# 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

<u>Light Tank Troop</u>: 4x Ocelot Light Tanks. <u>Tank Troop</u>: 4x Cougar Tanks. <u>Heavy Tank Troop</u>: 4x Komodo Heavy Tanks. <u>Infantry Platoon</u>: 2x Infantry squads, mounted in Wombat APC (1 per squad). <u>Engineer Platoon</u>: 2x Assault Engineer Squads, mounted in Wombat APC (1 per squad). <u>Heavy Infantry Platoon</u>: 2x "Joey" Suit Squads.

<u>Command Section</u>: 2x Bennelong Command Vehicles. <u>EW Command Section</u>: 2x Bilby Command Vehicles. <u>AA Section</u>: 2x Tiger AA Tanks. <u>Tank Section</u>: 2x Cougar Tanks. <u>Artillery Troop</u>: 4x Tanami SPG. <u>Rocket Troop</u>: 4x Kakadu Rocket Launchers. <u>Fast Attack Section</u>: 2x Tigershark VTOL OR Minigwall Fast Attack Vehicles. <u>Heavy Attack Section</u>: 2x Koala OR Koala-M Heavy Attack Vehicles.

### **Company Organizations**

<u>Tank Squadron</u>: 2x Tank Troops, 1x Heavy Tank Troop, and 1x Command OR EW Command Section. <u>Light Tank Squadron</u>: 2x Light Tank Troop, 1x Tank Troop, and one Command OR EW Command Section. <u>Infantry Company</u>: three Infantry platoons and one or two Leader teams. <u>Heavy Infantry Company</u>: 4x Heavy Infantry platoons and 2x Leader Teams. <u>Artillery Company</u>: 2x Artillery troops, 1x Rocket Troop, 1x Command Section, and 1x EW Command Section.

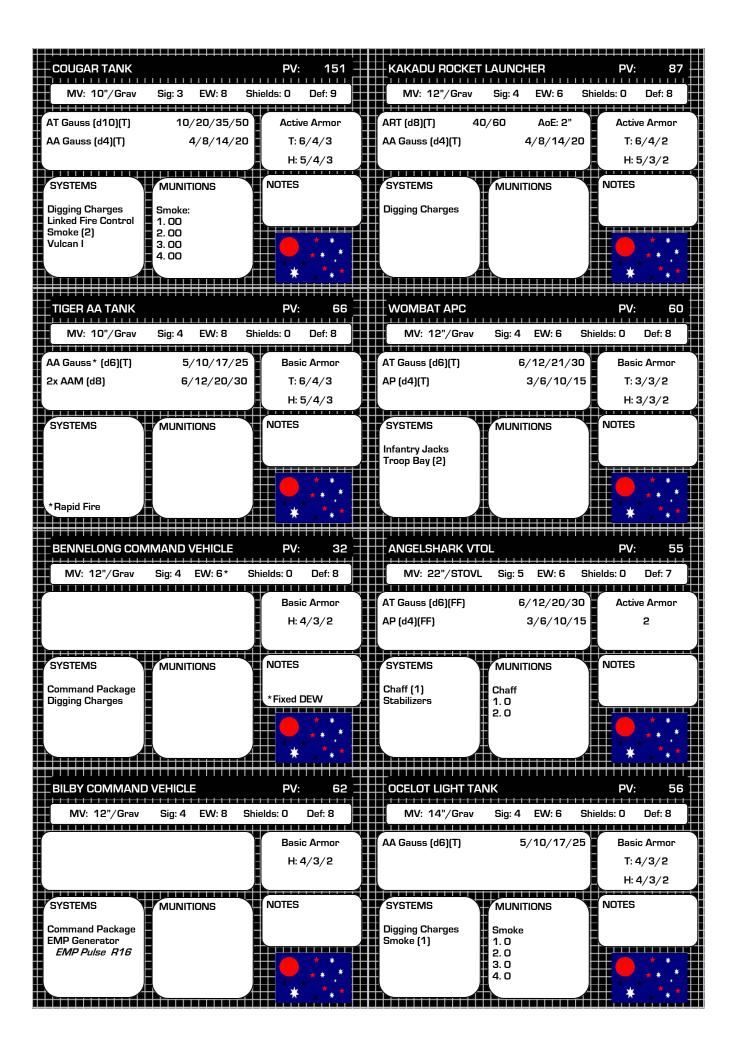
#### Higher Organizations

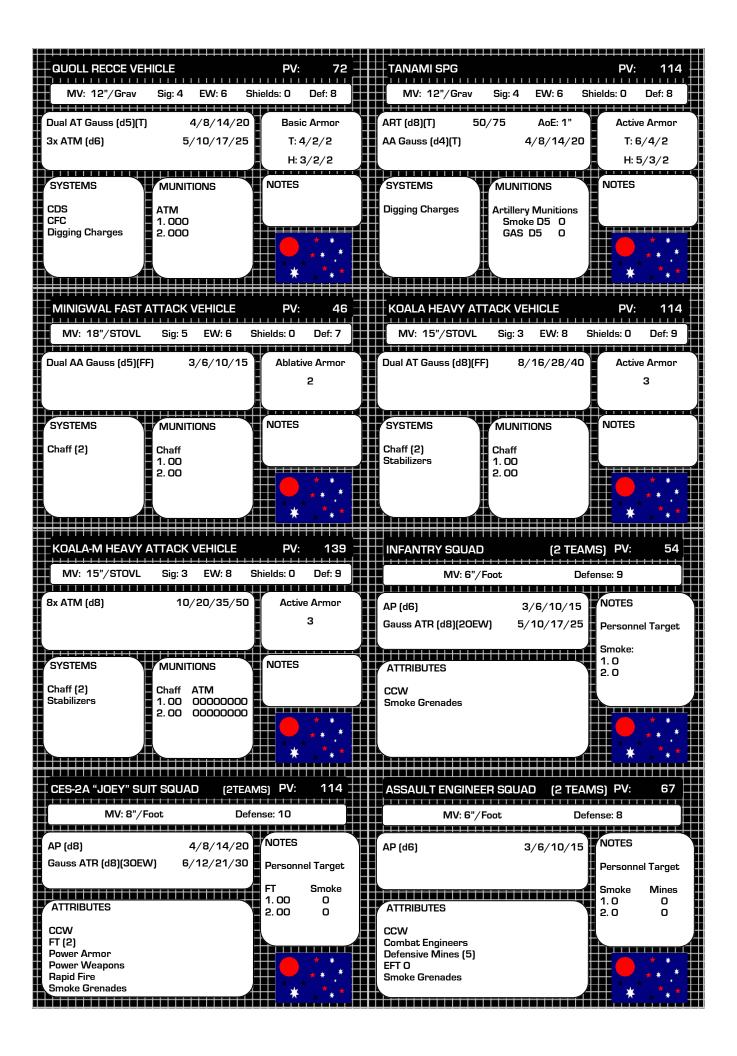
<u>Strike Team</u>: 1x Tank Squadron, 1x Infantry Company, 1x Light Tank Troop, 1x Artillery Troop, 1x Tank Section, and 1x EW Command Section.

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.





KOMODO HEAVY MV: 8"/Grav		PV: 186	KOMODO HEAVY MV: 8"/Grav		PV: 186
AT Gauss* (d10)(T) AA Gauss (d4)(T)	10/20/35/50 4/8/14/20	Active Armor T: 6/5/4 H: 6/4/3	AT Gauss* (d10)(T) AA Gauss (d4)(T)	10/20/35/50 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	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
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