

The Phenix Moirots



15MM

Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	5 , Light cov' +1 , Heavy +2
Weapons	High-tech Assault Rifle: Sh 2, FP 1/1 (max 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)
Buzzbombs: **Sh 1, FP 1/6 short**
Assault Squad with Flechette Rifle:
Sh 2, FP 3/1 (range: long); and **body armour DV 6, Light cov' +1, Heavy +2**



GD800 APC

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	Dual-feed Cannon: Sh 1, FP 4*/5 (NA) Carries 2TU Inf. *Against Infantry: 4 at short range, 2 at med range or 0 at long - no NA

VARIANTS

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



General Duotronics Gd806 APC

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

Infantry Platoon detachment: 2 APCs; 6 TUs of infantry (2 regular light infantry squads and 2 anti tank squads, 1 support squad and 1 assault squad); 1 anti-tank missile APC; 1 command APC. **Total: 740pts**

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

Treat this force as a SINGLE detachment during play. 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

APC: **150pts**; command: **100pts**;
anti-tank missile launcher vehicle: **200pts**.
Light Infantry: **20pts**; all other infantry: **30pts**.

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