

The Phenix Moirots (Post TW343)



15MM

Infantry Squad

Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 8cm
Defence	6 Light cov' +1, Heavy +2
Weapons	Flechette Rifle: Sh 2, FP 3/1 (range: long);
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS
Support Squad with Auto-shotgun:
 Sh 1, FP 3+1/0. (max range: Short)
 and HSW: Sh 2, FP 1/3.
Anti Tank Squad Assault Rifle:
 Sh 1, FP 1/1 (max range: long)
 Micro Buzz Bombs: Sh 1, FP 1/7
 120cm (short/medium range only).
Assault Squad with Flechette Rifle:
 Sh 2, FP 3/1 (range: long); and full
 armour DV 7, Light cov' +1, Heavy +2



GS1186PG Medium Tank

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 8, R 7, T 6
Weapons	15cm powergun 360: Sh 1, FP 2/6

VARIANTS All carry NO INFANTRY
Heavy Gun-Mortar variant: As
 Support but weapon is quick-fire
 Mortar/launcher: Fires as **Mortar** Sh 2,
 FP 5/4 No Short or Med.
OR On Table Artillery Sh 2, FP 5/4,
 minus 1QR in direct fire mode



GS-1186PG Heavy Support Vehicle

GS1107 APC & Support

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 8, R 7, T 6
Weapons	2 x 2cm Twin powergun: 1= 360, 1= no rear arc. Each Sh 3, FP 3/3 Carries 4TUs Infantry

VARIANTS All carry NO INFANTRY
Command Vehicle: As APC but troop
 carrying capacity reduced to
 2 TUs.
 Has a **Communications Technician**



Gull Systems GS1107 APC

GS-1018 Calliope

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 8, R 7, T 6
Weapons	Calliope: 8 x 3cm Powergun: Sh 8, FP 3/4.

VARIANTS
Anti Tank Missile Launcher:
 with Dual-feed Cannon but carries no
 Infantry. Additional **Twin Medium**
ATGW Launcher. Sh 2, FP 1/6 (no
 short).



Gull Systems GS1018 Calliope

LEADERS

Major Svoboda
LV8+4

LPs is 2d6+8+4

Elite skills:

Inspirational Leader
 This leader inspires
 loyalty in his men. Add
 +2 to Leadership Value.

RANKS

Major
LV8+2

LPs is 2d6+8+2

Captain
LV6+2

LPs is 2d6+6+2

Lieutenant
LV4+2

LPs is 2d6+4+2

Sergeant
LV2+2

LPs is 2d6+2+2

DETACHMENTS

Each Detachment is 10 TUs. All infantry TUs do NOT have
 to start the game in APCs, though some may.

Infantry Platoon detachment: 2 APCs; 7 TUs of infantry (2
 regular infantry squads and 2 anti tank squads,
 1 support squad and 2 assault squads); 1 command APC.
Total: 885pts or...

Heavy Armour detachment: 3 Medium Tanks; 2 TUs of
 infantry anti tank squads; 2 anti-tank Missile Launchers; 1
 Calliope; 1 Heavy Gun-Mortar; 1 command APC. **Total:**
2350pts

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

Use no more than two detachments in play. With two
 detachments Major Svoboda (**120pts**) may be present.

Command APCs have a built in Communications
 Technician and - while it survives - the +2 is added to the
 commanders of all ranks.

Snapshot, Limited Repair and Communications Technician
 is built into the costs of each detachment

Build a bigger force with detachments from other mercenary
 companies like the **Alaudae**, **Division Légère** or
Compagnie de Barthe adding commanders from the other
 companies who would have overall command or the force.

POINTS COSTS

Medium Tank: **300pts**, APC: **200pts**; Command APC: **200pts**; Heavy
 Gun-Mortar, anti-tank Missile Launchers or Calliope: **290pts**;
 Infantry: **30pts**; **all other infantry: 45pts**.

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

ELITE SKILLS for the **Detachment:** (EXTRA POINTS are added)

LIMITED REPAIR - (+100pts) **NOT** the Tank destroyer detachment

COMMUNICATIONS TECHNICIAN - (+20pts) All officers in
 detachment gain +2 LPs

SNAP SHOT - (+100pts) Snapshot: Firing ONE direct fire weapon on
 the move.