

# FELIDS

This army list is intended for use with Khurasan Miniatures' *Felids* line of miniatures. Please visit the Khurasan Miniatures website (<http://khurasanminiatures.tripod.com>) for background information and figure images for this army.

## SPECIAL RULES

Non-PA teams with 2 support weapons may fire only *one* support weapon per action.

## EXPERIMENTAL RULES

### NEW ATTRIBUTE: FLEET

This Attribute *doubles* a team's movement rating when taking a *Double Time* action.  
*Construction Cost: 60 CP.*

## COMBAT ORGANIZATIONS

### SQUAD ORGANIZATIONS

**Light Battle Circle:** 3x *Blaster Teams*, 1x *Alpha Warrior*.

**Medium Battle Circle:** 1x *Blaster Team*, 1x *Grenadier Team*, 1x *Plasma Team*, 1x *Alpha Warrior*.

**Heavy Battle Circle:** 1x *Blaster Team*, 2x *Heavy Weapons Teams*, 1x *Alpha Warrior*.

**Prideguard Battle Circle:** 2x *Prideguard Blaster Teams*, 1x *Prideguard Grenadier Team*, 1x *Prideguard Plasma Team*, 1x *Prideguard Alpha Warrior* OR 2x *Prideguard Blaster Teams*, 1x *Prideguard Heavy Weapons Team*, 1x *Prideguard Alpha Warrior*.

**Weapons Section:** 2x *Pouncer Missile Teams*

Any squad or section may be mounted in a *Lion Attack Transport*.

### COMPANY ORGANIZATIONS

2 to 4 Light, Medium, or Heavy Battle Circles

0-1 *Prideguard Battle Circles*

0-1 *Baron* (may be mounted in a *Lion Attack Transport*)

0-1 *Baron's Hostage Jetbike Squadron* (1x *Baron's Hostage Team*, 1x *Hostage Wingmen Team*)

0-2 *Weapons Sections*


FOR USE WITH  
STRIKE LEGION  
STRIKE LEGION  
**PLATOON**  
**LEADER**

LEGIONNAIRE  
GAMES

[HTTP://WWW.LEGIONNAIREGAMES.COM](http://www.LegionnaireGames.com)

Blaster Team	Grenadier Team	Heavy Weapons Team	Alpha Warrior
 <p>d6 3 d8 E/2 Rng: 25/62 AT:∞ ATR d10 E/RF/20EW Rng: 35/87 AT:/4</p>	 <p>d6 3 d8 E/2 Rng: 25/62 AT:∞ GL* d10 Sp/4 Rng: 10 AT:/7</p>	 <p>d6 3 d8 E/2 Rng: 25/62 AT:∞ GL* d10 Sp/4 Rng: 10 AT:/7 ATR d10 E/RF/20EW Rng: 35/87 AT:/4</p>	 <p>d6 3 d8 E/2 Rng: 25/62 AT:∞ SAM* d10 Sp/3 Rng: 30/75 AT:∞</p>
<p><i>ATTRIBUTES</i></p> <p>CCW CCS/2 Fleet</p>	<p><i>ATTRIBUTES</i></p> <p>CCW CCS/2 Fleet</p> <p>*AMMO Smoke (D=4)</p>	<p><i>ATTRIBUTES</i></p> <p>CCW CCS/2 Fleet</p> <p>*AMMO Smoke (D=4)</p>	<p><i>ATTRIBUTES</i></p> <p>CCW CCS/2 Fleet Leader/1 (Integral)</p> <p>*SAM (D=4)</p>
Plasma Team	Prideguard Blaster Team	Prideguard Grenadier Team	Prideguard Plasma Team
 <p>d6 3 d8 E/2 Rng: 25/62 AT:∞ ATR d10 E/RF/20EW Rng: 35/87 AT:/4</p>	 <p>d8 3 d8 E/2 Rng: 25/62 AT:∞</p>	 <p>d8 3 d8 E/2 Rng: 25/62 AT:∞ GL* d10 Sp/4 Rng: 10 AT:/7</p>	 <p>d8 3 d8 E/2 Rng: 25/62 AT:∞ ATR d10 E/RF/20EW Rng: 35/87 AT:/4</p>
<p><i>ATTRIBUTES</i></p> <p>CCW CCS/2 Fleet</p>	<p><i>ATTRIBUTES</i></p> <p>CCW CCS/2 Fleet Stoic</p>	<p><i>ATTRIBUTES</i></p> <p>CCW CCS/2 Fleet Stoic</p>	<p><i>ATTRIBUTES</i></p> <p>CCW CCS/2 Fleet Stoic</p>


Prideguard Alpha Warrior PV: 54



d8  
3  
4  
8

SAM\* d8 E/2 Rng: 25/62 AT:/∞  
SAM\* d10 Sp/3 Rng: 30/75 AT:/∞


Baron PV: 103



d8  
4  
4  
9

SAM\* d8 E/2 Rng: 25/62 AT:/∞  
SAM\* d10 Sp/3 Rng: 30/75 AT:/∞

Pouncer Missile Team PV: 91



d8  
3  
4  
7

SAM\* d8 E/2 Rng: 25/62 AT:/∞  
SAM\*\* d10 20EW Rng: 30/75 AT:/3

**ATTRIBUTES**

CCW  
CCS/2  
Fleet  
Leader/2 (Integral)  
Stealthy  
Stoic

\*[D=4]

**ATTRIBUTES**

CCW  
CCS/3  
Fleet  
Leader/4  
Stealthy  
StimPaks  
Stoic

**PERSONALITY TRAITS**

Superior Tactician/1  
Save


\*[D=4]

**ATTRIBUTES**

Detached  
Fleet  
Stoic  
Stealthy

\*[D=4]  
\*\*[D=2]


Prideguard Hvy Wpns Team PV: 156



d8  
3  
4  
8

GL\* d8 E/2 Rng: 25/62 AT:/∞  
GL\* d10 Sp/4 Rng: 10 AT:/7  
ATR d10 E/RF/20EW Rng: 35/87 AT:/4


Hostage Wingmen PV: 87



d8  
4  
4H  
9

SAM\* d8 E/2 Sp/2 RF Rng: 25/62 AT:/∞

Baron's Hostage PV: 68



d8  
4  
4H  
9

SAM\* d8 E/2 Sp/2 RF Rng: 25/62 AT:/∞  
SAM\* d10 20EW Rng: 30/75 AT:/3

**ATTRIBUTES**

CCW  
CCS/2  
Fleet  
Stealthy  
Stoic

\*AMMO  
Smoke [D=4]

**ATTRIBUTES**

CCW  
CCS/2  
Detached  
Stoic


**ATTRIBUTES**

CCW  
CCS/2  
Leader/2 (Integral)  
Stoic

\*[D=6]

Size: 4 PV: 124  
Lion/B Heavy Attack Transport

Size: 4 PV: 96  
Lion/A Heavy Attack Transport

**WEAPONS DATA**

d10 (7) E/Hi Rng: 40/100 AT/3

d10 (7) E/2 Sp/d4 Rng: 30/75 AT:/∞

**SYSTEMS**

Transport Bay/B  
Smoke Mortar (D=6)

Transport Bay/B  
Smoke Mortar (D=6)

3/2/2  
d8  
4  
4R

3/2/2  
d8  
4  
4R

Lion / A Heavy Attack Transport Size: 4 PV: 96

**WEAPONS DATA**

**SYSTEMS**

Transport Bay/8  
Smoke Mortar (D=6)

Lion / A Heavy Attack Transport Size: 4 PV: 96

**WEAPONS DATA**

**SYSTEMS**

Transport Bay/8  
Smoke Mortar (D=6)

Lion / A Heavy Attack Transport Size: 4 PV: 96

**WEAPONS DATA**

**SYSTEMS**

Transport Bay/8  
Smoke Mortar (D=6)

Lion / A Heavy Attack Transport Size: 4 PV: 96

**WEAPONS DATA**

**SYSTEMS**

Transport Bay/8  
Smoke Mortar (D=6)

Lion / B Heavy Attack Transport Size: 4 PV: 124

**WEAPONS DATA**

**SYSTEMS**

Transport Bay/8  
Smoke Mortar (D=6)

Lion / B Heavy Attack Transport Size: 4 PV: 124

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Transport Bay/8  
Smoke Mortar (D=6)

Lion / B Heavy Attack Transport Size: 4 PV: 124

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**WEAPONS DATA**

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Transport Bay/8  
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