

The Pacific Federation (PacFed)

A Strike Legion® Army List

These rules have been written for Brigade Models' PacFed line of miniatures. Please visit the Brigade Models website (<http://www.brigademodels.co.uk>) for figure images and brief descriptions.

Platoon Organizations

Light Tank Troop: 4x Ocelot Light Tanks.

Tank Troop: 4x Cougar Tanks.

Heavy Tank Troop: 4x Komodo Heavy Tanks.

Infantry Platoon: 2x Infantry squads, mounted in Wombat APC (1 per squad).

Engineer Platoon: 2x Assault Engineer Squads, mounted in Wombat APC (1 per squad).

Heavy Infantry Platoon: 2x "Joey" Suit Squads.

Command Section: 2x Bennelong Command Vehicles.

EW Command Section: 2x Bilby Command Vehicles.

AA Section: 2x Tiger AA Tanks.

Tank Section: 2x Cougar Tanks.

Artillery Troop: 4x Tanami SPG.

Rocket Troop: 4x Kakadu Rocket Launchers.

Fast Attack Section: 2x Tigershark VTOL OR Minigwall Fast Attack Vehicles.

Heavy Attack Section: 2x Koala OR Koala-M Heavy Attack Vehicles.

Company Organizations

Tank Squadron: 2x Tank Troops, 1x Heavy Tank Troop, and 1x Command OR EW Command Section.

Light Tank Squadron: 2x Light Tank Troop, 1x Tank Troop, and one Command OR EW Command Section.

Infantry Company: three Infantry platoons and one or two Leader teams.

Heavy Infantry Company: 4x Heavy Infantry platoons and 2x Leader Teams.

Artillery Company: 2x Artillery troops, 1x Rocket Troop, 1x Command Section, and 1x EW Command Section.

Higher Organizations

Strike Team: 1x Tank Squadron, 1x Infantry Company, 1x Light Tank Troop, 1x Artillery Troop, 1x Tank Section, and 1x EW Command Section.

Other higher organizations are created on an ad hoc basis to fulfill mission objectives. These are normally based around one or two core companies, with additional Troops or Sections assigned as deemed necessary for the mission.

Training and C2

All forces are *Trained*, with *Average C2* ratings. "Joey" Infantry Companies may be rated *Veteran* by paying the appropriate point increases. Tank Squadrons may be given *Superior C2* ratings by paying the appropriate point increases.

COUGAR TANK

PV: 151

MV: 10"/Grav Sig: 3 EW: 8 Shields: 0 Def: 9

AT Gauss (d10)(T) 10/20/35/50
AA Gauss (d4)(T) 4/8/14/20

Active Armor
T: 6/4/3
H: 5/4/3

SYSTEMS

Digging Charges
Linked Fire Control
Smoke (2)
Vulcan I

MUNITIONS

Smoke:
1. 00
2. 00
3. 00
4. 00

NOTES



KAKADU ROCKET LAUNCHER

PV: 87

MV: 12"/Grav Sig: 4 EW: 6 Shields: 0 Def: 8

ART (d8)(T) 40/60 AoE: 2"
AA Gauss (d4)(T) 4/8/14/20

Active Armor
T: 6/4/2
H: 5/3/2

SYSTEMS

Digging Charges

MUNITIONS

NOTES



TIGER AA TANK

PV: 66

MV: 10"/Grav Sig: 4 EW: 8 Shields: 0 Def: 8

AA Gauss* (d6)(T) 5/10/17/25
2x AAM (d8) 6/12/20/30

Basic Armor
T: 6/4/3
H: 5/4/3

SYSTEMS

*Rapid Fire

MUNITIONS

NOTES



WOMBAT APC

PV: 60

MV: 12"/Grav Sig: 4 EW: 6 Shields: 0 Def: 8

AT Gauss (d6)(T) 6/12/21/30
AP (d4)(T) 3/6/10/15

Basic Armor
T: 3/3/2
H: 3/3/2

SYSTEMS

Infantry Jacks
Troop Bay (2)

MUNITIONS

NOTES



BENNELONG COMMAND VEHICLE

PV: 32

MV: 12"/Grav Sig: 4 EW: 6* Shields: 0 Def: 8

Basic Armor
H: 4/3/2

SYSTEMS

Command Package
Digging Charges

MUNITIONS

NOTES

*Fixed DEW



ANGELSHARK VTOL

PV: 55

MV: 22"/STOVL Sig: 5 EW: 6 Shields: 0 Def: 7

AT Gauss (d6)(FF) 6/12/20/30
AP (d4)(FF) 3/6/10/15

Active Armor
2

SYSTEMS

Chaff (1)
Stabilizers

MUNITIONS

Chaff
1. 0
2. 0

NOTES



BILBY COMMAND VEHICLE

PV: 62

MV: 12"/Grav Sig: 4 EW: 8 Shields: 0 Def: 8

Basic Armor
H: 4/3/2

SYSTEMS

Command Package
EMP Generator
EMP Pulse R16

MUNITIONS

NOTES



OCELOT LIGHT TANK

PV: 56

MV: 14"/Grav Sig: 4 EW: 6 Shields: 0 Def: 8

AA Gauss (d6)(T) 5/10/17/25

Basic Armor
T: 4/3/2
H: 4/3/2

SYSTEMS

Digging Charges
Smoke (1)

MUNITIONS

Smoke
1. 0
2. 0
3. 0
4. 0

NOTES



QUOLL RECCE VEHICLE

PV: 72

MV: 12"/Grav Sig: 4 EW: 6 Shields: 0 Def: 8

Dual AT Gauss (d5)(T) 4/8/14/20
3x ATM (d6) 5/10/17/25

Basic Armor
T: 4/2/2
H: 3/2/2

SYSTEMS

CDS
CFC
Digging Charges

MUNITIONS

ATM
1.000
2.000

NOTES



TANAMI SPG

PV: 114

MV: 12"/Grav Sig: 4 EW: 6 Shields: 0 Def: 8

ART (d8)(T) 50/75 AoE: 1"
AA Gauss (d4)(T) 4/8/14/20

Active Armor
T: 6/4/2
H: 5/3/2

SYSTEMS

Digging Charges

MUNITIONS

Artillery Munitions
Smoke D5 0
GAS D5 0

NOTES



MINIGWAL FAST ATTACK VEHICLE

PV: 46

MV: 18"/STOVL Sig: 5 EW: 6 Shields: 0 Def: 7

Dual AA Gauss (d5)(FF) 3/6/10/15

Ablative Armor
2

SYSTEMS

Chaff (2)

MUNITIONS

Chaff
1.00
2.00

NOTES



KOALA HEAVY ATTACK VEHICLE

PV: 114

MV: 15"/STOVL Sig: 3 EW: 8 Shields: 0 Def: 9

Dual AT Gauss (d8)(FF) 8/16/28/40

Active Armor
3

SYSTEMS

Chaff (2)
Stabilizers

MUNITIONS

Chaff
1.00
2.00

NOTES



KOALA-M HEAVY ATTACK VEHICLE

PV: 139

MV: 15"/STOVL Sig: 3 EW: 8 Shields: 0 Def: 9

8x ATM (d8) 10/20/35/50

Active Armor
3

SYSTEMS

Chaff (2)
Stabilizers

MUNITIONS

Chaff ATM
1.00 00000000
2.00 00000000

NOTES



INFANTRY SQUAD

(2 TEAMS) PV: 54

MV: 6"/Foot Defense: 9

AP (d6) 3/6/10/15
Gauss ATR (d8)(20EW) 5/10/17/25

NOTES
Personnel Target

Smoke:
1.0
2.0

ATTRIBUTES

CCW
Smoke Grenades



CES-2A "JOEY" SUIT SQUAD

(2TEAMS) PV: 114

MV: 8"/Foot Defense: 10

AP (d8) 4/8/14/20
Gauss ATR (d8)(30EW) 6/12/21/30

NOTES
Personnel Target

FT Smoke
1.00 0
2.00 0

ATTRIBUTES

CCW
FT (2)
Power Armor
Power Weapons
Rapid Fire
Smoke Grenades



ASSAULT ENGINEER SQUAD

(2 TEAMS) PV: 67

MV: 6"/Foot Defense: 8

AP (d6) 3/6/10/15

NOTES
Personnel Target

Smoke Mines
1.0 0
2.0 0

ATTRIBUTES

CCW
Combat Engineers
Defensive Mines (5)
EFT 0
Smoke Grenades



KOMODO HEAVY TANK

PV: 186

MV: 8"/Grav Sig: 2 EW: 10 Shields: 0 Def: 10

AT Gauss* (d10)(T) 10/20/35/50
AA Gauss (d4)(T) 4/8/14/20

Active Armor
T: 6/5/4
H: 6/4/3

SYSTEMS

Digging Charges
Linked Fire Control
Smoke (2)
Vulcan II

*Rapid Fire

Primary

1-2: 2ndary (roll)
3-4: Mobility OO (3)
5-6: Wpns OO (2)
7-8: EW OO (5)
9: Crew OO
10: Critical (2d10)

Secondary

1-6: None
7: Vulcan II
8: Smoke
9-10: CDS

KOMODO HEAVY TANK

PV: 186

MV: 8"/Grav Sig: 2 EW: 10 Shields: 0 Def: 10

AT Gauss* (d10)(T) 10/20/35/50
AA Gauss (d4)(T) 4/8/14/20

Active Armor
T: 6/5/4
H: 6/4/3

SYSTEMS

Digging Charges
Linked Fire Control
Smoke (2)
Vulcan II

*Rapid Fire

Primary

1-2: 2ndary (roll)
3-4: Mobility OO (3)
5-6: Wpns OO (2)
7-8: EW OO (5)
9: Crew OO
10: Critical (2d10)

Secondary

1-6: None
7: Vulcan II
8: Smoke
9-10: CDS

KOMODO HEAVY TANK

PV: 186

MV: 8"/Grav Sig: 2 EW: 10 Shields: 0 Def: 10

AT Gauss* (d10)(T) 10/20/35/50
AA Gauss (d4)(T) 4/8/14/20

Active Armor
T: 6/5/4
H: 6/4/3

SYSTEMS

Digging Charges
Linked Fire Control
Smoke (2)
Vulcan II

*Rapid Fire

Primary

1-2: 2ndary (roll)
3-4: Mobility OO (3)
5-6: Wpns OO (2)
7-8: EW OO (5)
9: Crew OO
10: Critical (2d10)

Secondary

1-6: None
7: Vulcan II
8: Smoke
9-10: CDS

KOMODO HEAVY TANK

PV: 186

MV: 8"/Grav Sig: 2 EW: 10 Shields: 0 Def: 10

AT Gauss* (d10)(T) 10/20/35/50
AA Gauss (d4)(T) 4/8/14/20

Active Armor
T: 6/5/4
H: 6/4/3

SYSTEMS

Digging Charges
Linked Fire Control
Smoke (2)
Vulcan II

*Rapid Fire

Primary

1-2: 2ndary (roll)
3-4: Mobility OO (3)
5-6: Wpns OO (2)
7-8: EW OO (5)
9: Crew OO
10: Critical (2d10)

Secondary

1-6: None
7: Vulcan II
8: Smoke
9-10: CDS