

Foundationists TO&E

| Battalion Type | Composition | Point/SP Cost |
|-----------------|---|------------------|
| Infantry | 4x Pilgrim IFV w/Light Infantry, 1x Infantry Support Tank (Det) | 411/19 |
| Heavy Infantry | 3x Pilgrim IFV w/Heavy Infantry, 1x SPG (Det) | 522/31 |
| Light Armor | 4x Kazak Light Tank | 168/4 |
| Armor | 3x Trout MBT, 1x Trout Missile Tank (Det) | 281/10 |
| Heavy Armor | 3x Kilgore (any), 1x Kazak Scout (Det), 1x SPG (Det) | varies |
| Gunship | 3x Gunship | 249/15 |
| Artillery | 3x Infantry Support Tank | 189/9 |
| Heavy Artillery | 3x SPG | 240/9 |
| HQ | 1x or 2x Mobile Command Center | 136/10 or 272/20 |

Foundationists Notes

1. Various Mixed Battalions are possible; each Mixed Battalion contains 3 or 4 companies of Infantry and/or Tanks in any combination.
2. Detachments may be purchased separately and assigned up to the normal Detachment limits.
3. Foundationist Maneuver Regiments may contain three or four battalions at the owning player's discretion.
4. One HQ and one Orbital Support choice may be included for each two friendly Maneuver Regiments in play.
5. Foundationists have *Superior C3* and are *Trained*. Up to 25% of a Foundationist force may be upgraded to *Veteran* by paying the associated point value increase.

Pilgrim IFV w/Heavy Infantry M PV: 112

STATS
MV: 12/Displace
Def: d8
Attack: d8
Range: 4/12
EW: 6

SPECIAL
MSL (d8) R12
Assault Engineers
Assault +d3/+d5
Firefight +1/+d3

NOTES
Mech Inf
MSL Depl: 4
4DMG
Supply Points: 7

Pilgrim IFV w/Light Infantry M PV: 87

STATS
MV: 12/Displace
Def: d8
Attack: d8
Range: 4/12
EW: 6

SPECIAL
MSL (d8) R12
Assault +2/+d3
Firefight +1/+2

NOTES
Mech Inf
MSL Depl: 6
4DMG
Supply Points: 4

Infantry Support Tank S PV: 63

STATS
MV: 12/Displace
Def: d6
Attack: d8
Range: 4/12
EW: 6

SPECIAL
ART/2 R18
Assault +2
Firefight +2

NOTES
Detachment
2DMG
Supply Points: 3

SPG S PV: 80

STATS
MV: 12/Displace
Def: d6
Attack: d10
Range: 5/14
EW: 6

SPECIAL
ART/3 R20
Assault +2
Firefight +2

NOTES
Detachment
2DMG
Supply Points: 3

Kazak Light Tank S PV: 42

STATS
MV: 12/Grav
Def: d6
Attack: d5
Range: 4/10
EW: 5

SPECIAL
MSL Def +3
Assault +1/+2
Firefight +1

NOTES
2DMG
Supply Points: 1

Deluge AA Vehicle S PV: 63

STATS
MV: 12/Displace
Def: d6
Attack: d6
Range: 4/12
EW: 6

SPECIAL
AA (d8) R12
MSL (d8) R15
Assault +2
Firefight +d3/+2

NOTES
Detachment
MSL Depl: 8
2DMG
Supply Points: 3

Kazak Scout Tank S PV: 50

STATS
MV: 12/Grav
Def: d6
Attack: d5
Range: 4/10
EW: 6

SPECIAL
Scout
Assault +1/+2
Firefight +1

NOTES
Detachment
2DMG
Supply Points: 2

MLRS S PV: 58

STATS
MV: 12/Displace
Def: d6
Attack: -/-
Range: -/-
EW: 6

SPECIAL
MSL (d8) R18
AT
Assault +2
Firefight +2

NOTES
Detachment
MSL Depl: 2
2DMG
Supply Points: 3

Trout MBT S PV: 73

STATS
MV: 12/Displace
Def: d8
Attack: d10
Range: 4/11
EW: 6

SPECIAL
Assault +1/+2
Firefight +2

NOTES
3DMG
Supply Points: 2

Gunship M PV: 83

STATS
MV: 15/STOVL
Def: d10
Attack: d10
Range: 4/12
EW: 6

SPECIAL
MSL (d10) R12
Assault +1
Firefight +2/+1

NOTES
MSL Depl: 4
3DMG
Supply Points: 5

Trout Missile Tank S PV: 62

STATS
MV: 12/Displace
Def: d8
Attack: -
Range: -/-
EW: 5

SPECIAL
MSL (d8) R12
AT
Assault +2
Firefight +2

NOTES
MSL Depl: 2
3DMG
Supply Points: 4

Mobile Command Center L PV: 136

STATS
MV: 8/Grav
Def: d10
Attack: d10
Range: 5/15
EW: 6

SPECIAL
MSL (d10) R12
HQ
MSL Def +3
Assault +d5/+d8
Firefight +d4/+d8

NOTES
Mech Infantry
MSL Depl: 2
6DMG
Supply Points: 10

Kilgore Heavy Tank M PV: 102

STATS
MV: 12/Displace
Def: d8
Attack: d10
Range: 6/15
EW: 6

SPECIAL
MSL Def +3
Assault +d3/+d4
Firefight +d4/+d6

NOTES
4DMG
Supply Points: 5

Foundationists Orbital Support

Destroyer Class

Cruiser Class
Attack: 4d8
Depletion: 4
Point Cost: 128
Supply Points: 4

Battleship Class
Attack: 4d10
Depletion: 4
Point Cost: 160
Supply Points: 4

Kilgore Mk. II Heavy Tank M PV: 96

STATS
MV: 12/Displace
Def: d8
Attack: d8
Range: 6/15
EW: 5

SPECIAL
MSL Def +3
Assault +1/+d5
Firefight +2/+d6

NOTES
4DMG
Supply Points: 4