

The Pax Arcadia

A *Strike Legion*® Army List

These rules have been written for Dark Real Miniatures' Pax Arcadia line of miniatures. Please visit the DRM website (<http://www.darkrealmminiatures.com/>) for vehicle images and brief descriptions.

New Weapons

High-Yield Multi-Purpose (HYMP) Missiles: These missiles may function as MPM missiles with the range bands indicated on the lower left section of the element's Data Card. Each missile may also function as if it were an individual ART weapon, using the range and AoE listed in the weapons data section of the element's Data Card. No more than four HYMP from the same firing platoon may strike a single target point in the same activation.

HYMP fired as ART may not be intercepted by Vulcan systems (they *may* be intercepted by Aegis systems). As with other missiles, some, none, or all HYMP may be launched in a single activation. *TLB; construction cost per missile is (range x damage die x 2), based on the direct-fire range band. The direct-fire extreme range band may not exceed the ART function's Long range; basic AoE is 1". Each HYMP uses one Hard Point, regardless of Damage die.*

Pax Arcadia Special Rules

All vehicle platoons are independent platoons and never take CQ Morale tests.

Unit Organizations

Pax Arcadia forces have flexible organizational structures for each of their combat Regiments. All Regiments must contain one Regimental Command Company, and must contain from four to eight Combat Companies.

Regimental Command Company

The Regimental Command Company contains one Regimental Command Platoon and up to six Support Platoons. No more than two of the same type of Support Platoon may be fielded in each Regimental Command Company

Regimental Command Platoon: One Regimental Command Team and four Veteran Shock Troop Squads. Each squad/team may be mounted in a Ramjack, Hammerjack, or Valiant.

Regimental Support Platoons

Area Defense Platoon: four Petard AA vehicles.

Air Defense Section: two Firewall AA vehicles.

Air Transport Section: two Cavalier Cargo Helicopters.

Close Support Section: two Piranha Gunships.

Heavy Tank Platoon: four Bastion Heavy Tanks.

Infantry Platoon: four Veteran Shock Troop Squads and two Leader Teams. Each Squad may be mounted in a Ramjack or Valiant.

Scout Platoon: four of any single vehicle (Javelin Hoverscouts, Lance Hoverscouts, Hunter tank, or Tiger Light Tank).

Sniper Section: one Sniper Squad.

Combat Companies

Infantry Company: one platoon of four Shock Troop Squads and two Leader Teams (all may be mounted in Valiants or Ramjacks), and up to three of the following platoons. Only one tank and one area/artillery platoon may be fielded per company:

Area Defense Section: two Firewall AA vehicles.

Artillery Battery: four Intruders.

Heavy Tank Platoon: four Mammoth Heavy Tanks.

Infantry Platoon: four Shock Troop Squads and two Leader Teams (all may be mounted in Valiants or Ramjacks),

Support Platoon: one platoon of two Heavy Support or Medium Support Squads plus one Leader team (all may be mounted in Hammerjacks or Valiants).

Tank Platoon: four Cruiser tanks.

Scout Company: one platoon of four Buggy-A or Buggy B vehicles, one of which must contain an FSO upgrade, plus up to two of the following platoons:

Buggy Platoon: four Buggy-A or Buggy B vehicles, one with an FSO upgrade,

Close Support Section: two Piranha Gunships.

Hoverscout Platoon: four Lance Hoverscouts or four Javelin Hoverscouts.

Infantry Platoon: four Scout Squads and two Leader Teams (all may be mounted in Valiants or Ramjacks),

Tank Platoon: four Cruiser tanks.

Tank Company: one platoon of four Chasseur tanks, plus up to three of the following platoons. Only one Heavy Tank platoon or Artillery Battery may be fielded per company:

Artillery Battery: four Intruders.

Heavy Tank Platoon: four Mammoth, four Bastion, or four Rampart tanks.

Infantry Platoon: four Shock Troop Squads and two Leader Teams (all may be mounted in Valiants or Ramjacks),

Tank Platoon: four Chasseur or four Cruiser tanks.

Superheavy Tank Company: one or two platoons of the following:

Castellan Platoon: one or two Castellan Exterminator tanks.

Trident Platoon: one or two Trident tanks.

Artillery Company: one battery of two Firemouth Artillery vehicles, plus up to three of the following batteries. Only one Area Defense Battery may be fielded per company:

Firemouth Battery: two Firemouth Artillery vehicles.

Area Defense Battery: four Petard AA vehicles.

Thunderstrike Battery: four Thunderstrike Artillery vehicles.

Training

All Regimental Command Teams, Veteran Shock Troops, Scouts, and Snipers use *Veteran* Training; all other units are *Trained*.

C2

All Pax Arcadia units use Average C2 ratings.

BUGGY-A

PV: 26

MV: 12"/Wheeled Sig: 5 EW: 6* Def: 7

AP (d8)(F) 4/8/14/20

Soft Vehicle

SYSTEMS

NOTES

*Fixed DEW

BUGGY-B

PV: 36

MV: 12"/Wheeled Sig: 5 EW: 6 Def: 7

AT Laser (d8)(T) 6/12/21/30

Soft Vehicle

SYSTEMS

NOTES

CAVALIER CARGO HELICOPTER

PV: 90

MV: 20"/STOVL Sig: 3 EW: 6* Def: 9

AP (d4)(FF) 4/8/14/20

Basic Sharmor
4

SYSTEMS

Stabilizers
Troop Bay (8)

NOTES

*Fixed DEW

CHASSEUR

PV: 150

MV: 8"/Tracked Sig: 3 EW: 8 Def: 10

AT Pulse Laser (d8)(T) 8/16/28/40

AP (d4)(F) 4/8/14/20

Basic Sharmor
T: 6/5/5
H: 6/5/4

SYSTEMS

NOTES

CRUISER TANK

PV: 120

MV: 12"/Tracked Sig: 3 EW: 8 Def: 9

AT Laser (d8)(T) 6/12/21/30

AP (d6)(T) 5/10/17/25

Basic Sharmor
T: 5/4/3
H: 4/4/3

SYSTEMS

NOTES

FIREMOUTH

PV: 89

MV: 8"/Tracked Sig: 3 EW: 6* Def: 9

ART (d10)(FF) Range: 50/75 AoE: 2"

Basic Sharmor
H: 5/4/3

SYSTEMS

90
72
216
108
400

NOTES

*Fixed DEW

FIREWALL

PV: 143

MV: 8"/Tracked Sig: 3 EW: 10 Def: 9

Dual AA Gauss (d8)(T) 8/16/28/40

Basic Sharmor
T: 5/6/5
H: 6/5/4

SYSTEMS

90
558
72
225
480

NOTES

HAMMERJACK

PV: 100

MV: 10"/Tracked Sig: 3 EW: 6* Def: 9

ART (d8)(FF) Range: 20/30 AoE: 2"

AP (d6)(T) 4/8/14/20

Basic Sharmor
T: 5/4/4
H: 5/4/3

SYSTEMS

Troop Bay (2)

NOTES

*Fixed DEW

HUNTER

PV: 67

MV: 12"/Tracked Sig: 4 EW: 6 Def: 8

AT Gauss (d6)(T) 4/8/14/20
AP (d6)(T) 4/8/14/20Basic Sharmor
T: 4/4/4
H: 4/4/3

SYSTEMS

NOTES

INTRUDER

PV: 95

MV: 10"/Tracked Sig: 3 EW: 6* Def: 9

ART (d10)(FF) Range: 40/60 AoE: 2"
AP (d4)(FF) 4/8/14/20Basic Sharmor
H: 5/4/4

SYSTEMS

NOTES

*Fixed DEW

JAVELIN HOVERSCOUT

PV: 59

MV: 14"/Grav Sig: 5 EW: 6 Def: 8

APT (d6)(FF) 6/12/21/30

Basic Sharmor
H: 4/4/4

SYSTEMS

NOTES

LANCE MEDIUM SKIMMER

PV: 163

MV: 14"/Grav Sig: 3 EW: 8 Def: 8

Dual AT Laser (d6)(FF) 6/12/21/30
AP (d6)(FF) 5/10/17/25
2x APMC (d6) Range: 20/30Basic Sharmor
H: 4/4/4

SYSTEMS

NOTES

PETARD

PV: 167

MV: 12"/Tracked Sig: 3 EW: 10 Def: 9

AP (d4)(FF) 4/8/14/20
4x AAM (d8) 8/16/28/40
4x APMC (d8) Range: 30/45Basic Sharmor
T: 4/4/4
H: 4/4/3

SYSTEMS

NOTES

90
108
225
414 64 284 480AAM APMC
1. 0000 0000
2. 0000 0000
3. 0000 0000
4. 0000 0000**PIRANHA GUNSHIP**

PV: 150

MV: 24"/STOVL Sig: 3 EW: 8 Def: 9

APT (d8)(FF) 5/10/17/25
4x MPM (d8) 5/10/17/25Basic Sharmor
4

SYSTEMS

NOTES

Chaff (2)
StabilizersChaff MPM
1. 00 0000
2. 00 0000**RAMJACK APC**

PV: 69

MV: 12"/Wheeled Sig: 3 EW: 6* Def: 9

AP (d6)(FF) 6/12/21/30

Basic Sharmor
H: 5/4/4

SYSTEMS

NOTES

CDS
Troop Bay (4)

*Fixed DEW

RAMPART

PV: 144

MV: 10"/Tracked Sig: 3 EW: 8 Def: 10

AT Gauss (d10)(T) 6/12/21/30
AP (d4)(T) 4/8/14/20Basic Sharmor
T: 7/7/6
H: 7/6/6

SYSTEMS

NOTES

THUNDERSTRIKE

PV: 112

MV: 8"/Tracked Sig: 3 EW: 6* Def: 9

Dual ART (d8)(FF) Range: 60/90 AoE: 2"

Basic Sharmor
H: 4/4/3

SYSTEMS

NOTES

TIGER LIGHT TANK

PV: 134

MV: 12"/Tracked Sig: 3 EW: 10 Def: 9

AT Laser (d8)(T) 6/12/21/30
AP (d6)(T) 5/10/17/25

Basic Sharmor
T: 5/5/5
H: 5/5/4

SYSTEMS

NOTES

VALIANT APC

PV: 75

MV: 12"/Tracked Sig: 3 EW: 6* Def: 9

AP (d8)(FF) 6/12/21/30

Basic Sharmor
H: 5/4/4

SYSTEMS

Troop Bay (4)

NOTES

*Fixed DEW

REGIMENTAL COMMAND TEAM

PV: 161

MV: 6"/Foot Defense: 9

AP (d6) 4/8/14/20

NOTES

Personality
2 Hits OO

TRAITS:

Heroic
Leader Team
Save (5+)
Superior Tactician 1

ATTRIBUTES

CCW
Smoke Grenades
Stealth

VETERAN SHOCK TROOP SQUAD (2 TMS) PV: 60

MV: 6"/Foot Defense: 9

AP (d6) 4/8/14/20

NOTES

Personnel Target

ATTRIBUTES

CCW
Rapid Fire
Smoke Grenades
Stealth

SHOCK TROOP SQUAD (2 TEAMS) PV: 43

MV: 6"/Foot Defense: 8

AP (d6) 4/8/14/20

NOTES

Personnel Target

ATTRIBUTES

CCW

HEAVY SUPPORT SQUAD (2 TEAMS) PV: 86

MV: 6"/Foot Defense: 8

AP (d6) 4/8/14/20
ATM (d8)(20EW) 8/16/28/40

NOTES

Personnel Target

ATTRIBUTES

CCW
Smoke Grenades

MEDIUM SUPPORT SQUAD (2 TEAMS) PV: 70

MV: 6"/Foot Defense: 8

AP (d6) 4/8/14/20
AP SAW (d8) 6/12/21/30

NOTES

Personnel Target

ATTRIBUTES

CCW
Smoke Grenades

SCOUT SQUAD (2 TEAMS)

PV: 62

MV: 6" /Foot

Defense: 9

AP (d6)

4/8/14/20

NOTES

Personnel Target

ATTRIBUTES

CCW
FSO
Stealth**SNIPER SQUAD (2 TEAMS)**

PV: 77

MV: 6" /Foot

Defense: 8

AP (d8)

6/12/21/30

NOTES

Personnel Target

ATTRIBUTES

CCW
Sniper**RAVALINE DROPSHIP**

PV: 712

MV: 20"/STOVL

Sig: -4

EW: 12

Def: 12

12x HYMP

Range: 30/45* AoE: 1"

Sharmor

6

SYSTEMS

Chaff (3) 000
Stabilizers
Streamlined
Troop Bay (32)

Primary

1-2: 2ndary (roll)
3-4: Mobility 0000 (5)
5-6: Wpns 0000 (2)
7-8: EW 0000 (3)
9: Crew 0000
10: Critical (2d10)

Secondary

1-6: No Damage
7: Chaff
8: Stabilizers
9-10: Troop Bay

*8/16/28/40

RAVALINE DROPSHIP

PV: 712

MV: 20"/STOVL

Sig: -4

EW: 12

Def: 12

12x HYMP

Range: 30/45* AoE: 1"

Sharmor

6

SYSTEMS

Chaff (3) 000
Stabilizers
Streamlined
Troop Bay (32)

Primary

1-2: 2ndary (roll)
3-4: Mobility 0000 (5)
5-6: Wpns 0000 (2)
7-8: EW 0000 (3)
9: Crew 0000
10: Critical (2d10)

Secondary

1-6: No Damage
7: Chaff
8: Stabilizers
9-10: Troop Bay

*8/16/28/40

BASTION

PV: 203

MV: 6"/Tracked

Sig: 1

EW: 10

Def: 11

Dual AT Laser (d10)(T)

8/16/28/40

Basic Sharmor

AP (d4)(T)

4/8/14/20

T: 7/6/5

H: 6/5/5

SYSTEMS

Smoke Mortar (2)
OO

Primary

1-2: 2ndary (roll)
3-4: Mobility 00 (3)
5-6: Wpns 00 (2)
7-8: EW 0000 (4)
9: Crew 00
10: Critical (2d10)

Secondary

1-8: No Damage
9-10: Smoke**BASTION**

PV: 203

MV: 6"/Tracked

Sig: 1

EW: 10

Def: 11

Dual AT Laser (d10)(T)

8/16/28/40

Basic Sharmor

AP (d4)(T)

4/8/14/20

T: 7/6/5

H: 6/5/5

SYSTEMS

Smoke Mortar (2)
OO

Primary

1-2: 2ndary (roll)
3-4: Mobility 00 (3)
5-6: Wpns 00 (2)
7-8: EW 0000 (4)
9: Crew 00
10: Critical (2d10)

Secondary

1-8: No Damage
9-10: Smoke**CASTELLAN EXTERMINATOR**

PV: 330

MV: 6"/Tracked

Sig: -1

EW: 12

Def: 12

AT Plasma (d12)(FF)*

12/24/42/60

Basic Sharmor

AT Laser (d6)(T)

6/12/21/30

H: 7/7/7

AP (d6)(FF)

6/12/21/30

SYSTEMS

Smoke Mortar (2)
OO

Primary

1-2: 2ndary (roll)
3-4: Mobility 000 (2)
5-6: Wpns 000 (2)
7-8: EW 000 (4)
9: Crew 000
10: Critical (2d10)

Secondary

1-8: No Damage
9-10: Smoke

*Pulse Weapon

CASTELLAN EXTERMINATOR

PV: 330

MV: 6"/Tracked

Sig: -1

EW: 12

Def: 12

AT Plasma (d12)(FF)*

12/24/42/60

Basic Sharmor

AT Laser (d6)(T)

6/12/21/30

H: 7/7/7

AP (d6)(FF)

6/12/21/30

SYSTEMS

Smoke Mortar (2)
OO

Primary

1-2: 2ndary (roll)
3-4: Mobility 000 (2)
5-6: Wpns 000 (2)
7-8: EW 000 (4)
9: Crew 000
10: Critical (2d10)

Secondary

1-8: No Damage
9-10: Smoke

*Pulse Weapon

MAMMOTH

PV: 189

MV: 8"/Tracked Sig: 1 EW: 10 Def: 11

AT Gauss (d12)(T) 6/12/21/30
AP (d6)(T) 6/12/21/30Basic Sharmor
T: 6/6/5
H: 6/5/4**SYSTEMS**Smoke Mortar (2)
OOPrimary
1-2: 2ndary (roll)
3-4: Mobility OO (4)
5-6: Wpns OO (2)
7-8: EW OO (4)
9: Crew OO
10: Critical (2d10)Secondary
1-8: No Damage
9-10: Smoke**MAMMOTH**

PV: 189

MV: 8"/Tracked Sig: 1 EW: 10 Def: 11

AT Gauss (d12)(T) 6/12/21/30
AP (d6)(T) 6/12/21/30Basic Sharmor
T: 6/6/5
H: 6/5/4**SYSTEMS**Smoke Mortar (2)
OOPrimary
1-2: 2ndary (roll)
3-4: Mobility OO (4)
5-6: Wpns OO (2)
7-8: EW OO (4)
9: Crew OO
10: Critical (2d10)Secondary
1-8: No Damage
9-10: Smoke**TRIDENT**

PV: 357

MV: 8"/Tracked Sig: 0 EW: 12 Def: 12

Dual AT Laser (d10)(T)* 10/20/35/50
Dual AT Laser (d6)(T) 6/12/21/30Basic Sharmor
H: 7/7/6
H: 7/6/6**SYSTEMS**Smoke Mortar (2)
OOPrimary
1-2: 2ndary (roll)
3-4: Mobility OOO (2)
5-6: Wpns OOO (2)
7-8: EW OOO (4)
9: Crew OOO
10: Critical (2d10)Secondary
1-8: No Damage
9-10: Smoke

*Pulse Weapon

TRIDENT

PV: 357

MV: 8"/Tracked Sig: 0 EW: 12 Def: 12

Dual AT Laser (d10)(T)* 10/20/35/50
Dual AT Laser (d6)(T) 6/12/21/30Basic Sharmor
H: 7/7/6
H: 7/6/6**SYSTEMS**Smoke Mortar (2)
OOPrimary
1-2: 2ndary (roll)
3-4: Mobility OOO (2)
5-6: Wpns OOO (2)
7-8: EW OOO (4)
9: Crew OOO
10: Critical (2d10)Secondary
1-8: No Damage
9-10: Smoke

*Pulse Weapon