport: **60pts**.
Infantry: **25pts**. Tank Hunters: **40pts**.

Up to 1 additional sergeant could be purchased at **30pts**.
Up to 1 additional **Infantry Detachment** sergeant could be purchased at **10pts**.

Treat this force - whatever option is selected - as a SINGLE detachment during play. The first force should ALWAYS be the Calliope Detachment unless the scenario specifies an alternative. Build a bigger force by adding detachments above and add a captain (60pts or 40pts for the Infantry) or add a third detachment and a major (120pts or 100pts for the Infantry).