

# PanOceania

PanOceania is the N°1 Great Power of the Human Sphere. It holds the greatest number of planets, has the richest economy and possesses the most advanced technology in both civilian and military sectors. Pragmatic and generous or proud and domineering (depending on the viewpoint), PanOceania is a melting-pot of cultures, heir to the best democratic and welfare traditions of the West.

**Force list authored by Jouni Pohjola, version date Thursday, November 02, 2006**

*This list is intended primarily for use with Infinity the Game PanOcenia miniatures from Corvus Belli*

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*Fluff mostly ditto, with some rewriting and polishing by the list author*

**Tech Level: 3**

**Strategy Rating: 20**

**Tactical Rating: 10**

<u>Tactical Aspect</u>	<u>Value</u>	<u>TR Cost</u>
Maximum Unit Size	10	0
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	25%	0
Maximum Vehicle Units	75%	+6
Initial ADR	10	0
Failed Figure Morale Test	Cool Head	+2
Failed Unit Morale Test	Regroup	0
Tactical Advantage	Preparation	+2

**Frame Rating: 10**

<u>Frame Aspect</u>	<u>Limitation</u>	<u>FR Cost</u>
Maximum Frames	25	+2
Maximum SI Weapon Cost	60	+2
Maximum PI Weapon Cost	60	+1
Maximum VE Weapon Cost	160	+2
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-1	+1
Maximum PI Speed	any	+1
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	2"	0

Victory Point Advantage

**Diplomacy:** see pg. 73 of the Defiance: Vital Ground rulebook

**Augmentations = 10 (maximum of 12)**

General: Access to Enemy Weaponry (Multiply weapon cost by 2)  
- replaces any one standard weapon per game  
Access to Non-standard Weaponry (Multiply weapon cost by 1.5)  
- replaces any one standard weapon per game

Army: Extra CDWs (see pg. 86 of Defiance: Vital Ground rulebook)

Infantry Indiv: Total Reaction (counts as Covering Computer, +30 PV per figure)

Infantry Unit: After-Burst AI - 2", 7+ (+8 PV per Missile Launcher per Fusilier)

Electronic Counter-counter Measures (+10 PV per Fusilier unit)  
 Heat Suture Kit (+20 PV per Bagh-Mari)  
 Honed Blade (+2 PV per Sikh Commando)  
 Refractive Cloak (+15 PV per Croc Man)  
 Superheated Tip (+5 PV per Knight Hospitaller)

Vehicle: Point Defense System (+10 PV per Armored Cavalry)  
 Remote Presence (counts as Onboard Mechanic, +20 PV per Armored Cavalry)

## STANDARD INFANTRY

### Bagh-Mari – 13

The Bagh-Mari were ancient clans of tiger hunters, professionals that traveled all over India killing the most feral of the big felines for money. In modern PanOceania, this name is used to designate special operations units adept in jungle combat and search & destroy operations.

Type	SI
Size	2
Quality	Veteran
Move	4
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	+1
Agility	6
Officer	2L (+50) OR 2L/2C (+145)
Hero Cost	n/a
Covert Operations	2 (+4)

**Primary Weapon:** Boarding Shotgun OR Combi Rifle/Light Shotgun  
**Support Weapon:** Machine Gun  
**Side Arm:** Anti-Personnel CDW OR Pistol  
**Augmentation:** Heat Suture Kit

### Croc Man – 20

These are squads of veteran scouts from the toughest combat fronts of Paradise. Although no longer solely formed from Maoris, the Croc Man regiments still preserve the old cultural trade marks of tattoos or skin grafting. The Croc Men are specialized in clandestine attack, reconnaissance, and search and destroy missions inside enemy territory.

Type	SI
Size	2
Quality	Elite
Move	4S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	0
Agility	7
Officer	2L (+50) OR 2L/2C (+145)
Hero Cost	n/a
Covert Operations	4I (+12)

**Primary Weapon:** Boarding Shotgun OR Combi Rifle/Light Shotgun  
**Support Weapon:** Multi Sniper Rifle  
**Side Arm:** Anti-Personnel CDW OR Pistol  
**Augmentation:** Refractive Cloak

### Fusilier – 10

Fusiliers light infantry are the backbone of the Panoceanian army (they often maintain that they ARE the army), recruited from the planets Acontecimiento, Varuna, Svalarheima and Earth. All of them are professional soldiers trained to face a wide range of combat situations with a variety of support equipment at their disposal.

Type	SI
Size	2
Quality	Regular
Move	4S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	0
Agility	7
Officer	2L (+50) OR 2L/1C (+110)
Hero Cost	+15
Covert Operations	0

<b>Primary Weapon:</b>	Combi Rifle
<b>Support Weapon:</b>	Combi Rifle/Light Grenade Launcher OR Machine Gun OR Missile Launcher
<b>Side Arm:</b>	Anti-Personnel CDW
<b>Augmentation:</b>	After-Burst AI - 2", 7+ (Missile Launcher only), Electronic Counter-counter Measures

### Sikh Commando (Akal) – 20

The Akalis Commando Regiment is eminently qualified to deploy with speed, occupy a combat zone and neutralize enemy forces, taking control of key terrain or installations. The Akalis Commandos recruit their members only from the best warriors of the Sikh ethnic group. The literal translation of Akalis is “The Timeless”, although they are also known as “The Children of God the Immortal”.

Type	SI
Size	2
Quality	Fanatic
Move	5J
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	+1
Agility	8
Officer	3L (+95) OR 4L (+110)
Hero Cost	n/a
Covert Operations	0

<b>Primary Weapon:</b>	Boarding Shotgun OR Combi Rifle
<b>Support Weapon:</b>	Machine Gun OR Multi Sniper Rifle
<b>Side Arm:</b>	Anti-Personnel CDW
<b>Augmentation:</b>	Honed Blade

## POWERED INFANTRY

### Dronbot – 43

Dronbot is the acronym of Drone Robot. They are semi autonomous auxiliary robotic units that can be optimized for various combat duties.

Type	PI
Size	3
Quality	Matrix

Move	6S
Armor Rating	+2
Damage Capacity	2
Field Save	n/a
HTH Rating	1@10+
Reflex	-1
Agility	6
Officer	1F (+30) OR 2F (+60)
Hero Cost	+57
Covert Operations	1 (+3)

**Primary Weapon:** Combi Rifle  
**Support Weapon:** Guided Missile Launcher OR Machine Gun  
**Side Arm:** Anti-Personnel CDW OR Monofilament CDW  
**Augmentation:** -

#### **Knight Hospitaller – 37**

The members of the Sacred Order of Knights Hospitaller of Saint John of Skovorodino (Knights Hospitaller for short) are warrior monks, famous for their religious fervor that makes them near unstoppable in battle. The Knights Hospitaller hold their vocation to be an instrument of salvation from the narrow and mean egotism of worldly fame and material gain. They are specialized in high risk rescue missions to help fallen comrades or those taken prisoner.

Type	PI
Size	2
Quality	Fanatic
Move	4
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	3@7+K
Reflex	+1
Agility	5
Officer	3L (+95) OR 4L (+110)
Hero Cost	n/a
Covert Operations	0

**Primary Weapon:** Multi Rifle  
**Support Weapon:** Machine Gun  
**Side Arm:** Anti-Personnel CDW OR Monofilament CDW OR Pistol  
**Augmentation:** Superheated Tip

#### **ORC Trooper – 21**

Only the best soldiers can aspire to join the Heavy Tactical Group, better known as “ORC Troops”. The nickname originates from the name of the company that develops their combat armor (Omnia Research Creation Corporation). The ORC Troops have earned the reputation of always taking part in the most demanding and decisive operations.

Type	PI
Size	2
Quality	Veteran
Move	4
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+K
Reflex	-1
Agility	3
Officer	2L (+50) OR 2L/1C (+110)
Hero Cost	+25
Covert Operations	0

**Primary Weapon:** Boarding Shotgun OR Multi Rifle  
**Support Weapon:** Machine Gun  
**Side Arm:** Anti-Personnel CDW OR Monofilament CDW  
**Augmentation:** -

## VEHICLES

### Armored Cavalry – 288

Armored Cavalry units are where the Panoceanian army displays its leading edge technologies in joining virtual reality remote control systems, armor, firepower and mobility. They are the most sophisticated troops of PanOceania and a symbol of its technological superiority over other nations. Working in combat teams, supporting each other, they have proved to be excellent troops.

Type VE  
 Size 4  
 Quality Anime Mecha  
 Move 6  
 Armor Rating -2  
 Damage Capacity 2  
 Field Save n/a  
 HTH Rating 1@6+AK  
 Reflex -1

**Primary Weapon:** Multi Machine Gun/Heavy Flame Thrower (180 degrees front, +224 PV) OR  
 Multi Machine Gun/Heavy Grenade Launcher (180 degrees front, +164 PV)  
**Secondary Weapon:** Fletchette Storm CDW OR Monofilament CDW OR Particle Cloud CDW  
**Augmentation:** Point Defense System, Remote Presence

## STANDARD INFANTRY WEAPONS

### Boarding Shotgun– 15

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2AK	5	10	15	20	25	-	-	-	un

### Combi Rifle– 32

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	10	20	30	40	-	-	-	-	un

### Combi Rifle/Light Grenade Launcher (parallel combo weapon<sup>1</sup>) – 46

<sup>1</sup>May fire either as Combi Rifle or LGL. Bearer must choose before target declaration.

#### Combi Rifle

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	10	20	30	40	-	-	-	-	un

#### LGL

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	10	20	30	40	-	2@9+	-	yes	6

### Combi Rifle/Light Shotgun (parallel combo weapon<sup>1</sup>) – 37

<sup>1</sup>May fire either as Combi Rifle or Light Shotgun. Bearer must choose before target declaration.

#### Combi Rifle

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	10	20	30	40	-	-	-	-	un

#### Light Shotgun

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
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SI	AI	2K	-	15	-	-	-	-	-	-	un
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### Machine Gun – 45

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	15	30	45	60	-	-	-	un

### Missile Launcher – 19

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1A	-	-	30	45	60	-	2	-	4

### Multi Sniper Rifle– 28

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	40	UN	-	-	1	-	un

### Pistol – 5

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	5	10	15	20	25	-	-	-	un

## POWERED INFANTRY WEAPONS

### Guided Missile Launcher (parallel combo weapon<sup>1</sup>) – 28

<sup>1</sup>May fire either Crack or Guided Frag rounds. Bearer must choose before target declaration.

#### Crack

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1A	-	-	30	45	60	-	2	-	4

#### Guided Frag

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	30	45	60	2@7+	-	yes	4

### Multi Rifle (parallel combo weapon<sup>1</sup>) – 45

<sup>1</sup>May fire either Armor Piercing or Regular ammo. Bearer must choose before target declaration.

#### Armor Piercing

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1A	10	20	30	40	-	-	-	-	un

#### Regular

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	10	20	30	40	-	-	-	-	un

## VEHICLE WEAPONS

### Multi Machine Gun/Heavy Flame Thrower (parallel combo weapon<sup>1</sup>) – 149

<sup>1</sup>May fire either as HMG in regular, AP or EXP modes, or as a Heavy Flame Thrower. Bearer must choose one of the four modes before target declaration.

#### AP HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2A	-	15	30	45	60	-	-	-	un

#### EXP HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	-	15	30	45	60	-	-	-	un

#### Heavy Flame Thrower

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CB	-	5	10	15	-	-	-	-	un

#### Regular HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	15	30	45	60	-	-	-	un

### Multi Machine Gun/Heavy Grenade Launcher (parallel combo weapon<sup>1</sup>) – 109

<sup>1</sup>May fire either as HMG in regular, AP or EXP modes, or as a Heavy Grenade Launcher. Bearer must choose one of the four modes before target declaration.

#### AP HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2A	-	15	30	45	60	-	-	-	un

#### EXP HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	-	15	30	45	60	-	-	-	un

#### Heavy Grenade Launcher

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	25	40	55	60	2"@9+	-	yes	6

#### Regular HMG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	15	30	45	60	-	-	-	un

## GRENADES AND CLOSE DEFENSE WEAPONS

### Anti-Personnel CDW – 7/21

Infantry CDW: 2",1@7+

### Fletcher Storm CDW – 40/131

Vehicle CDW: 4",2@5+

### Hand Grenade – 3

Grenade: 2",1@9+

### Monofilament CDW – 23/76

Infantry CDW: 3",2@5+

### Particle Cloud CDW – 12/41

Vehicle CDW: 2", -2 LOS

This effect lasts until the following turn's resolution phase; keep template on table

### Smoke Grenade – 5

Grenade: 2", -2 LOS

This effect lasts until the following turn's resolution phase; keep template on table

## TOTAL FRAMES = 19 (maximum of 25)

7 Unique Infantry Frames

12 Unique Weapons (6/6 combiweapons)

## STANDARD UNITS = 9 (maximum of 15)

At least 50% of the army's point value must be made up of units purchased from the following list.

### Armored Cavalry Lance (exclusive)

2-10 Armored Cavalry

### Bagh-Mari Cadre

4-10 Bagh-Maris

### Croc Man Cadre (elite)

4-10 Croc Men

### Dronbot Maniple (exclusive)

6-10 Dronbots

**Fusilier Squad**

5-10 Fusiliers

**Knights Hospitaller Cadre (exclusive)**

5-10 Knights Hospitaller

**ORC Trooper Squad**

4-10 ORC Troopers

**Sikh Commando Team**

5-10 Sikh Commandos

**Veteran Assault Team (exclusive)**

0-4 Bagh-Maris

4-6 ORC Troopers