

# Foster's Mercenaries



6MM

## Infantry Squad

Type	Veteran: <b>4+</b> C/As'l't: <b>3</b>
Move	Infantry: <b>5cm</b>
Defence	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	High Tech Assault Rifle: <b>Sh 2, FP 1/1,</b>
Suppress	remove suppression marker ( <b>UP TO 4</b> ) on <b>4+</b>

### VARIANTS

None

## Legion 800 Calliope

Type	Veteran: <b>4+</b>
Move	Fast, Wheeled: <b>10cm</b>
Defence	<b>F 7, S 6, R 6, T 6</b>
Weapons	Calliope: 9 x 3cm Powergun: <b>Sh 9, FP 3/4</b>

### 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



Support Infantry

Fosters

## 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 calliope 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 calliope; 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**.