# Phenix Moirots





#### **Infantry Squad**

Туре	Veteran: 4+ C/As'lt: 3
Move	Infantry: 5cm
Defence	5, Light cov' +1, Heavy +2
Weapons	High-tech Assault Rifle:
Sh 2, FP 1/1	(max range: long)
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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



#### GD800 APC

Туре	Veteran: 4+
Move	
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).



**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.