The Phenix Moirots

28MM

Infantry Squad

Type	Veteran: **4+** C/As'lt: **3**
Move	Infantry: **15cm**
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 3/0**. (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**

Infantry

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GD800 APC

Type	Veteran: **4+**
Move	Fast, Lt Hover: **30cm**
Defence	F **8**, S **7**, R **7**, T **6**
Weapons	*Dual-feed Cannon:* **Sh 1**, **FP4*/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.***