

Phantine Air Corps

Strategy Rating 2

Initiative 2+

Any number of Core Formations may be taken

Core Formations - Land			
Name	Units	Upgrades	Points
Forward Air Control HQ	7 Phantine Air Defence Units, 1 Air Marshall Supreme Commander, 1 Valkyrie, 3 Bunkers, 3 Hydra Platforms and 40 cm Minefields	All	400 Pts
Forward Air Control	7 Phantine Air Defence Units, 3 Bunkers, 3 Hydra Platforms and 40 cm Minefields	All	300 Pts

Up to two Support Formations may be taken per Core Formation

Core Formation Upgrades - Land			
Name	Units	Upgrades	Points
Vulture Punishers	6 Vulture Punisher		300 Pts
Vultures	4 Vultures		300 Pts
Sabre Platforms	3 Sabre Platforms		50 Pts

Core Formations - Air			
Name	Units	Upgrades	Points
Wing "Orbis"	9 Thunderbolts	Replace and Thunderbolt with Thunderbolt fury	650 Pts
Flight "Orbis"	6 Thunderbolts	Replace and Thunderbolt with Thunderbolt fury	425 Pts
Section "Umbra"	3 Thunderbolts	Replace and Thunderbolt with Thunderbolt fury	250 Pts
Bomber Section "Halo"	3 Marauders	Add 1 Marauder or Thunderbolt	300 Pts
Ground Attack Section "Halo"	3 Destroyers	Add 1 Destroyer or Thunderbolt	300 Pts

Core Formation Upgrades - Air			
Name	Units	Upgrades	Points
Thunderbolt Fury	Exchange 1 Thunderbolt for Thunderbolt Fury		+50 Pts
Marauder	Add 1 Marauder to "Halo"		+75 Pts
Destroyer	Add 1 Destroyer to "Halo"		+75 Pts
Thunderbolt	Add 1 Thunderbolt to any formation		+50 Pts