

FOUNDATIONISTS (EARLY)



This Data Cards set was created for use with Microworld Games' Foundationists line of miniatures. Please visit the Microworld games website for vehicle images and other information about the Foundationists (www.MicroworldGames.com).

The vehicles and infantry squads in this Data Card set represent Foundationist forces earlier in their technological development cycle. They may be used alongside the Foundationist (Late) units to represent secondline troops and equipment, or fielded exclusively as depicted herein.

PLATOON ORGANIZATIONS

Light Tank Platoon: 3x Kazak Light Tanks.

Scout Tank Section: 2x Kazak Scout Tanks.

Tank Platoon: 3x Trout MBT

Missile Tank Platoon: 3x Trout Missile Tanks.

Heavy Tank Platoon: 3x Kilgore or Kilgore Mk. II Heavy Tanks. All vehicles must be of the same type in a single platoon.

Support Platoon: 3x SPG OR 3x MLRS OR 3x Deluge AA Vehicles OR 3x Infantry Support Vehicles.

Infantry Platoon: 3x Light Infantry Squads plus one Leader Team (+20 PV), mounted in either Pilgrim-A or Pilgrim-B IFVs.

All squads of

the platoon must be mounted in the same Pilgrim variant.

Heavy Infantry Platoon: 3x Heavy Infantry Squads plus one Leader Team (+20 PV), mounted in either Pilgrim-A or Pilgrim-B IFVs. All squads of the platoon must be mounted in the same Pilgrim variant.

Gunship Section: 3x Gunships.

COMPANY ORGANIZATIONS

Heavy Tank Company: 3x Heavy Tank Platoons. Not all platoons need be the same make of Kilgore tanks.

Tank Company: 4x Tank or Missile Tank Platoons in any combination.

Light Tank Company: 4x Light Tank Platoons.

Combat Scout Company: 2x Scout Tank and 1x Light Tank Platoon.

Infantry Company: 3x Infantry Platoons plus one Leader Team (+20 PV)

Heavy Infantry Company: 3x Heavy Infantry Platoons plus two Leader Teams (+40 PV).

Gunship Company: 4x Gunship Platoons.

Combat Commands

Foundationist Combat Commands are built around tank formations; a minimum of onehalf of the companies in a command must be Heavy Tank, Tank, and/or Light Tank companies. As the Foundationists do not field Command vehicles, they may include two additional Support Platoons (only) in each Combat Command.

CQ and C2

All Foundationist units have *Trained* CQ and *Superior* C2 ratings. Any unit may be rated *Veteran* by paying the appropriate point costs.

GUNSHIP (6)		PV:
SYSTEMS	AT PART [d10][FF]	8/16/28/40
Chaff Pods/4+	2x UNI Laser [dB][F]	6/12/21/30
Stabilizers	MPM [dB] [D6]	10/20/35/50
Streamlined		
	PRIMARY	SECONDARY
	1-2: 2ndary (roll)	1-6: Suppressed
	3-4: Mobility <input type="checkbox"/> <input type="checkbox"/> [12]	7: Chaff Pods]
	5-6: Wpns <input type="checkbox"/> <input type="checkbox"/> [2]	8: Stabilizers
	7-8: EW <input type="checkbox"/> <input type="checkbox"/> [5]	9-10: Shields
	9: Crew <input type="checkbox"/> <input type="checkbox"/>	
	10: Critical [2d10]	

TROUT MB1 (E) PV: 167

AT DISR (T) (d10) 8/16/28/40

SYSTEMS
 CDS/6

ARMOR
 5/4/4
 4/4/3

NOTES

TROUT MSL (E) PV: 195

MPM (d10) (D2) 10/20/35/50

SYSTEMS
 CDS/6

ARMOR
 5/4/4
 4/4/3

NOTES

KHAZAK (E) PV: 110

AT DISR (T) (d6) 6/12/21/30
 AP (T) (d6) 6/12/21/30

SYSTEMS
 CDS/6
 Vulcan II

ARMOR
 5/4/3
 4/3/2

NOTES

KHAZAK SCOUT (E) PV: 145

AT DISR (T) (d6) 6/12/21/30
 AP (T) (d6) 6/12/21/30

SYSTEMS
 Scout EW/4 R18

ARMOR
 5/4/3
 4/3/2

NOTES

SPG (E) PV: 161

AT PART (T) (d12) 8/16/28/40

SYSTEMS

ARMOR
 5/5/4
 5/4/3

NOTES

NLRS (E) PV: 155

HYMP (d10) (D4) 40/60 AoE: 1"

SYSTEMS
 CDS/6

ARMOR
 4/4/3
 4/3/2

NOTES

HYMP Direct Fire Mode Ranges:
 12/24/42/60

DELUGE AA (E) PV: 164

RF AA Disr (T) (d8) 8/16/28/40
 MPM (d10) (D7) 10/20/35/50

SYSTEMS
 CDS/6

ARMOR
 4/4/3
 4/3/2

NOTES

INF SUPPORT (E) PV: 132

Dual ART (T) (d8) 40/60 AoE: 1"

SYSTEMS
 CDS/6

ARMOR
 4/4/3
 4/3/2

NOTES

PILGRIM-A IFV (E) PV: 144

12G 10 8 2 4 4B/2

SYSTEMS AT Particle [EF] (d8) 6/12/21/30
 Transport Bay/2 AP [EF] (d6) 5/10/17/25

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1-7: Suppressed
3-4: Mobility 0	8: Transport Bay
5-6: Wpns 0 0	9-10: Shields
7-8: EW 0 0	
9: Crew 0	
10: Critical (2d10)	

PILGRIM-B IFV (E) PV: 149

12G 10 8 2 4 4B/2

SYSTEMS MPM [dB] (D4) 10/20/35/50
 Transport Bay/2

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1-7: Suppressed
3-4: Mobility 0	8: Transport Bay
5-6: Wpns 0 0	9-10: Shields
7-8: EW 0 0	
9: Crew 0	
10: Critical (2d10)	

PILGRIM-A IFV (E) PV: 144

12G 10 8 2 4 4B/2

SYSTEMS AT Particle [EF] (d8) 6/12/21/30
 Transport Bay/2 AP [EF] (d6) 5/10/17/25

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1-7: Suppressed
3-4: Mobility 0	8: Transport Bay
5-6: Wpns 0 0	9-10: Shields
7-8: EW 0 0	
9: Crew 0	
10: Critical (2d10)	

PILGRIM-B IFV (E) PV: 149

12G 10 8 2 4 4B/2

SYSTEMS MPM [dB] (D4) 10/20/35/50
 Transport Bay/2

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1-7: Suppressed
3-4: Mobility 0	8: Transport Bay
5-6: Wpns 0 0	9-10: Shields
7-8: EW 0 0	
9: Crew 0	
10: Critical (2d10)	

PILGRIM-A IFV (E) PV: 144

12G 10 8 2 4 4B/2

SYSTEMS AT Particle [EF] (d8) 6/12/21/30
 Transport Bay/2 AP [EF] (d6) 5/10/17/25

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1-7: Suppressed
3-4: Mobility 0	8: Transport Bay
5-6: Wpns 0 0	9-10: Shields
7-8: EW 0 0	
9: Crew 0	
10: Critical (2d10)	

PILGRIM-B IFV (E) PV: 149

12G 10 8 2 4 4B/2

SYSTEMS MPM [dB] (D4) 10/20/35/50
 Transport Bay/2

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1-7: Suppressed
3-4: Mobility 0	8: Transport Bay
5-6: Wpns 0 0	9-10: Shields
7-8: EW 0 0	
9: Crew 0	
10: Critical (2d10)	

LIGHT INF (E) PV: 92

5 5/10/17/25
 6/12/21/30

NOTES PERSONNEL TARGET
 2 Teams per Squad

ATTRIBUTES
 Combat Shields/2
 Rapid Fire

AP (dB)
 ATR PART (dB) (30EW)

HEAVY INF (E) PV: 176

10 5/10/17/25
 6/12/21/30

NOTES PERSONNEL TARGET
 2 Teams per Squad

ATTRIBUTES
 CCW
 Combat Shields/2
 Power Armor
 Power Weapons
 Rapid Fire

2x AP (dB)
 ATR PART (dB) (30EW)

KILCURE HVY TANK (E) PV: 457

10G 13 12 6 6/6/6 5/5/5

SYSTEMS AT Disr [T] (d12) 10/20/35/50
 Cloaking Field (+4) AA PART [T] (d8) 6/12/21/30
 Vulcan II AP [FF] (d6) 5/10/17/25

PRIMARY 1-2: 2ndary (roll)
 3-4: Mobility 00 [5]
 5-6: Wpns 00 [2]
 7-8: EW 00 [6]
 9: Crew 00
 10: Critical (2d10)

SECONDARY 1-6: Suppressed
 7: Vulcan II
 8: Cloaking Field
 9-10: Shields (4)

KILCURE MK II (E) PV: 506

10G 13 12 6 6/6/6 5/5/5

SYSTEMS Dual AT Disr [T] (d12) 10/20/35/50
 Cloaking Field (+4) AP [FF] (d8) 5/10/17/25
 Vulcan II

PRIMARY 1-2: 2ndary (roll)
 3-4: Mobility 00 [5]
 5-6: Wpns 00 [2]
 7-8: EW 00 [6]
 9: Crew 00
 10: Critical (2d10)

SECONDARY 1-6: Suppressed
 7: Vulcan II
 8: Cloaking Field
 9-10: Shields (4)

KILCURE HVY TANK (E) PV: 457

10G 13 12 6 6/6/6 5/5/5

SYSTEMS AT Disr [T] (d12) 10/20/35/50
 Cloaking Field (+4) AA PART [T] (d8) 6/12/21/30
 Vulcan II AP [FF] (d6) 5/10/17/25

PRIMARY 1-2: 2ndary (roll)
 3-4: Mobility 00 [5]
 5-6: Wpns 00 [2]
 7-8: EW 00 [6]
 9: Crew 00
 10: Critical (2d10)

SECONDARY 1-6: Suppressed
 7: Vulcan II
 8: Cloaking Field
 9-10: Shields (4)

KILCURE MK II (E) PV: 506

10G 13 12 6 6/6/6 5/5/5

SYSTEMS Dual AT Disr [T] (d12) 10/20/35/50
 Cloaking Field (+4) AP [FF] (d8) 5/10/17/25
 Vulcan II

PRIMARY 1-2: 2ndary (roll)
 3-4: Mobility 00 [5]
 5-6: Wpns 00 [2]
 7-8: EW 00 [6]
 9: Crew 00
 10: Critical (2d10)

SECONDARY 1-6: Suppressed
 7: Vulcan II
 8: Cloaking Field
 9-10: Shields (4)

KILCURE HVY TANK (E) PV: 457

10G 13 12 6 6/6/6 5/5/5

SYSTEMS AT Disr [T] (d12) 10/20/35/50
 Cloaking Field (+4) AA PART [T] (d8) 6/12/21/30
 Vulcan II AP [FF] (d6) 5/10/17/25

PRIMARY 1-2: 2ndary (roll)
 3-4: Mobility 00 [5]
 5-6: Wpns 00 [2]
 7-8: EW 00 [6]
 9: Crew 00
 10: Critical (2d10)

SECONDARY 1-6: Suppressed
 7: Vulcan II
 8: Cloaking Field
 9-10: Shields (4)

KILCURE MK II (E) PV: 506

10G 13 12 6 6/6/6 5/5/5

SYSTEMS Dual AT Disr [T] (d12) 10/20/35/50
 Cloaking Field (+4) AP [FF] (d8) 5/10/17/25
 Vulcan II

PRIMARY 1-2: 2ndary (roll)
 3-4: Mobility 00 [5]
 5-6: Wpns 00 [2]
 7-8: EW 00 [6]
 9: Crew 00
 10: Critical (2d10)

SECONDARY 1-6: Suppressed
 7: Vulcan II
 8: Cloaking Field
 9-10: Shields (4)

GUNSHIP (E) PV:

24V 13 10 4 5/5/5

SYSTEMS AT PART[d10][FF] 8/16/28/40
 Chaff Pods/4+ 2x UNI Laser (d8)[F] 6/12/21/30
 Stabilizers MPM (d8) [D6] 10/20/35/50
 Streamlined

PRIMARY 1-2: 2ndary (roll)
 3-4: Mobility 00 [12]
 5-6: Wpns 00 [2]
 7-8: EW 00 [5]
 9: Crew 00
 10: Critical (2d10)

SECONDARY 1-6: Suppressed
 7: Chaff Pods
 8: Stabilizers
 9-10: Shields

GUNSHIP (E) PV:

24V 13 10 4 5/5/5

SYSTEMS AT PART[d10][FF] 8/16/28/40
 Chaff Pods/4+ 2x UNI Laser (d8)[F] 6/12/21/30
 Stabilizers MPM (d8) [D6] 10/20/35/50
 Streamlined

PRIMARY 1-2: 2ndary (roll)
 3-4: Mobility 00 [12]
 5-6: Wpns 00 [2]
 7-8: EW 00 [5]
 9: Crew 00
 10: Critical (2d10)

SECONDARY 1-6: Suppressed
 7: Chaff Pods
 8: Stabilizers
 9-10: Shields