

Foster's Mercenaries



28MM

Infantry Squad

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|----------|---|
| Type | Veteran: 4+ C/As'l't: 3 |
| Move | Infantry: 15cm |
| 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
None



Legion 800 Calliope

| | |
|---------|--|
| Type | Veteran: 4+ |
| Move | Fast, Wheeled: 30cm |
| Defence | F 7, S 6, R 6, T 6 |
| Weapons | Calliope: 9 x 3cm Powergun: Sh 9, FP 3/4 ⚠ |

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.** ⚠
Support/Command/APC:
2cm Tri-barrel p'gun: **Sh 3, FP 3/3.** ⚠
TUs



Legion 800 Centurion 10cm Artillery

RANKS

Major
LV8

LPs is 2d6 + 8

Captain
LV6

LPs is 2d6 + 6

Lieutenant
LV4

LPs is 2d6 + 4

Sergeant
LV2

LPs is 2d6 + 2

DETACHMENTS

Each Detachment is 10 TUs. 10 TU. At least four of the TUs must be vehicles, at least three of which must be calliopes and all infantry (if any are present) start the game in vehicles, all of which can carry up to 2 infantry TUs.

Calliope Detachment:

1 APC/Support vehicle; 1 command vehicle, 3 calliopes; 1 artillery piece (on table); 4 TUs of infantry.

Total: 1445pts.

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force by duplicating the detachment above and add a captain (40pts) or add a third detachment and a major (100pts) by duplicating the detachment again.

POINTS COSTS

Calliope: **275pts**;
10cm artillery (on table): **220pts**;
support/command/transport: **150pts**.
Infantry: **25pts**.

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