CONTENTS

INTRODUCTION .......................... 6
INFINITY, A MINIATURES COMBAT GAME .......................... 7
INFINITY: GAME SUMMARY .......................... 7
GAME ELEMENTS: TERMINOLOGY AND ALIGNMENT ................. 8
OPEN AND PRIVATE INFORMATION .......................... 9
INTRODUCTORY GAME ......................... 10

BASIC RULES ......................... 11
VOLUME AND SILHOUETTE TEMPLATES ......................... 17
LINE OF FIRE (LOF) .......................... 18
DISTANCES AND MEASUREMENTS ................. 20
ZONE OF CONTROL .......................... 20
ROLLS .......................... 20
DISPERSION .......................... 22
UNIT PROFILE ......................... 23
ARMY LIST .......................... 25
INITIATIVE AND DEPLOYMENT ................. 26

GAME SEQUENCE ......................... 27
GAME ROUND .......................... 27
PLAYER TURN .......................... 27

ORDERS AND ORDER POOL ................. 28
ORDERS .......................... 28
TYPES OF ORDERS .......................... 28
ORDER POOL .......................... 29
ARO: AUTOMATIC REACTION ORDER ................. 30
ORDER EXPENDITURE SEQUENCE ................. 31
LOSS OF LIEUTENANT ................. 31

COMBAT ......................... 32
BALISTIC SKILLS (BS) ................. 33
BS ATTACK DECLARATION ................. 33
BS ATTACK RESOLUTION ................. 33
BS ATTACK RESULTS ................. 34
COVER ................. 34
BS ATTACKS INTO CLOSE COMBAT ................. 34
TWIN WEAPONS ................. 35
TEMPLATE WEAPONS AND EQUIPMENT ................. 35

CLOSE COMBAT ................. 40
CC ATTACK DECLARATION ................. 40
CC ATTACK RESOLUTION ................. 40
CC ATTACK RESULTS ................. 41
INTERACTING WITH A CLOSE COMBAT ................. 41

DAMAGE ................. 42
ARM ROLL ................. 42
BTS ROLL ................. 42
WOUNDS ................. 42
UNCONSCIOUSNESS AND DEATH ................. 42
FALLING DAMAGE ................. 43
GUTS ROLL ................. 43
WARNING! ................. 45

CHARACTERISTICS AND SKILLS ................. 46
CHARACTERISTICS ................. 47
BACK-UP ................. 47
TRAINING ................. 47
FURY ................. 47
HACKABLE ................. 49

COMMON SKILLS ................. 50
ACTIVATE ................. 50
ALERT ................. 51
BS ATTACK ................. 51
CAUTIONOUS MOVEMENT ................. 52
CC ATTACK ................. 52
CHANGE FACING ................. 52
CLIMB ................. 53
COUP DE GRÂCE ................. 54
DISCOVER ................. 54
DODGE ................. 55
ENGAGE ................. 56
IDLE ................. 57
INTUITIVE ATTACK ................. 58
JUMP ................. 59
LEAN OUT ................. 60
MOVE ................. 60
RESET ................. 62
SPECULATIVE FIRE ................. 62
SUPPRESSIVE FIRE ................. 63

SPECIAL SKILLS ................. 65
ADVANCED COMMAND ................. 65
AIRBORNE DEPLOYMENT (AD) ................. 65
ANTIPOD ................. 68
BIOIMMUNITY ................. 69
BOOTY ................. 69
CAMOUFLAGE AND HIDING (CH) ................. 70
CAMOUFLAGED (STATE) ................. 70
HIDDEN DEPLOYMENT (STATE) ................. 72
TO CAMOUFLAGED (STATE) ................. 72
CLIMBING PLUS ................. 74
DOCTOR ................. 75
ENGINEER ................. 76
EXECUTIVE ORDER ................. 77
EXPLODE ................. 77
FORWARD DEPLOYMENT ................. 78
FORWARD OBSERVER ................. 78
GHOST (G) ................. 78
HACKER ................. 79
HEAVYWEIGHT ................. 80
IMPERSIONATION ................. 80
IMPERSIONATION-1 (STATE) ................. 81
IMPERSIONATION-2 (STATE) ................. 81
INFILTRATE ................. 83
IMMUNITY ................. 84
INSPIRING LEADERSHIP ................. 84
KINEMATIKA ................. 84
LIEUTENANT ................. 85
MANNED .................................................. 85
MARKSMANSHIP ........................................ 85
MECHANIZED DEPLOYMENT ............................. 86
METACHEMISTRY ........................................ 86
MORAT ...................................................... 87
MULTITERRAIN .......................................... 87
NON-HACKABLE ......................................... 87
PARAMEDIC ............................................ 88
PILOT ...................................................... 88
REGENERATION ......................................... 88
RELIGIOUS TROOP ...................................... 89
SAT-LOCK ................................................. 89
SENSOR .................................................. 90
SHASVASTII .............................................. 91
SPAWN-EMBRYO (STATE) ............................... 91
SIXTH SENSE ............................................ 92
STRATEGOS ............................................. 93
SUPER-JUMP ............................................ 93
TRANSFORMATION ...................................... 96
SURPRISE SHOT ........................................ 96
TERRAIN ................................................ 96
TOTALREACTION ...................................... 96
VALOR (V) ............................................... 97
DOGGED (STATE) ........................................ 97
NO WOUND INCAPACITATION (STATE) .............. 98
VETERAN ............................................... 98

CC SPECIAL SKILLS ................................. 99
HOW TO READ CC CHARTS ............................ 99
ASSAULT ................................................. 99
BERSERK ................................................. 100
DUAL WIELD ........................................... 100
MARTIAL ARTS ......................................... 100
POISON ................................................. 101
SCAVENGER ............................................ 102
STEALTH ............................................... 102
SURPRISE ATTACK ................................. 105

WEAPONRY AND EQUIPMENT 104

WEAPONRY ........................................... 105
WEAPON PROFILE ...................................... 105
NORMAL (N) AMMUNITION ............................. 107
TYPES OF SPECIAL AMMUNITION .................. 107
ADHESIVE LAUNCHER (ADHL) ....................... 107
ARMOR-PIERCING (AP) SPECIAL AMMUNITION .... 108
BREAKER SPECIAL AMMUNITION .................. 108
DOUBLE ACTION (DA) AMMUNITION ............... 108
DOUBLE TROUBLE (DT) AMMUNITION .............. 109
EXPLOSIVE (EXP) SPECIAL AMMUNITION .......... 109
FLASH SPECIAL AMMUNITION ...................... 110
FIRESPECIALAMMUNITION ........................... 110
SMOKE SPECIAL AMMUNITION ..................... 111
K1 SPECIAL AMMUNITION ............................ 112
MONOFILAMENT SPECIAL AMMUNITION .......... 112
NANOTECH SPECIAL AMMUNITION ................. 112
NIMBUS SPECIAL AMMUNITION .................... 113
NIMBUS PLUS SPECIAL AMMUNITION .............. 113
PLASMA SPECIAL AMMUNITION .................... 114
SHOCK SPECIAL AMMUNITION ..................... 114

TYPES OF WEAPONS ............................... 116
ADHESIVE LAUNCHER (ADHL) ....................... 116
BARE-HANDED ......................................... 116
CC WEAPON ........................................... 116
CHAIN RIFLE ........................................... 116
D-CHARGES ............................................ 117
DROP BEARS ............................................ 117
ELECTRIC PULSE ...................................... 119
FLAMETHROWER (FT) ................................ 119
FLASH PULSE .......................................... 120
GRENADEST ........................................... 120
GRENADELAUNCHER (GL) ............................ 121
HEAVY MACHINE GUN (HMG) ....................... 122
HYPER-RAPID MAGNETIC CANNON (HMC) ....... 122
KNIFE .................................................. 123
MINES .................................................. 123
MISSILE LAUNCHER (ML) ............................ 124
NANOPULSER ......................................... 125
OJOTNIK ............................................... 125
PANZERFAUST .......................................... 125
PLASMA CARbine ...................................... 126
PISTOL ................................................. 126
PORTABLÉ AUTOcANNON ................................ 127
RIFLE ................................................. 127
SEPSITOR .............................................. 129
SHOTGUN .............................................. 129
SPLIT FIRE ............................................ 132
SUPPRESSIVE FIRE MODE ........................... 132
TACTICAL BOW ........................................ 132

EQUIPMENT .......................................... 133
360° VISOR ............................................. 133
ANTIPODE CONTROL DEVICE ........................ 133
AUTOMEDIKIT .......................................... 134
DEACTIVATOR .......................................... 134
DEFLECTOR .......................................... 135
DEPLOYABLE REPEATER .............................. 135
ECM ..................................................... 136
EVACUATION DEVICE (ED) ........................... 136
FASTPANDA .......................................... 137
MEDIKIT ................................................. 138
MOTORCYCLE .......................................... 138
MULTISPECTRAL VISOR ................................ 139
ODD: OPTICAL DISRUPTION DEVICE .............. 140
REPEATER ............................................. 140
SNIFTER ............................................... 141
TINBOT ................................................. 141
X VISOR ................................................. 141

END-GAME .......................................... 142

END-GAME CONDITIONS ............................ 143
STANDARD END-GAME CONDITION: RETREAT! .... 143
ALTERNATIVE END-GAME CONDITION:
SUDDEN DEATH MODE .............................. 144
END-GAME: SCENARIO MODE ....................... 144
END-GAME: LIMITED TIME FRAME MODE .......... 144
<table>
<thead>
<tr>
<th>Sebastian's Corner</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Art and Science</td>
<td></td>
</tr>
<tr>
<td>Technology</td>
<td></td>
</tr>
<tr>
<td>Innovation</td>
<td></td>
</tr>
<tr>
<td>Future</td>
<td></td>
</tr>
<tr>
<td>Design</td>
<td></td>
</tr>
<tr>
<td>Innovation</td>
<td></td>
</tr>
<tr>
<td>Technology</td>
<td></td>
</tr>
<tr>
<td>Art and Science</td>
<td></td>
</tr>
</tbody>
</table>
INTRODUCTORY GAME

WHAT IS THIS?

Consider this chapter to be your Quick Access to the basic game mechanics of Infinity. Simply put, this is an abridged, simplified version of the Infinity rulebook, designed to ease you into your first Infinity game as a learning experience.

After playing your first Introductory Game, you will be ready to tackle the full rulebook with a firm grasp on the basics.

YOU WILL NEED

- Measuring tape.
- 3 twenty-sided dice (d20) per player.
- 3 Infinity miniatures per player.
- Model terrain.
- A gaming table.

MEASURING TAPE: HOW TO MEASURE

All game distances are given in inches. When measuring the distance between two troopers, players must measure between the closest base edges. When moving troopers around the battlefield, make sure to always use the same part of the base for your measurements.

GAME TABLE AND TERRAIN

We recommend using a 48” by 48” table for Infinity games, but for the Introductory Game a 32” by 24” surface should suffice.

We strongly suggest you make sure the game area includes plenty of model terrain and scenery to simulate cover and blind angles.
INTRODUCTORY GAME

TROOP PROFILE

Each Infinity trooper has a Troop Profile that details his Attributes: a series of numeric values that represent how well the trooper can fare against the game’s challenges. The different Attributes of Infinity troopers are:

» MOV: Movement.
» BS: Ballistic Skills.
» CC: Close Combat.
» PH: Physique.
» WIP: Willpower.

Additionally, Troop Profiles list the trooper’s Special Skills, Equipment and weapons.

LINE OF FIRE (LoF)

Line of Fire (LoF) is the criterion by which players determine whether a trooper can see his target. LoF is an imaginary straight line between a trooper and his potential target.

In Infinity, troopers have a LoF angle of 180°, that is, they can see with the front half of their base. For a trooper to be able to draw LoF to his target, these conditions must be met:

» The target must be within the trooper’s front 180° arc.
» The trooper must be able to see a part of his target at least the size of its head.
» LoF must not be obstructed by other troopers or by pieces of scenery.

VOLUME AND SILHOUETTE TEMPLATES

In game terms, all combatants occupy an unvarying volume on the table. This volume is cylinder-shaped, with its width determined by the base size and its height by the type of trooper.

Silhouette Templates are a game aid designed to help players determine the in-game volume and height of a trooper.

If doubts about the volume of a trooper arise during a game, use the Silhouette Templates to decide exactly what cylinder-shaped space it takes up on the game table.

VOLUME AND LINE OF FIRE

VOLUME OF A MODEL

USING A SILHOUETTE TEMPLATE TO CHECK LOF
INTRODUCTORY GAME

ROLLS

To figure out whether a trooper is able to successfully complete his action, roll a twenty-sided die (d20). Playing with these rules, each player might need to roll up to three dice simultaneously.

NORMAL ROLL

Only one player takes part in a Normal Roll. Roll a d20 and compare the result to the acting trooper’s relevant Attribute. If the result is equal to or lower than the Attribute, the action is successful.

FACE TO FACE ROLL

When two or more troopers have opposing intentions, both players participate in a Face to Face Roll. Each player rolls a d20 and compares the result to their trooper’s Attribute and to the opponent’s result. The trooper with the highest result that did not go over its Attribute value wins the Face to Face Roll and cancels the opponent’s attempt.

If the players can roll more than one d20, when comparing, successes cancel enemy successes with a lower die result—even if they are Cancelled, in turn, by higher enemy successes.

In the event of a tie, both rolls cancel each other and no effects are applied.

MODIFIERS (MOD)

Modifiers (sometimes called MODs) are penalties or bonuses different game situations can impose on a Roll. Modifiers can be either positive or negative and they are applied to the Attribute before rolling the dice.

Maximum Modifier

The total sum of all Modifiers applied to a Roll can never exceed +12 or -12.

IMPORTANT

Whenever a rule mentions the value of an Attribute, consider it to mean the final value, obtained after applying all MODs.

CRITICALS

If the result on the dice is equal to the final value of the Attribute, the Roll is a Critical success.

In a Face to Face Roll, Criticals always win, trumping any non-critical result rolled by the opponent. If both players roll a Critical, the Face to Face Roll is a tie and both troopers fail.

INITIATIVE ROLL

To decide which player goes first, make a Face to Face Roll using WIP.

DEPLOYMENT

Before the game begins, players must deploy their troopers on the battlefield. The winner of the Initiative Roll will be the first to perform the Deployment. Each player has his own 12-inch-deep Deployment Zone on opposite sides of the game table.

Each trooper’s base must be inside the Deployment Zone in its entirety. Troopers can be deployed over the buildings and containers placed inside the Deployment Zone.

You may only deploy troopers where their base fits.

GAME SEQUENCE

The game is played in a series of Rounds, and each Round is divided into two Player Turns.

The player who won the Initiative Roll goes first, that is, has the first Player Turn. When that Turn ends, the opponent’s Turn begins. Alternate Turns until one player loses all his troopers. Then, the game ends.

ACTIVE PLAYER, REACTIVE PLAYER

The Active Player is the player currently playing his Turn. During the opponent’s Turn, that player becomes the Reactive Player.

ORDER POOL

As the Active Player, the first thing you must do when your Active Turn begins is count how many of your troopers are still alive on the table. That is the number of Orders you may spend during that Active Turn. These make up your Order Pool.

By spending one Order, you may activate one trooper. You decide which trooper to activate each time you spend an Order. You could activate each trooper once, use all your Orders on one trooper, or anything in between.

Once you have spent all your Orders, your Active Turn ends.

MARKERS

Markers help to remember relevant information during the game. In this Introductory Game only 3 Regular Order Markers are necessary for each player.
ORDERS
During your Active Turn, you spend your Orders sequentially to activate your troopers. By spending one Order, you may have one of your troopers perform one of the following combinations of Skills:

- Move + BS Attack (Ballistic Skill)
- Move + CC Attack (Close Combat)
- Move + Dodge
- Move + Move

AROS
When the Active Player declares the first Skill of an Order, and before he can declare the second, both players check to see if any of the Reactive Player’s troopers can react with an ARO (Automatic Reaction Order).

All of the Reactive Player’s troopers that have Line of Fire to (that is, they can ‘see’) the trooper that is using the Order, may declare one of these AROs:

- BS Attack
- Close Combat Attack
- Dodge

SPENDING AN ORDER

**STEP 1**
Active Player declares 1st Short Skill of the Order: Move

**STEP 2**
Reactive Player declares ARO: BS Attack

**STEP 3**
Active Player declares 2nd Short Skill of the Order: BS Attack

**STEP 4**
Measure BS Attack distance and make Rolls
INTRODUCTORY GAME

SKILLS

MOVE
When a trooper declares Move, he may move up to his first MOV value in inches. While moving, he may freely change the direction he is facing.

Declaring Move includes disclosing the exact route the trooper follows.

The second value of the MOV Attribute is the number of inches a trooper may move if he declares Move for the second time during a single Order.

BS ATTACK
In order to declare a BS Attack, the trooper must have Line of Fire to his target and must not be in base to base contact with an enemy.

Before rolling the BS Attack, measure the distance between the trooper and his target and apply the appropriate MOD to his BS Attribute.

Be Careful!
Remember to measure from the same spot in the model’s base at the start and at the end of a Movement.

BS Attack Roll and Burst
When one of your troopers declares a BS Attack, you make a BS Roll to find out whether the attack was successful. If the target declares a BS Attack against your trooper in response or tries to Dodge your attack, then you both make a Face to Face Roll. Otherwise, resolve the attack with a Normal Roll.

When he declares a BS Attack, a trooper in his Active Turn may shoot as many times as the Burst (B) value of his weapon (in this case, a Combi Rifle). The Active Player may distribute those shots among any number of targets, but must do so during the declaration of the attack.

The Active Player rolls as many d20s as the Burst value of his trooper’s Combi Rifle, and compares the results to the BS of the trooper, as explained above under Rolls.

If the Active Player splits his Burst between different targets and these react in ARO, each Face to Face Roll is rolled separately following the order the Active Player wishes.

The Burst value of the Reactive Player is always 1.

Cover
Cover can obstruct Lines of Fire and offers troopers a modicum of protection. The target of a BS Attack is in Partial Cover when it is in base to base contact with a piece of scenery that partly blocks the Line of Fire of the attacker.

Troopers in Partial Cover impose a -3 Modifier to the BS Attribute of their attacker, and also enjoy a +3 Modifier to their own ARM Rolls.
**CC ATTACK**

Troopers may only declare a CC Attack if they are in base to base contact with their target.

**CC Attack Roll**

When one of your troopers declares a **CC Attack**, you make a CC Roll to find out whether the attack was successful. If the target declares another CC Attack or a BS Attack against your trooper in response or tries to Dodge your attack, then you both make a Face to Face Roll. Otherwise, resolve the attack with a Normal Roll.

Roll a d20 and compare the result to the CC Attribute of your trooper as explained above under Rolls.

**DODGE**

To declare Dodge, a trooper must be in base to base contact with, or have Line of Fire to, an attacking enemy.

A trooper that declared Dodge makes a Physique (PH) Roll to avoid the CC or BS Attack.

Additionally, troopers in their Reactive Turn that Dodge successfully may move up to 2 inches. This movement cannot be used to enter base to base contact with an enemy.

**ARMOR AND DAMAGE**

Successful attacks force their target to pass an Armor (ARM) Roll or receive injuries and be removed from play.

To make an ARM Roll, roll a d20 and add the result to the ARM Attribute of your trooper. If the sum is higher than the Damage value of the weapon used in the attack, the trooper passes his ARM Roll. If the sum is equal to or lower than the Damage of the weapon, the trooper loses one point from his Wounds Attribute.

If the trooper loses his last Wounds point, he is removed from play.

If the trooper survives an Attack against him from outside of his 180° LOF, he can turn to face the attacker, at the end of the Order and without any Roll required.

When a Critical success is rolled in any Attack Roll (Being a BS or a CC Attack) the target directly loses one point of his Wounds Attribute value without any ARM Roll required.
INFINITY, A MINIATURES COMBAT GAME

Infinity is a 28mm metal miniatures game simulating special operations and skirmishes in a high technology sci-fi universe.

Infinity recreates Direct Action operations, which are quick, lethal, and very risky. Missions are executed in the midst of a combat zone or behind enemy lines, but always in critical areas where the level of risk is the highest. The player assumes command of a small group of elite troops, specifically chosen before the battle begins to suit the mission’s profile. This allows players to tailor their team’s composition depending on the current mission, fielding different operatives from different units to find the professional troops whose skills may be the most useful during the operation.

Infinity is an innovative game system, dynamic and entertaining, which allows all players to participate during the entire gaming sequence. It possesses a great amount of realism and flexibility, providing players with a wide variety of tactical and strategic maneuvers to employ during the game.

INFINITY: GAME SUMMARY

To enjoy a game of Infinity, the players must agree on a certain number of Army Points, which will define the scale of the game and the type of scenario or mission that they want to play.

Once they have agreed on the number of Army Points, each player creates their own Army List, selecting those troops available to their faction that are best suited for the chosen scenario. Each troop has a Cost value in points. Players choose the troops they want, but the total Cost of the troops chosen cannot exceed the Army Points agreed upon.

Next, the players set the gaming table, distributing the terrain over the surface in a configuration agreeable to all players.

Once the table is set, the players start the game by deploying their miniatures and markers on the gaming table. The game is organized through a series of Game Rounds, and in each Round, each player has their own Active Turn. During their Active Turn, each player assigns Orders to the troops to activate and play with them, moving them about the table, attacking enemy troops, and accomplishing the scenario objectives. At the same time, the opponent is also playing, by reacting to the actions made by the player who is in the Active Turn, thanks to the Automatic Reaction Orders (ARO).

During the game, the Rounds continue until the End-Game conditions are met, which ends the game. Once the game is finished, the players check their Objective Points and their Victory Points to determine who the winner is.

WHAT YOU NEED

To play Infinity you will need the following things:

- A measuring tape of at least 48 inches.
- Some 20 sided dice (d20).
- Infinity miniatures to represent the troops of both players.
- Scenery. At least 8 big elements and 6 small items. As it will be soon become apparent, scenery and terrain is a very important part of Infinity.
- A 4ft x 4ft gaming table. Although the game can be played in surfaces of other sizes, this is the standard size of an Infinity gaming table.
- Markers and templates, all available for free in the Download section of the official Infinity website at: www.infinitythegame.com.
GAME ELEMENTS: TERMINOLOGY AND ALIGNMENT

This rules set uses precise terminology throughout to refer to key elements of the game that players have at their disposal. Therefore, it is important to point out which terms are used to indicate the alignment of those elements.

TERMINOLOGY

This rules set features a collection of terms which refer to very specific game elements that help to clarify the extent of the rules.

- **Deployable weapon.** Game element with a *Troop Profile* that may belong to the *Army List* of some players, and is capable of performing and receiving *Attacks*.

- **Civilian.** Game element with a *Troop Profile* that does not belong to the *Army List* of any player, and which cannot be targeted by *Attacks*.

- **Figure / Model.** Game element with a *Troop Profile* represented on the table by a miniature.

- **Marker.** Game element with a *Troop Profile* represented on the table with a token as specified by some *Special Skill* or *Equipment*.

- **Target.** Game element capable of being targeted by *Attacks*.

- **Deployable piece of equipment.** Game element with a *Troop Profile*, which belongs to the *Army List* of any of the players, and is able to perform some type of *Special Skill* or *Trait*. This element may also be designated as a target and receive *Attacks*.

- **Trooper.** Game element with a *Troop Profile*, which belongs to the *Army List* of any *player*, capable of spending *Orders* as well as declaring and receiving *Attacks*.

KEY WORDS

Important terms are *italicized* in this rulebook to make them easier to locate when using the Index.

BACKGROUND TEXTS

Texts with this format provide information related to the Infinity universe and help the players understand the reality represented by the rules, immersing them in the game environment. However, background texts are for informative purposes only and do not constitute actual rules in the game. These texts appear especially in the *Skills*, *Weapons*, and *Equipment* sections.

ALIGNMENT

In Infinity it is important to define which game elements belong to each player side, and which ones belong to none. This determines if those game elements are capable of being attacked, and if so, from whom these attacks may come.

The Alignment adjectives help the players know the extent of the rules over certain game elements, like *Troopers, Models...*

- **Friendly.** *Troopers* that belong to the player’s *Army List*, or to those of a team mate, or team mates if the game is played in pairs or groups.

- **Enemy.** *Troopers* that belong to the opposing player’s *Army List* or to his team mate or team mates if the game is played in pairs or groups.

- **Hostile.** *Civilians* or game elements that do not belong to the *Army Lists* of either the player or the opponent, which are not a threat to them and are not capable of declaring *Attacks*, but apply negative *MODs* to *Troopers* interacting with them. Hostile is considered a subgroup within *Neutral*, and therefore any rule mentioning the term *Neutral* also applies to the *Hostile elements*. 
**INTRODUCTION**

Neutral. Civilians or game elements that do not belong to the Army Lists of either the player or the opponent, which are not a threat to them and are not capable of declaring Attacks.

**TERMINOLOGY: INTERACTION BETWEEN ZONES AND BASES**

This rules set frequently uses terms that define the interaction between troops and other game elements.

- **Base to Base contact.** One or more Troopers with their bases in direct contact. This term also applies when the trooper’s base is in contact with a game element that may or may not have a base, like a piece of terrain.

- **Inside.** To consider a Trooper inside a defined game area (like for example, a Zone of Control, a Zero Visibility Zone, or a Difficult Terrain Zone) its base must be in contact with the zone or be at least partially within the zone.

- **Totally inside.** When a rule specifies “totally inside”, then the Trooper’s entire base must be inside the defined area. This is the term used in the Domination Areas and Quadrant Control rules applicable in certain missions or scenarios.

**OPEN AND PRIVATE INFORMATION**

Information in an Infinity game can be either Open or Private.

Consider any piece of information on a player’s Army List that is not explicitly Private as Open and knowable to all. You must share Open Information about your Army List while you deploy your models during the Deployment Phase, and also any time your opponent asks during the game.

Private Information is information you can keep to yourself that your opponent cannot ask about. Your Private Information remains secret until a specific game event forces you to disclose it.

You are required to write down all Private Information before the game starts to show your opponent if necessary.

These pieces of information are Private in Infinity:

- Your troopers’ Cost and SWC.
- The identity of your Lieutenant, whether the one originally fielded as such or one appointed in-game.
- The presence of Hidden Deployment troopers.
- The presence of Airborne Deployment troopers.
- The presence of troopers disguised by Holoprojector (see Infinity. Human Sphere).
- The contents of your Camouflage and TO Camouflage Markers.
- The contents of your Impersonation Markers.
- Any Special Skill, weapon or piece of Equipment possessing the Private Information Label.

Private Information about a trooper becomes Open Information when that trooper falls Dead and is removed from play as a casualty.
BASIC RULES
BASIC RULES

The basic rules are one of the pillars of the general game mechanics; these are the rules all players must know in order to play. This chapter, along with the next one: Combat, creates the game engine that establishes Infinity as an excellent modern tactical combat simulator.

Basic Rules establish the Infinity troops features and the way in which they behave inside the game environment. They also determine how to create combat forces and the rules needed to begin playing, as well as the game structure. The pivotal section of this chapter though is the explanation of the Orders system, as this is the central core of the game model players will be constantly using. It is the system that will enable players to participate during the entire game without having to stop playing at any point.

VOLUME AND SILHOUETTE TEMPLATES

In game terms, all troops occupy an unvarying volume on the table. This volume is cylinder-shaped, with its width determined by the base size and its height by the type of troop.

Silhouette Templates are a game aid designed to help players determine the in-game volume and height of a troop.

If doubts about the volume of a troop arise during a game, players can use the Silhouette Templates to decide exactly what cylinder-shaped space it takes up on the game table.

SILHOUETTE TEMPLATES

Depending on their unit type, troops have in their Profile an Attribute called Silhouette (S) that indicates which Silhouette Template they should use.
**LINE OF FIRE (LoF)**

Line of Fire (LoF) is the criterion by which players determine whether a troop can see its target (another model, a Marker, etc.). In Infinity, being able to draw LoF is a requisite for performing BS Attacks and many other Common and Special Skills (Discover, Dodge...).

The Line of Fire (LoF) is an imaginary straight line that joins any point of the volume of a model or Marker to any point of the volume of another.

In Infinity, troops have a LoF angle of 180º, that is, they can see with the front half of their base. Players should clearly mark the limits of that arc on their troops’ bases.

For a troop to be able to draw LoF to its target, it must meet these conditions:

» The target must be within the troop’s front 180º arc.

» The troop must be able to see, at least, a part of the volume of its target with the size of the target’s head, or a minimum size of approximately 3x3mm (the size of the black squares on the Silhouette Templates).

» LoF can be drawn from any point in the troop’s volume to any point in the target’s volume.

» LoF can be obstructed by figures—friendly or not—and pieces of scenery.

Unless otherwise indicated for specific purposes, Markers do not obstruct LoF.

In the same way, troops declaring a Movement (As Move, Climb, Jump, Engage, Dodge in ARO…) do not obstruct LoF all along their trajectory.

**LOF AND SILHOUETTE TEMPLATES**

Infinity miniatures have some very dynamic poses that can sometimes make it tricky to decide whether there is LoF. To make LoF judgments easier, Infinity provides Silhouette Templates with which to determine the actual in-game volume of a figure.

**LOF OF MOVING FIGURES**

For the entirety of its Order, a troop that declared Movement can draw a 360º LoF.

**LOF OF FIGURES IN CC**

Figures engaged in CC can draw a 360º LoF, but only to whatever they are in base contact with.

Figures engaged in CC cannot draw LoF to models, Markers or any other elements with which they are not in base contact.

**LOF AND FRIENDLY FIGURES**

Remember that friendly figures also obstruct your vision, blocking LoF. Bear in mind that you cannot attack friendly or Neutral units, whether as models or Markers.

**MUTUAL AWARENESS**

In Infinity, Line of Fire always assumes reciprocity, following the rule of thumb “if I can see you, you can see me”. This means that as long as any troop can draw LoF to its target, the target can draw LoF to its attacker as well (assuming, of course, that the attacker is within the target’s front 180º arc).
In this Graphic you can see how the Fusilier (1) draws LoF to the Grenzer (2), the Alguacil (3) and also the Iguana (4). Even though it is behind the Alguacil, the Iguana has a Silhouette Template higher than the Alguacil's one, so the Fusilier can draw LoF over the Alguacil's head.

However, the Fusilier cannot draw LoF to the Spektr (5) because the Iguana, whose Silhouette Template is higher, is blocking his LoF.

The Fusilier cannot draw LoF to the Reverend Healer (6) either as the piece of scenery is blocking his LoF.

In this Graphic you can see how the Dâturaazi cannot draw LoF to the Alguacil on the piece of scenery because the Iguana is blocking his LoF.
DISTANCES AND MEASUREMENTS

Distances in the game table are measured in inches, using a tape measure or ruler.

When measuring the distance between two troopers, players must measure **between the closest base edges**.

To determine what is the distance between two objects or scenery items, players must measure a straight line between them.

When moving troopers around the battlefield, players must measure the complete route (including, for example, any detour to avoid obstacles) and must **always use the same part of the base** for their measurements.

ZONE OF CONTROL

Troopers have an awareness of their surroundings thanks to rear sensors or plain (or augmented) hearing.

A trooper’s **Zone of Control** is an area **8 inches** extending from the border of its base, as measured vertically or horizontally. The **Zone of Control** is projected upwards and downwards in a cylinder **8 inches** high.

ZONE OF CONTROL AND ARO

Enemies entering or acting inside the **Zone of Control** of a trooper while remaining outside that figure’s LoF can be reacted to, but **only** by using the Common Skill **Change Facing** or **Reset**, unless the trooper has a Special Skill or piece of Equipment that can be used without LoF.

ROLLS

Infinity uses 20-sided dice (commonly known as d20) to determine whether specific actions are successful. For example, players roll dice to find out whether their troops succeed in hitting their target in ranged combat, hacking into enemy systems, discovering a hidden enemy, etc.

Infinity’s game mechanics revolve around two types of d20 rolls: Normal Rolls and Face to Face Rolls.

NORMAL ROLLS

Normal Rolls are the most common, basic dice rolls in Infinity. This roll is used when a troop is not facing off against an enemy, but instead must prove successful in an uncontested or passively contested Skill (such as Opening/Closing doors, trying to Discover a camouflaged enemy or healing an ally by means of the **Doctor** Special Skill).

To make a Normal Roll and find out if a troop is successful when performing a **Skill**, simply roll one d20 and compare the result against the relevant **Attribute** of the troop performing the action. If the result on the die is **equal to or lower than the Attribute**, the **Skill** is **successful**, and the troop achieves its goal.

**EXAMPLE**

The Fusilier Angus has to make a **Normal BS Roll**, so he rolls a d20 and gets an 8. Since the value of Angus’ BS Attribute is 12, he passes the roll. Later on, Angus tries another **Normal BS Roll**, but this time he gets a 15. With a BS Attribute of 12, he fails the roll.

MODIFIERS (MOD)

In most cases, the circumstances of an action apply **Modifiers (MODs)** to the relevant **Attribute before** a roll is made. **MODs**, by increasing or decreasing the numeric value of an Attribute, denote the difficulty of the **Skill** at hand. A positive **MOD** applies when the **Skill** performed is easier than usual, and a negative **MOD** represents that the Skill is harder than usual.

The most commonly used **MODs** are:

- **Range** (see page 33): can modify the BS and WIP Attributes.
- **Cover** (see page 34): can modify the BS and ARM Attributes.
- **Skills and Equipment**: can modify several different Attributes.
- **Maximum Modifier**: The sum total of the **Modifiers** applied to a Roll can never exceed +12 or -12.

Any **Modifier** that adds up to more than +12 or less than -12 is ignored and replaced by the maximum **MOD** of +12 or -12, as appropriate.

**MAXIMUM MODIFIER EXAMPLES**

An Akal Commando declares a **BS Attack** with his Combi Rifle against a Spektor with the Special Skill **TO Camouflage**, who is in **Partial Cover**. The **Modifiers** the Akal Commando needs to apply to his BS Roll are: **Range** of the weapon (-6), **TO Camouflage** (-6) and **Partial Cover** (-3); totaling -15. However, the Akal Commando only applies the -12 maximum to his BS Roll, ignoring the excess **Partial Cover MOD**.
Let's assume that, in addition to her TO Camouflage and her Partial Cover, the Spektr is on the other side of a Poor Visibility Zone, and is currently in a Targeted state. In this unlikely scenario, the negative MODs to the Akal Commando’s BS Roll would be: Range of the weapon (-6), TO Camouflage (-6), Partial Cover (-3) and Poor Visibility Zone (-6); for a total of -21. The Akal Commando has a positive MOD by virtue of the Spektr’s Targeted state (+3), leaving the final MOD as a bleak -18. However, just as before, the Akal Commando applies only the maximum -12 to his BS Roll.

**IMPORTANT!**
Whenever a rule mentions the value of an Attribute, consider it to mean the final value, obtained after applying all MODs.

**CRITICALS**

Criticals represent the improved outcomes of actions that resulted in an exceptional success. When the result on the die matches the value of the Attribute (remember: the value of the Attribute with all MODs applied), the action is a Critical success. The goal of the action was achieved in the best possible way. A perfect success, congratulations!

**Attributes below 1**
Negative MODs can sometimes cause the final value of an Attribute to effectively drop below 1 for an action. In these cases, the player does not roll the dice, and the Roll is an automatic failure.

**Attributes above 20**
In other cases, accumulating positive MODs can cause the final value of an Attribute to rise above 20. In this case, consider the final value of the Attribute to be 20, but with the peculiarity that the player adds to his result on the die the amount by which the Attribute exceeded 20 (an Attribute of 23 would add 3 to the die).

In these cases, any result of 20 or more on the roll is a Critical, if applicable. Attributes above 20 (either from positive MODs or plainly stated in the troop profile) increase the chance of obtaining a Critical result.

**EXAMPLE**
Legendary warrior Miyamoto Mushashi has a Close Combat (CC) of 25. Whenever he makes an unmodified CC roll, he adds 5 to his die. Consequently, any unmodified Normal Roll is a success and he obtains a Critical with a result on the die of 15 (15 + 5 = 20), 16 (16 + 5 = 21), 17 (17 + 5 = 22) etc...

**ROUNDING**
In Infinity, any time a number (a result on a die, an Attribute, a MOD...) is divided and rounded to an integer, it is always rounded up. For example, half of 5 (5 / 2 = 2.5) would be 3

**FAILURE CATEGORY (FC)**
The Failure Category (FC) is the margin by which the die result exceeds the relevant Attribute. The FC is used to determine how badly the action failed.

To calculate the FC of a roll, simply subtract the final value of the Attribute from the result on the die.

**EXAMPLE**
The Fusilier Angus, with a BS Attribute of 12, makes a BS Roll and gets an 18. His FC on this roll is 6 (18 - 12 = 6). If he had had a +3 MOD in the same roll, his FC would be 3 (18 – 15 = 3).

**FACE TO FACE ROLLS**
When two or more troops act at the same time to try to thwart each other's progress, Face to Face Rolls are used to determine which side acts faster and more effectively.

To do so, both players roll for their troops involved in the face-off and compare each result to the relevant Attribute, as they would in a Normal Roll. Failures are simply discarded but, unlike in a Normal Roll, each side’s successes are compared to the other sides.

When comparing, successes cancel enemy successes with a lower die result—even if they are Cancelled, in turn, by higher enemy successes.

Here is a rundown of possible outcomes:

- **Both fail.** No one achieved their goal.
- **One fails and the other passes.** The trooper that succeeded wins the Face to Face Roll and achieves its goal.
- **Both pass.** The trooper with the higher successful die cancels the enemy successes, wins the Face to Face Roll and achieves its goal.
- **Both pass, but one of the successes is Critical.** The trooper who got a Critical wins the Face to Face Roll, even if the critical roll was lower than the enemy success.
- **Both successes are Critical.** Neither trooper wins the Face to Face Roll as both Criticals cancel each other and no effects are applied. Non-critical successes are discarded.
- **One rolls a Critical and the other rolls two (or more) Criticals.** As in the previous case, all Criticals are cancelled and no effects are applied.

**BREAKING TIES**
Face to Face Rolls can result in a tie. In the event of a tie (Criticals or not), both rolls cancel each other, no effects are applied and the Order is spent.

**IMPORTANT!**
For actions to be resolved with a Face to Face Roll, both troops must affect each other directly. If either action does not affect the outcome of the other, use Normal Rolls instead.

Face to Face Roll: Dodge and Reset
In a Face to Face Roll, success in the Common Skills Dodge and Reset does not affect the ability of the attacker to execute their action, only their ability to affect the dodging/resetting troop. For example, dodging an Attack with several targets only cancels the attack against the troop who dodged, and does not cancel the attack against the rest of the targets.
NOTE
In a Face to Face Roll, the winner prevents the loser’s action, usually meaning that the loser’s shots miss. In this scenario any Disposable or limited weapons or equipment (such as Panzerfaust, Mines, E/Maulers…) are used up in the attempt.

FACE TO FACE ROLL EXAMPLE: ONE VERSUS ONE
The Fusilier Angus opens fire against the Alguacil Ortega, who shoots back. Angus’ Ballistic Skill (BS) is 12, while Ortega has a BS of 11. They both roll their dice. Angus gets a 4, and Ortega gets a 7. Both pass their rolls, but Ortega’s result is higher and he wins the Face to Face Roll, canceling Angus’ success. Angus gets shot before he can even pull the trigger!

FACE TO FACE ROLL PLUS NORMAL ROLL
The Fusilier Angus attempts fire against Ortega, who again shoots back. However, Angus failed to notice the Alguacil Díaz behind him, preparing to open fire into his back. The actions of Angus and Ortega affect each other’s outcome, so they make a Face to Face Roll. However, Angus’ action does not affect Díaz’s, so he makes a Normal Roll against the Fusilier. The result of Díaz’s Normal Roll is unaffected by the result of the Face to Face Roll between Angus and Ortega.

TWO SIMULTANEOUS FACE TO FACE ROLLS
Angus survives the previous attack and corrects his position so he can fire against both Ortega and Díaz. Both Alguaciles fire back. This time, two separate Face to Face Rolls are made: Angus versus Ortega and Angus versus Díaz.

Angus possesses a Combi Rifle, a weapon with Burst 3, allowing him to shoot 3 times. Angus fires two shots against Ortega and the third against Díaz. In his Face to face Roll against Ortega, Angus rolls a 9 and a 4, two successes. Meanwhile, Ortega rolls a 5, another success too. As Ortega’s success is higher than the 4 rolled by Angus, this is cancelled. However, the 9 rolled by Angus cancels the 5, as this is a lower success. In this way, Ortega takes a single hit, as his roll managed to cancel the other one.

Meanwhile, in the Face to Face Roll against Díaz, Angus rolls an 11, a success. However, Díaz rolls an 11 too. This seems to be a tie, but Díaz’s modified BS Attribute value is 11, which means he scored a Critical success, cancelling Angus’ success. So, our favourite Fusilier is shot again.

DISPERSION
Some Special Skills and pieces of Equipment, including certain weapons, can malfunction or ricochet if the player fails the relevant Roll, altering the trajectory and final point of impact or landing.

» In game terms, if a Special Skill or piece of Equipment has a description that specifies it uses the Dispersion rules, then each time the Roll to use it fails, place the Circular Template on the table, centered on the point of impact designated by the player when he used the Skill or Equipment.

» Place the Circular Template with the number 1 facing the center of the game table (as you would when using Special Skills as AD: Combat Jump).

» Once the Circular Template is placed, the player rolls a die to determine the direction of Dispersion, as indicated by the numbers printed on the Circular Template.

» Next, the player moves the dispersing element (be it a troop, a Template, a piece of scenery, etc.) 16 inches in the direction indicated by the die.

Dispersion has a fixed range of 16 inches from the center of the Circular Template, unless a Special Skill or the conditions of the scenario state otherwise.

If the dispersed element is a troop, such as one using certain Deployment Special Skills (AD: Combat Jump, Impersonation…), and the Dispersion places the troop outside of the game table, or in any location where it cannot be placed, or within the opponent’s Deployment Zone, then the figure is placed anywhere within the limits of its owner’s Deployment Zone in contact with one of the borders of the game table.

If, after using the Dispersion rule, a part of the base of a troop is outside the game table, anywhere it does not fit (a narrow ledge, inside a wall, etc.), or within an area where it cannot deploy, then the previous case applies and the figure is placed next to one of the borders of the table within the limits of its owner’s Deployment Zone.
UNIT PROFILE

In Infinity, troops are grouped into Units. A Unit is a group of soldiers of a specific army. All soldiers within a Unit have received the same training and have the same Attributes, Skills, and the same basic gear. Each Unit has a Unit Profile with all the data you need to play it.

The Unit Profile is what makes any given type of soldier different from the rest, and it includes the following information:

INTERNATIONAL STANDARD CODE (ISC)

All units have their own battle history and a reputation associated to their name. Sometimes, these names are popularized in their original language (such as Line Kazak or Bagh-Mari), but most often they are translated to the speaker’s language (as is the case of the Orc Troops and the Hac Tao). To avoid confusion, O-12 has created an international nomenclature, called ISC, for its intelligence reports and analysis.

ISC names are shown in the header of each unit’s profile, in holocards inserted into blister packs, and printed on box sets.

TROOP TYPES

Infinity units are classified according to their mobility, armor, and operational profile. The different Troop Types are:

Light Infantry (LI)
The most common foot soldiers in any army, these mobile, lightly armored troops usually have plenty of support weapons to choose from.

Medium Infantry (MI)
Medium Infantry are Special Forces with elite training and equipment, capable of carrying out specialized combat maneuvers.

Heavy Infantry (HI)
Heavy Infantry are foot soldiers equipped with heavy, often servo-powered armor. They can withstand incredible punishment, yet most remain as mobile as Light Infantry.

Skirmishers (SK)
These are light Special Forces, more focused on stealth and infiltration than raw firepower.

Warband (WB)
Warbands include light assault units who use their high mobility to engage the enemy at close quarters.

Remote (REM)
Remotes are semi-autonomous support units, usually lightly armored but extremely mobile and versatile. Your Army List must include a Hacker or a TAG to include Remotes.

TAG
TAGs (Tactical Armored Gear) combine the benefits of an augmented heavy armor and a heavily armored walking vehicle. Despite their strong armor, these units are faster than any unaided human. Having one in your Army List allows you to include REMs.

Special Units (SU)
Special Units include all units that do not fit into any of the other categories.

TROOP CLASSIFICATION

Troop classification identifies the unit’s function within the army and its most salient operational features. It can determine army compositions in missions and scenarios, or in alternative Army Lists for Tournaments and Campaigns.

Garrison Troops
Lightly trained, these units usually act as reinforcements and rearguard support for the rest of the army.

Line Troops
Usually the most numerous, Line Troops form the main corps of the army.

Specially Trained Troops (Spec. Trained Troops)
Specially Trained Troops are Line Troops who have undergone specialized training for certain types of missions.

Veteran Troops
These troops have participated in many campaigns, seen more than their share of combat, and earned their reputation.

Elite Troops
Elite Troops are Special Forces given the best training and equipment and tasked with the most dangerous special ops.

Headquarters Troops
The crème de la crème of elite soldiers, Headquarters Troops are employed only for the most important missions.

Mechanized Troops
Mechanized Troops include units who deploy using mechanized means, whether TAG or armored transports.

Support Troops
This is an umbrella term for all units with a restricted support role in battle.

Mercenary Troops
These professional soldiers sell their combat expertise for a price. They can join a regular army.

Unless otherwise stated, players cannot add Mercenary Troops to any Combined Army or alien Army List.
**ATTRIBUTES**

Attributes are a series of numeric values that describe a unit’s basic capabilities. In game terms, these are used to make Rolls and calculate the success or failure of attempted actions.

Units have these Attributes:

- **Movement (MOV)**
  The amount of inches this trooper can move with an Order. The MOV Attribute usually has two values: the first time the trooper moves in an Order, and the second.

- **Close Combat (CC)**
  This conveys the trooper’s prowess in hand-to-hand combat.

- **Ballistic Skills (BS)**
  This conveys the trooper’s prowess in ranged combat.

- **Physique (PH)**
  This represents all physical skills, such as strength, dexterity, throwing, dodging...

- **Willpower (WIP)**
  This represents all mental skills, such as Discover, Doctor, Hacking...

- **Armor (ARM)**
  This is a numeric value for the trooper’s overall armor. The higher the value, the heavier and more effective the armor is in reducing the damage of enemy attacks.

- **Bio-Technological Shield (BTS)**
  This is a numeric value for the trooper’s NBC (Nuclear, Biological, Chemical), Nanotechnological, Electromagnetic, and Anti-Hacking protections.

- **Wounds (W)**
  This represents the physical endurance of the trooper, and how much punishment it can withstand before losing consciousness or dying.

- **Structure (STR)**
  This represents the capacity of mechanoid troopers (TAG, REM...) and vehicles to soak up damage before ceasing to function.

- **Availability (AVA)**
  This indicates the number of troopers from this Unit allowed in a single Army List.

- **Silhouette (S)**
  This indicates the three-dimensional volume of the troop for game purposes. The value refers to a specific type of Silhouette Template.

- **Support Weapons Cost (SWC)**
  The cost in Support Points paid for adding a Support Weapon to a troop of that Unit.

- **Cost (C)**
  This is the value in Army Points of the trooper with all its Special Skills, Weapons, and Equipment. This value is pivotal when constructing your Army Lists.

**SPECIAL SKILLS**

This section of the Profile enumerates the Special Skills common to all troopers of the Unit (see **Special Skills**, page 65).

**EQUIPMENT**

These are all pieces of Equipment carried by the trooper (see **Equipment**, page 133).

**OPTIONS**

Each Unit Profile has one or more weapon options, organized in rows in the lower area of the profile. Each row displays the weapons, SWC, and Cost for that option, as well as any possible Special Skills or Equipment unique to that option.
**ARMY LIST**

The Army List is the list of troops that make up the combat forces the player will be using during the game.

In order to play a game of Infinity, the first step will be to determine the number of Army Points with which the Army List will be created. This number will be decided by mutual agreement between the players, or it could be determined by the organizer in the case of a tournament.

The number of Army Points in an Army List will determine the troops the player will be able to use during the game. In order to be able to play a fair game, both players will have the same number, at least to an extent, of Army Points. Even though there can be small variations to that number of Points, the players will assess and adjust them by mutual agreement, or applying the tournament rules, in case they are playing in one. A higher number of Army Points allowed will also mean more versatility for the players when creating their Army Lists.

A standard Infinity game is organized with 300 Points, which would let players field an adequate amount of troops and give a game of average duration. For reference purposes, the standard games and missions in the Official Tournaments of the ITS, the organized game system of Infinity, are designed to play with 300 points.

On the other hand, if a quick game is preferred, then 200 points are enough, even though the versatility of the Army List of the player will be considerably limited.

Games with over 300 Points will lengthen the game duration. However, they tend to be the more appropriate choice when players have agreed on lining up a high number of high points cost troops, as is the case with, for example, TAGs.

**ARMY POINTS AND VALUE**

In order to create an Army List, the player needs to select his troops from the ones available for his faction (PanOceania, Yu Jing, Ariadna...) and add their Costs.

The total sum of the Cost from the troops that make up an Army List must always be equal to or lower than the number of Army Points agreed upon for the game.

**AVAILABILITY**

All troops have an Availability (AVA) value on their Unit Profile. The Availability Attribute determines the maximum number of troops from that same Unit the Army List can use.

A Total Availability value allows the player to field as many troops from that Unit as desired.

The Unit Profile also includes a section where the Sectorial Availability of the troop is specified. This value determines the maximum amount of available troops for a Sectorial Army from that faction. The Sectorial Armies are army corps or specific sections from the army, or small territorial armies from a particular area, region, or planet from the faction they belong to. If the value appears marked with a color, then it means that unit can form Fireteams (to learn more, check Infinity: Human Sphere).

**SUPPORT WEAPONS COST (SWC)**

The Support Weapons are the weapons or Special Equipment not included in the basic or standard troop equipment. These Support Weapons have a specific cost named Support Weapons Cost (SWC).

On each Unit Profile, the SWC for each configuration of that troop is specified, taking into account the weapons and the equipment at their disposal. Troops with basic equipment have a SWC 0. For example, a Fusilier with a Combi Rifle has a SWC 0. However, troops with Support Weapons usually have higher SWC values.

The total amount of SWC points available to use on troops equipped with Support Weapons is related to the total number of Army Points that make up the Army List. In game terms, each 50 Army Points will award 1 point of SWC to use on troops with Support Weapons.

For example, in a 300 Point game, players will have 6 SWC points available to spend in Support Weapons.

**Extra SWC**

Troops with a SWC value preceded by the + symbol will award the player that much extra SWC points to be added to the total of the Support Weapons Points available for his Army List. Moreover, it will not cost the player any SWC to field these troops, as their SWC points value is considered to be 0.

**COMBAT GROUPS**

A Combat Group is a closed group of troops with a maximum number of members no greater than 10.

When the total number of troops making up an Army List is over 10, the player must organize the troops in different Combat Groups.

When creating the Army List, the player must assign each troop to a Combat Group; he will be allowed to create as many Combat Groups as desired, as long as the total amount of troops in each one is no greater than 10.

A Combat Group cannot be reorganized during the game. Because of this, once the game has begun, players are not allowed to transfer troops nor their given Orders to a different Combat Group other than the one they belong to.

**LIEUTENANT**

Army Lists must have a troop with the Special Skill Lieutenant.

However, players are not allowed to field more than one troop with the Special Skill Lieutenant in the Army List, regardless of the Level of said Special Skill.

**REMOTES**

In order to be able to field one or more troops of the Remote type (REM) the Army List must include at least one TAG or a trooper possessing the Hacker Special Skill. However, it does not need to be in the same Combat Group.
INFINITY ARMY

Infinity Army is the free and official tool to create Army Lists for Infinity.

Infinity Army helps the player create his own Army Lists through an easy and intuitive interface. The management software of this application assesses the legality of each Army List the player creates keeping in consideration the guidelines for the creation of Army Lists for standard games, or following the different models from the ITS tournaments, chosen by the player.

Furthermore, the Infinity Army has all the updated Unit Profiles available for Infinity. Any modification to an existing unit or the addition of a new unit made through the official Infinity website, or through the launching of a new book or supplement, will be automatically reflected in Infinity Army.

To make its use and management easier, Infinity Army has a tutorial mode in which Sibylla, the virtual assistant, will guide the player through the entire creation process of his Army List.

Infinity Army is the quickest and easiest way to create Army Lists, and it is available for free on the official Infinity website: http://www.infinitythegame.com/army.

INITIATIVE AND DEPLOYMENT

INITIATIVE ROLL

Before the game begins, players make a Face to Face Roll using their respective Lieutenant’s WIP Attributes. The winner of the Initiative Roll can choose between keeping Deployment and keeping Initiative. Whichever option the winner declined goes to the other player.

In case of a tie, or if both players fail the Initiative Roll, they will re-roll it.

The WIP Attribute of the Lieutenant is considered Private Information.

Keeping Initiative

The player who kept Initiative gets to choose which player has the first Player Turn and which player has the second Player Turn in each Game Round. This order is maintained throughout the game.

Keeping Deployment

The player who kept Deployment gets to choose who deploys first, and in which Deployment Zone.

DEPLOYMENT PHASE

This phase comes after the Initiative Roll, once the Initiative and Deployment have been chosen. During the Deployment Phase, before the game begins, players place their troops on the battlefield.

The Deployment Phase is divided into the following steps:

1. Player One Deployment: Following the order established in the Initiative Roll, as decided by the player who kept Deployment, the first player places all but one of his troops inside his Deployment Zone.

2. Player Two Deployment: Once Player One is done, Player Two places all but one of her troops inside her Deployment Zone.

3. Player One Last Figure: Then, Player One places the troop he kept back during step one.

4. Player Two Last Figure: Finally, Player Two places the troop she kept back during step two.

REMEMBER

Some Special Skills, such as Infiltrate and Mechanized Deployment, allow players to place certain troops outside their Deployment Zones.

Other Special Skills, like Airborne Deployment or TO Camouflage, allow players not to place certain troops on the battlefield at all during the Deployment Phase.

Finally, the Strategos Special Skill can alter the Deployment rules for both players.

Deployment Rules

To deploy your troops on the table, follow these rules:

» The base of each troop must be entirely within the Deployment Zone.

» Troops cannot be deployed in base to base contact with enemy troops, neutral troops, Markers or Objectives, regardless of their Special Skills.

» If, at the beginning of his first Player Turn, the player’s Lieutenant has been not deployed by virtue of some Special Skill, such as Airborne Deployment, that player begins his first Player Turn in a situation of Loss of Lieutenant (see Loss of Lieutenant in page 31).

» When a troop deploys, its owner can choose to deploy it Prone. To do so, simply place a Prone Marker (PRONE) beside the troop.

» Unless otherwise agreed upon, troops cannot deploy in a location without enough space to fit their entire base.
GAME SEQUENCE

GAME ROUND

Infinity games are divided into Game Rounds, or Rounds, during which both players have the chance to take an active role. This means each Round is divided into two Player Turns, or Turns, one for each player.

At the start of a Round, a new Player Turn begins, following the turn order determined during the Initiative Phase (see Initiative, page 26).

At the end of the Round, all game effects (Special Skills, Weapons, Equipment...) with a Round duration also end.

START OF THE TURN: TACTICAL PHASE

The Tactical Phase is the step when the Active Player makes a series of quick checks before he starts activating his troops.

Retreat! Check
The Active Player counts his Victory Points to see if he enters a Retreat! situation (see End-Game Conditions, page 143).

REMEMBER
The Active Player’s Victory Points are the sum of the Cost of all his troops not in a Null state (Unconscious, Dead, Sepsitorized...).

Loss of Lieutenant check
The Active Player checks whether he is in Loss of Lieutenant (see page 31).

Order count
The Active Player counts how many Orders he has at his disposal for this Turn, by counting the number, type and state of his troops. He also applies the effects of Retreat! and/or Loss of Lieutenant (if necessary). You can find out more about the types of Orders and their use on page 28.

Regular Orders
For each Regular troop deployed on the table that is not in a Null state (Unconscious, Dead, Sepsitorized...), the Active Player adds one Regular Order Marker (REGULAR) to his Order Pool.

REMEMBER
Each Combat Group has its own independent Order Pool.

Special Lieutenant Order
The Active Player, unless he is in Retreat! or Loss of Lieutenant, places a Special Lieutenant Order Marker (LIEUTENANT) on the table, being careful not to place the Marker next to his Lieutenant.

Irregular Orders
Then, the Active Player places an Irregular Order Marker (IRREGULAR) on the table for each of his Irregular troops not in a Null state.

Impetuous Orders
Finally, the Active Player places an Impetuous Order Marker (IMPETUOUS) next to each of his Impetuous troops not in a Null state.

UNDEPLOYED TROOPERS
Troops that have yet to deploy on the table (for example, due to the Special Skill Airborne Deployment) do not contribute their Order to their Order Pool. Undeployed troops’ Orders are Private Information, so their player can keep their Order Makers secret and out of sight of the opponent.
ORDERS AND ORDER POOL

IMPETUOUS PHASE

During this phase, the Active Player must expend all available Impetuous Orders (see Impetuous Order, page 29).

REMEMBER
The Impetuous Phase is not applied if a Retreat! situation is determined during the Retreat! Check.

ORDERS PHASE

This is the main phase of the Player Turn, when the Active Player gets to use his Order Pools, his Irregular Orders and the Special Lieutenant Order to activate his troops. The Active Player has no obligation to expend all Orders. However, unused Orders cannot be reserved for subsequent Turns, but are lost instead.

ORDERS

In Infinity, the capacity of an army to maneuver and take actions is measured in Orders. An Order is a game term, a sort of currency spent to activate a trooper so that it can take part in the battle. The higher the number of Orders at its disposal, the more an army can do.

Each one of the aligned troopers that is not in one of the Null states (Unconscious, Dead, Sepsitorized, SpawnEmbryo...) contributes an Order during its Active Turn.

STRUCTURE OF AN ORDER

Players use Orders to activate troopers and have them perform actions in the form of Skills (Move, Jump, CC Attack...). Depending on their complexity and the in-game time taken, Skills are divided into:

» Short Movement Skills: Can be declared twice or combined with a different Short Movement Skill in the same Order. For instance, you could use an Order to Move and Discover. They can also combine with a Short Skill.

» Short Skills: Can only combine within the same Order with a Short Movement Skill. Cannot be declared twice or combined with other Short Skills.

» Entire Order Skills (or just Entire Order for short): These Skills employ one whole Order and cannot combine in any way.

In other words, the expenditure of an Order allows the activated trooper to declare one of the following combinations of Skills:

» Any one Entire Order Skill.

» Any one Short Movement Skill plus any one Short Movement Skill.

» Any one Short Movement Skill plus any one Short Skill (and vice versa).

END OF THE TURN

Once the Active Player runs out of Orders, or decides not to use the remaining ones, all effects created by the Active Player with a Turn duration end; Markers and Templates representing those effects are removed from play. All Order Markers still on the table are removed as well.

Lastly, if the Player Turn took place in a Loss of Lieutenant situation, the Active Player can appoint a new Lieutenant, whose identity is still Private Information. Then, the Turn ends.

ORDERS AND ORDER POOL

TYPES OF ORDERS

REGULAR ORDER

Regular Orders are those contributed by troopers with the Training Characteristic Regular.

The Regular Order provided by each trooper is available to any trooper in the same Combat Group.

Marker
Regular Orders are represented by a Regular Order (REGULAR) Marker.

The status and expenditure of Regular Orders is Open Information. Players must place their Regular Order Markers where all players can see them.

IRREGULAR ORDER

Irregular Orders are those contributed by troopers with the Training Characteristic Irregular.

Irregular Orders are only available to the trooper that provided them, and can never activate a different trooper.

Marker
Irregular Orders are represented by an Irregular Order (IRREGULAR) Marker.

The status and expenditure of Irregular Orders is Open Information. Players must place their Irregular Order Markers where all players can see them.

REMEMBER
Even if declared one after the other, both Skills in a single Order occur simultaneously. For example, if you declare Move plus BS Attack, (the Short Skill troopers use to fire their weapons), you can make the BS Attack at any point during the movement route declared, and not necessarily at the beginning or the end of that route.
ORDERS AND ORDER POOL

**Impetuous Orders**
Impetuous Orders are those contributed by troopers with the Fury Characteristic Impetuous or Extreme Impetuous.

Impetuous Orders are additional Orders used exclusively by the trooper that provided them.

Impetuous Orders are only used during the Impetuous Phase of their Active Turn and the rules governing their use are described in the section Fury: Extreme Impetuous (see page 47).

**Marker**
Impetuous Orders are represented by an Impetuous Order (IMPETUOUS) Marker placed beside the trooper to whom it belongs. The status and expenditure of Impetuous Orders is **Open Information**.

**Special Lieutenant Order**
The Lieutenant of each army has a special extra Order that is for his use only. This Order is not included in the Order Pool, but kept separate for the Lieutenant to use.

**Marker**
The Special Lieutenant Order is represented by a Special Lieutenant Order (LIEUTENANT) Marker. The status and expenditure of the Special Lieutenant Order is **Open Information**. Players must place their Special Lieutenant Order Markers where all players can see them.

**Order Pool**
The Order Pool is the amount of Regular Orders available to each Combat Group during their Active Turn. The more troopers with the Characteristic Regular in a Combat Group, the bigger its Order Pool.

Each Combat Group has its own Order Pool. Furthermore, each Combat Group can only use its own Regular Orders, and never Orders from the Order Pool of a different Combat Group.

There is no limit to the number of times Regular Orders can activate the same trooper during its Active Turn; the only limit is the size of the Order Pool of its Combat Group.

You can spend Regular Orders from your Order Pools in any order. When you activate a trooper, you do not need to spend all orders you plan to use on that trooper consecutively, but can alternate between troopers and even Combat Groups.

Players are not required to expend all Regular Orders in their Order Pools.

Players recalculate Order Pools at the beginning of each of their Active Turns, during the Tactical Phase. Each time players suffer a casualty, that is, when one of their troopers enters a Null state (Unconscious, Dead, SepSitorized...), they lose that trooper’s Orders for subsequent Turns.

**Structure of the Order Pool**
Only Regular orders go into the Order Pool. Irregular Orders, Impetuous Orders and the Special Lieutenant Order are not part of any Order Pool.

**Order Pools and Undeployed Troopers**
Only troopers on the battlefield, whether in the form of a figure or represented by a Marker—Camouflage, TO, Impersonation, etc.—contribute Orders to their Order Pool. Regular troopers that have not yet deployed onto the table due to Special Skills such as Airborne Deployment or TO Camouflage do not add their Order to their Order Pool until they start their Active Turn deployed.

The exception to this rule is provided by those troopers possessing a Special Skill as Airborne Deployment or TO Camouflage deployed using an Impetuous Order (see page 29).

The status and existence of Orders provided by undeployed troopers is **Private Information**. Markers for Regular Orders provided by undeployed troopers can be kept secret and out of sight of the opponent.

**Order Markers and Undeployed Troopers**
The status and existence of Orders provided by undeployed troopers is Private Information.

If a trooper has a Special Skill that allows it to not deploy during the Deployment Phase, its player can keep that trooper’s orders (Regular, Irregular, Impetuous, Lieutenant...) out of sight of the opponent until the trooper finally deploys.
**ORDER POOL EXAMPLE**

A player has an Army List with 12 Regular troopers divided in two Combat Groups of 8 and 4 troopers respectively. She has two Order Pools, one with 8 Regular Orders and a second one with 4 Regular Orders.

She could use her 8 Regular Orders in the first Order Pool to activate the 8 troopers in that Combat Group once. She could also give all those Orders to a single trooper, activating it 8 times. Alternatively, she could give 4 Orders to one trooper, 3 to another and 1 to a third trooper.

She can assign those 8 Orders in any combination within the first Combat Group, and do the same with the 4 Regular Orders available for the second Combat Group. What she cannot do is use orders from the first Combat Group to activate troopers in the second Combat Group, or vice versa.

**ARO: AUTOMATIC REACTION ORDER**

In Infinity games, thanks to the Automatic Reaction Order (ARO) mechanic, players never stop making game-altering decisions. Even during their opponent’s Active Turn, they can take actions as their figures and Markers react to enemies activating with Orders.

A trooper owned by the Reactive Player can declare an ARO if any of the following is true:

- It has Line of Fire (LoF) to a trooper being activated by the Active Player.
- An enemy trooper activates within its Zone of Control (ZoC).
- It has a Special Skill or piece of Equipment allowing reaction to enemy actions without LoF.

The Reactive Player must declare AROs for all eligible troopers immediately after the Active Player declares his Entire Order or the first Short Skill of his Order (see: *Order Expenditure Sequence*, page 31). Troopers that fail to do so lose their ARO against that Order. If, by declaring the second Short Skill of its Order, the active trooper gives ARO to enemy troopers that did not have ARO against the first Short Skill, then those enemy troopers can declare their AROs.

Each time the Active Player activates a trooper by spending an order, each eligible enemy gets one single ARO, regardless of the number of Skills the Active Player declares during that Order.

AROs must choose the trooper activated by the Order as their target.

Troopers cannot react to AROs, since only the Active Player’s Orders give AROs and only the Reactive Player can declare AROs.

There is no limit to the number of troopers that can react to the activation of a single enemy trooper.

**IMPORTANT!**

Using an ARO, the Reactive Player can only declare Skills that specifically state they are usable in ARO.

**ALL AT ONCE**

In Infinity, Orders and AROs are simultaneous regardless of the Skills declared.

For example, if an activated trooper declares Move + BS Attack and chooses to shoot from its starting position (taking advantage of a favorable Range), and its target reacts with a BS Attack, choosing to shoot at the end of the Movement (again, for Range purposes), then both actions are still considered to be simultaneous for all game purposes.

**IMPORTANT!**

All AROs are also simultaneous. This means that, if a Camouflage Marker spends an Order to Move, its opponent can declare Discover with all troopers with LoF to it, but cannot declare Discover with one of the troopers and BS Attack with the rest, waiting for the Discover Roll to be successful (see: *Camouflage and Hiding*, page 70).
**ORDER EXPENDITURE SEQUENCE**

Each time the Active Player decides to use an Order (of whatever type) to activate a trooper, follow these steps:

1. **Activation:** The Active Player declares which trooper will activate.

2. **Order expenditure:** The Active Player removes from the table, or otherwise marks as spent, the Order Marker he uses to activate the trooper.

3. **Declaration of the First Skill:** The Active Player declares the first Short Skill of the Order, or the Entire Order he wants to use. If movements are declared, the player measures the movement distance and places the trooper at the final point of its movement.

4. **Declaration of AROs:** The Reactive Player checks which of her troopers can react against the activated trooper, and declares AROs for each of them. If a trooper can declare an ARO but fails to do so, the chance is lost. If movements are declared, the player measures the movement distance and specifies where the trooper would be at the end of its movement.

5. **Declaration of the Second Skill:** The Active Player declares the second Short Skill of the Order, if applicable. If movements are declared, the player measures the movement distance and places the trooper at the final point of its movement.

6. **Declaration of AROs:** The Reactive Player can check whether new AROs are available, and declare those. If movements are declared, the player measures the movement distance and specifies where the trooper would be at the end of its movement.

7. **Resolution:** Players take measurements, determine MODs, and make Rolls.

8. **Effects:** Players apply all effects of successful Orders or AROs, and make ARM/BTS Rolls.

9. **Conclusion:** If necessary, players make Guts Rolls and apply their effects.

**IMPORTANT!**

All details and choices related to the execution of a Short Skill, Short Movement Skill, or Entire Order Skill must be specified when it is declared. For instance, if you declare a movement, specify the entire route; if you declare a BS Attack, specify which Weapon will be used, who the targets are, how the Burst is divided, etc. A Skill declaration is not valid if the Requirements for their execution are not met. For example, a CC Attack cannot be performed against a figure that is not in base to base contact with the attacker. If the Player declares a Skill and, when he applies its Effects, he realizes the Requirements are not met, then the Skill is considered null. However, the trooper who declared it still generates ARO, as if he has declared an Idle, and loses the ammunition or equipment used, if he declared the use of a Disposable weapon or piece of Equipment.

---

**LOSS OF LIEUTENANT**

Despite their training and their constant connection with Mission Control, losing a team leader to enemy fire or system failure can wreak havoc on the discipline of soldiers, creating a moment of confusion in which everyone is left to their own devices, without a coordinated tactical approach. This situation is usually temporary, and order reigns again once the next rung in the chain of command steps up or Mission Control chooses a new leader.

**ACTIVATION**

If, during the Tactical Phase of the Active Turn, the Active Player lacks a Lieutenant because they did not deploy or the previous Lieutenant is currently in a Null (Unconscious, Dead, Sepsitorized…) or Isolated state, then a situation of Loss of Lieutenant is automatically declared.

**EFFECTS**

When an army enters a Loss of Lieutenant situation, all troops in its Army List become Irregular.

**CANCELLATION**

The player can appoint a new Lieutenant at no cost at the end of the Turn in which he entered the Loss of Lieutenant situation. The identity of this new Lieutenant is still considered Private Information.

**IMPORTANT!**

Troops with the Irregular Characteristic or the REM Troop Type on their Troop Profile cannot be appointed as Lieutenant.
BALLISTIC SKILLS (BS)

Ranged combat and firefights are the foundation of modern warfare, and play an equally pivotal role in Infinity. The Skill used for firefights is Ballistic Skill (BS). An exchange of fire takes place within the normal Order expenditure sequence and uses the same types of Rolls as all other combat in Infinity.

BS ATTACK DECLARATION

REQUIREMENTS

For a trooper to declare a BS Attack in its Active Turn or Reactive Turn, it needs to:

» Be using a BS Weapon, or a Skill or piece of Equipment capable of making a BS Attack.

» Be able to draw Line of Fire (LoF) to the target of the BS Attack, unless the BS Weapon, Skill or piece of Equipment used doesn’t require LoF.

» Not be in base to base contact with any enemies during the Activation phase of that Order.

The player must make sure to meet all Requirements when activating the trooper by declaring the BS Attack.

BURST

Each time a trooper declares a BS Attack, it can take as many shots as the Burst (B) value of its BS Weapon.

During the declaration of a BS Attack, the player can distribute a number of shots equal to the Burst value among one or more targets, as long as they are valid (within LoF, if needed).

Move + BS Attack (or Vice Versa)

Since the Skills used in an Order are simultaneous, a BS Attack can be declared at any point during the route followed by the Move Skill. If the Burst is divided among several targets, all shots must be made from a single point. Usually, the attack is made from the position that offers the biggest advantage: a clear LoF, uncovered targets, optimal range, etc.

IMPORTANT!

The player must specify, at the time of the BS Attack declaration, which BS Weapon, Equipment or Special Skill the trooper will use. Furthermore, if the chosen BS Weapon, Equipment or Special Skill has different Ammunition or options, he must select which one at that moment.

Burst During Reactive Turn (ARO)

In ARO, the B value is always reduced to 1; however some rules or Special Skills can modify this value. If the target declared Move plus any Short Skill or Short Movement Skill, the Reactive Player can make the attack at any point during the target’s movement.

Burst Modifiers

Certain situations can alter the usual B value of a weapon. Players apply Burst Modifiers when declaring the BS Attack.

BS ATTACK RESOLUTION

Once the BS Attack is declared, players check which MODs apply, take the necessary measurements, and make the BS Attack Rolls.

MODIFIERS (MOD)

Before rolling, the player must check which MODs are applicable. The most common are:

RANGE

Most BS Weapons, pieces of Equipment and Special Skills that can make BS Attacks put a Range MOD on the attack that depends on the distance between the attacker and the target (see Range, page 35).

If the target is farther from the attacker than the maximum Range value of the BS Weapon, piece of Equipment or Special Skill, then the BS Attack fails automatically (the Order is spent, Disposable weapons are used up, etc.).

COVER

If the LoF is drawn through an area with special Visibility Conditions, the attacker’s Roll can suffer penalties (see Visibility Conditions, page 164).

SPECIAL SKILLS AND EQUIPMENT

Certain Special Skills and Equipment can add a MOD to BS Attack Rolls.

BS ATTACK ROLL

After calculating the MODs, players make their Rolls using the relevant Attribute, usually BS. Simultaneous BS Attack Rolls can be made in any order.

NORMAL ROLL

If the Skills declared by the target do not affect the outcome of the BS Attack, the attacker can make a Normal Roll (see Rolls, page 20).

The attacker makes one roll for each point of Burst he assigned to a target.

FACE TO FACE ROLL

If the Skills declared by the target do affect the outcome of the BS Attack (like declaring another BS Attack would, for example), then a Face to Face Roll is made (see Rolls, page 20).

Both players make as one Roll for each point of Burst they assigned to that exchange.
BS ATTACK RESULTS
For each successful BS Attack Roll, the target must make an ARM/BTS Roll (see page 42).

CRITICALS
Rolling a Critical means the attack is an automatic success. Unless otherwise specified, each Critical rolled in a BS Attack causes the target to lose 1 point from their Wounds/Structure Attribute without making an ARM/BTS Roll to avoid the damage.

COVER
The term Cover refers to all pieces of scenery that partially or completely obstruct LoF, thus preventing the attacker from making a clean BS Attack.

There are two categories of Cover in Infinity: Partial Cover and Total Cover.

PARTIAL COVER
Partial Cover partially blocks the attacker’s vision of his target.

REQUIREMENTS
» The target of the BS Attack must be in base contact with a piece of scenery.
» For a piece of scenery to be considered a valid Cover, it must conceal at least a third of the target. This means that it must have a height that is equal to or higher than one third of the target’s height, and must also cover at least the equivalent of one third of its base.

REMEMBER
Certain weapons use Special Ammunition capable of altering the effects of a BS Attack, causing more than one ARM/BTS Roll for each success, reducing the ARM/BTS of the target, etc. This can also alter the way Criticals work.

EFFECTS
» When in doubt, check the Silhouette (S) attribute of the target and its Silhouette Template to see the measurements of that minimum height and width.
» The troop must be able to see, at least, a part of the volume of its target with the size of the target’s head, or a minimum size of approximately 3x3mm (the size of the black squares on the Silhouette Templates).

TOTAL COVER
Total Cover completely blocks the attacker’s vision of his target, obstructing any LoF.

REQUIREMENTS
For a trooper to be in Total Cover, one of these two must be true:

» The pieces of scenery completely obstructs the attacking enemy’s LoF.
» The attacking enemy does not have LoF to the trooper.

EFFECTS
Troopers cannot declare BS Attacks with weapons, Special Skills or pieces of Equipment that require LoF against a target in Total Cover.

BS ATTACKS INTO CLOSE COMBAT
If a trooper declares a BS Attack against an enemy in base contact with an ally, he applies a -6 MOD to his BS for each ally in that Close Combat (this is in addition to all other MODs for Range, Cover, CH: Camouflage, etc.).

If the trooper fails his Roll and the Failure Category (FC) is less than or equal to the MOD applied for allied troopers (-6, -12, etc., depending on the number of allies in that CC), then an ally takes the hit and is forced to make an ARM/BTS Roll. If several allies were participating in the CC, the attacker can choose which one takes the hit.

EXAMPLE
Fusilier Angus watches as his comrade Fusilier Bipandra is attacked in CC by the Alguacil Ortega. Angus, always the gentleman, tries to help and declares his ARO will be to make a BS Attack, then opens fire on Ortega. To hit Ortega, Angus needs to roll 9 or less on his d20 [BS: 12 +3 (Range MOD) -6 (MOD for trying to avoid friendly fire) = 9]. What he rolls instead is a 12. Uh oh. He failed his Roll, and he did so because of the MOD for having to avoid hitting his ally engaged in that CC (10 to 15 on the die). This means his FC is 3 (12-9=3), less than the value of the MOD (-6), so Angus ends up shooting Bipandra by accident. Now Bipandra must make an ARM Roll and, if she passes it, she will want to have a word with her comrade Angus.
**TWIN WEAPONS**

When a trooper has two identical BS weapons, he may use them simultaneously for enhanced firepower.

**REQUIREMENTS**

» The trooper must have two identical BS weapons (two Rifles, two Combi Rifles, two Boarding Shotguns, two Light Flamethrowers, etc.).

**EFFECTS**

» Troopers with two of the same BS weapon can use them as a single weapon with a +1 Bonus to its Burst (B).

» Thanks to this Bonus, in **Active Turn**, a trooper with 2 identical **Direct Template Weapons** (2 Chain Rifles, 2 Light Flamethrowers...) may place the Template twice per declaration, even against different targets.

» In order to **Dodge** several Direct Templates placed in a single Order, the target must pass a single Normal PH (or PH-3) Roll. If successful, all Templates are dodged.

» Even if the weapons have different Shooting Modes, the whole Burst must use the same type of Shooting Mode.

» The +1 B Bonus is not applicable when the attack is an **Entire Order Skill** (Intuitive Attack, Speculative Fire...).

» If the trooper uses the **Twin Weapons** rule with **Disposable Weapons with limited ammunition** (such as two Panzerfausts), then benefiting from the +1 B Bonus means expending one additional projectile.

» For example, a trooper with two Panzerfausts (a weapon capable of shooting twice and with B 1) using the Bonus would make an attack with B 2, thus consuming in a single Order one projectile from each Panzerfaust. A second BS Attack with both Panzerfausts would deplete them both.

**REMEMBER**

The Twin Weapons rule cannot be used if both weapons are not identical. For example, a troop with a Combi Rifle and a Multi Rifle, or one with a Chain Rifle and a Nanopulser, would not be able to apply this rule.

This rule is only usable in the **Active Turn**.

**TEMPLATE WEAPONS AND EQUIPMENT**

BS Weapons and Equipment that use an **Area of Effect** Template affect not only the target enemy, but also an area of the game table determined by the size of the Template.

There are two kinds of Template BS Weapons and Equipment, depending on where and when the Template is placed: **Direct Template** and **Impact Template**.

**AREA OF EFFECT**

The Area of Effect of a Template is the area it covers with a single declaration of use. For example, if you declare an **Attack** using a Template Weapon, all troopers or targets in base contact or inside the Area of Effect of the Template are affected by the Attack declared.

**EFFECTS**

» Any trooper in base contact with a Template, or whose base or Silhouette Template is covered at least partially by a Template, is equally affected by the Template Weapon or Equipment.

» Troopers affected by a Template Weapon or Equipment can declare **Dodge** as their second Short Skill or ARO, even if they do not have LoF to the attacker.

» **Dodging** an Attack with a Template Weapon usually involves passing a **PH Roll**.

» However, that Roll becomes a **PH-3 Roll** in these cases:

« If the trooper affected by the Template Weapon does not have LoF to the attacker.

« If the Template Weapon is a **Deployable Weapon** (such as a Mine or an E/Mauler).

« Troopers affected by a Template Weapon who declare **Change Facing** will perform a **PH-3 Roll**.

**IMPORTANT!**

Troopers affected by a Template Weapon cannot benefit from the +3 MOD to ARM/BTS for Partial Cover.

**Template Weapons on a Close Combat**

Template Weapons that affect at least one trooper engaged in a Close Combat affect all troopers in that Close Combat, even if some of them are not in direct contact with the Template. Bear in mind that troopers cannot declare Attacks against their friendly troopers.

**Template Weapons and Friendly and Neutral troopers**

It is not allowed to declare Attacks against friendly or Neutral troopers. So, if the player declares an Attack with a Template weapon that affects a friendly or Neutral trooper, then that shot is considered null (But not any other shot of the same Burst with no Civilian or Neutral trooper affected by a Template). All those troops who were affected by the nullified shot can still declare ARO.

In such a situation, if the Template weapon has the **Expendable** Trait one use is considered spent.
Template weapons, scenery items, and Total Cover
The presence of scenery items on the game table can change a Template’s Area of Effect as shown in the graphic examples.

Each Template has a **Blast Focus** to determine if nearby scenery protects a trooper from the Template’s effects. If LoF can be drawn from the Blast Focus to the trooper, then that trooper is affected by the Template. However, if the LoF cannot be drawn **due to the presence of a piece of scenery**, then the trooper is considered to be in Total Cover and is not affected by the Template.

The Blast Focus is at the center of the Circular Template and at the narrow end of the Teardrop Templates.

The Blast Focus can only draw LoF inside the Area of Effect of the Template.

**TYPES OF TEMPLATE**
In this rulebook, there are three kinds of Templates used by weapons and pieces of Equipment: the Circular Template, the Large Teardrop Template and the Small Teardrop Template.

Templates used by Template Weapons and Equipment have a height equal to their radius or half their width (unless otherwise specified, as in the case of Smoke Special Ammunition, page 111). To help determine the three-dimensional Area of Effect of a Template, add a second identical template perpendicular down the middle so the cross-section forms an X.

**DIRECT TEMPLATE WEAPONS**
As their name implies, these weapons place a Template where their user stands.

**EFFECTS**
* These weapons require no BS Roll to hit.
* Place the Template down **when you declare the Attack** to determine what the Attack affects, as that might influence the possible second Short Skill and AROs.
* **Teardrop Direct Template** (Chain Rifle, Flamethrower, etc.): Place the narrow end of the Teardrop Template (Blast Focus) contacting the edge of the attacker’s base or Silhouette Template. All troopers affected by the Template suffer the Attack (see diagram).

* **Circular Direct Template**: Place the center of the Circular Template (Blast Focus) over the center of the attacker’s base. All troopers affected by the Template suffer the Attack.

* Affected troopers can **Dodge** the Attack of a Direct Template Weapon by passing a Normal PH Roll (or PH-3 in the cases mentioned previously under Effects).

* If an affected trooper declares an Attack against the user of the Direct Template Weapon as the second Short Skill of an Order or as an ARO, then that Attack is resolved with a Normal Roll using the relevant Attribute (if the weapon, Special Skill, etc. requires a Roll) instead of a Face to Face Roll. Once the Attack is resolved, and regardless of the outcome, the trooper suffers the effect of the Template.

* Direct Template Weapons with a Burst (B) value greater than 1 allow the attacker to place the Template as many times per order as the B value, even sharing this B against different targets. You can find further information about this possibility on **Twin Weapons**, page 35.

* Direct Template Weapons allow the user to declare the Skill **Intuitive Attack**.

**IMPORTANT!**
Even in contact with the Template, troopers declaring an Attack with a Direct Template weapon are not affected by it, unless the description of such weapon states the contrary.

**IMPACT TEMPLATE WEAPONS**
These weapons place a Template at the point of impact.

**REQUIREMENTS**
* Unlike Direct Template Weapons, Impact Template Weapons require an Attack Roll, using BS or the appropriate Attribute, to hit.

* The user of one of these weapons must declare a main valid target, and that target is used as a reference to place the Template.

* Place the Template down **when you declare the Attack** to determine who is affected by that Attack, as that might influence the possible second Short Skill and AROs.
BALLISTIC SKILLS (BS)

DIRECT TEMPLATE: AREA OF EFFECT, BLAST FOCUS AND SCENERY.

DIRECT TEMPLATE: AREA OF EFFECT, PLACEMENT AND TOTAL COVER.

DIRECT TEMPLATE: AREA OF EFFECT, PLACEMENT AND TROOPERS AT DIFFERENT LEVELS.

DIRECT TEMPLATE: AREA OF EFFECT, PLACEMENT AND PRONE TROOPER.

DIRECT TEMPLATE: AREA OF EFFECT, PLACEMENT AND SILHOUETTE TEMPLATE.
**EFFECTS**

» The Template only applies its effect on each affected trooper if the Attack Roll is successful.

» The trooper who declared the Attack compares this Roll against each enemy trooper affected by the Template individually. Each enemy trooper affected by the template resolves his Face to Face Roll with the Template user independent of each other; the Face to Face Roll of one affected enemy trooper does not affect the Face to Face Rolls of the others (See the example below).

» The attacker must designate a main target, from who all MODs applied to his Roll will be determined. As stated above, this Roll will be compared against each enemy trooper affected by the Template.

**Teardrop Impact Template** (Shotgun, Plasma Rifle, etc.): Place the narrow end of the Template (Blast Focus) contacting the edge of the main target’s base, following the Line of Fire (see diagram).

As the diagram shows, the narrow end of the Template (Blast Focus) must be in contact with the edge that is closest to the attacker, so that the main target is unequivocally affected by the Template.

All other troopers affected by the Template suffer the Attack as well.

**Circular Impact Template** (Grenades, Grenade Launchers, etc.): Place the center of the Circular Template (Blast Focus) over the center of the main target’s base. All other troopers affected by the Template suffer the Attack as well.

In order to **Dodge** an Attack with an Impact Template Weapon, the main target or any other affected trooper can make a **Face to Face Roll with their PH** (or PH-3 in the cases mentioned under Effects) against the attacker’s Attack Roll.

**CRITICAL HITS WITH TEMPLATES**

Rolling a **Critical** in an Attack Roll with a Template Weapon causes the target of the attack (and only the target) to suffer **Damage** automatically and lose one point of Wounds/Structure, bypassing the ARM or BTS Roll, and applies what its Special Ammunition specifies in case of **Critical**.

Other troopers affected by the Template do not suffer the effects of the **Critical**, but they still suffer the regular effects of the Template.

**Responding to a Template Weapon Roll**

Against an Attack with a Template Weapon that required a Roll to hit—whether it was an Impact Template Weapon or an Intuitive Attack—, each affected enemy may make a separate Face to Face Roll against the attacker.

**Circular Impact Template, Special cases:**
Remember that, when declaring Speculative Fire (page 62) with an Impact Template Weapon, you do not have to place the Template on top of the center of the target’s base.

When using Smoke Special Ammunition, you do not need to declare an enemy as target; the target can be an area on the game table.
**BALLISTIC SKILLS (BS)**

**TEARDROP IMPACT TEMPLATE EXAMPLE. MAIN TARGET REACTS BY SHOOTING.**

In his *Active Turn*, a Hellcat wielding a Boarding Shotgun, a weapon capable of using the Small Teardrop Impact Template, declares a *BS Attack* against three Fusiliers in a straight line before him. Since the Boarding Shotgun has *B2*, the Hellcat can make two *BS Attacks*, each of which, if the BS Roll is successful, places a Small Teardrop Template.

The players check the *Area of Effect* of the Boarding Shotgun by placing the narrow end of the Template (*Blast Focus*) on the first Fusilier, and confirm that the Teardrop Template covers the other two Fusiliers as well.

The first Fusilier, the only one with *LoF* to the Hellcat, declares a *BS Attack* as his ARO. It will be a Face to Face Roll with his *BS* against the Hellcat’s two *BS Rolls*—for the Boarding Shotgun’s *B2*.

The other two Fusiliers do not have *LoF* to the Hellcat because the first Fusilier is blocking him. But, since they are affected by an *Attack* with a Template Weapon, they have the option declare a *Dodge* ARO. Each Fusilier can avoid the *Damage* by winning a Face to Face PH-3 Roll (the MOD is for dodging an *Attack* coming from outside their *LoF*) against the Hellcat’s two *BS Rolls*.

Should the first Fusilier win his Face to Face Roll against the Hellcat, he would avoid the *Damage* from the Attack with the Impact Template Weapon. However, each of the other two Fusiliers would have to win his own Face to Face Roll using PH-3 against the Hellcat’s Rolls to avoid the weapon’s Damage.

**TEARDROP IMPACT TEMPLATE EXAMPLE. TARGET REACTS BY DOGGING.**

In the previous example, imagine the target Fusilier had declared *Dodge* as an ARO. It would be a Face to Face Roll using his PH (*without the negative MOD*, since he has *LoF* to the attacker) against the Hellcat’s two *BS Rolls* due to his *B2*.

Like last time, the other two Fusiliers can try to *Dodge* by making each a Face to Face Roll with their PH-3 against the Hellcat’s two *BS Rolls*. Should they succeed, they would avoid the Template’s *Damage* entirely.

**TEARDROP IMPACT TEMPLATE EXAMPLE. ALL TARGETS REACT BY SHOOTING.**

In the same example as above, imagine the three Fusiliers now have *LoF* to the Hellcat, and all three declare *BS Attack* as an ARO. In this case each Fusilier makes a Face to Face Roll using his *BS* Attribute against the Hellcat’s two *BS Attack Rolls* due to his *B2*.

Each Fusilier’s result only affects him, and does not affect his comrades’ Face to Face Rolls against the Hellcat.

Let’s suppose the main target Fusilier wins his Face to Face Roll against the Hellcat. In this case the Attack against him is cancelled, and the Hellcat is forced to make an *ARM Roll*.

However, the success of the main target Fusilier doesn’t cancel the *Attack* of the Hellcat against the other two Fusiliers. Each of them must to face his *BS Attack Roll* against the Hellcat’s two *BS Attack Rolls*. Fusilier 2 wins the Face to Face Roll against the Hellcat who is forced to make another *ARM Roll* at the end of the Order. However, the Fusilier 3 loses his Face to Face Roll, and he is the one forced to make an *ARM Roll*.

**TEARDROP IMPACT TEMPLATE EXAMPLE. NULLIFIED SHOT.**

Let’s suppose, in the same case as above, the three Fusiliers are more separated, so the Hellcat decides to split his *B* amongst them. When placing the Teardrop Template of the first shot against the Fusilier 1, he checks the Fusilier 3 is inside the *Area of Effect* of the Template. However, when placing the Template of the second shot of his *B*, checks there is an Alguacil inside the *Area of Effect* of the Template. Since the Alguacil is a friendly trooper, the second shot is nullified. But the Fusilier still has the right to react with an ARO so he declares a *BS Attack*. This Fusilier will perform a *BS Normal Roll* against the Hellcat.

However, the Hellcat must resolve the Face to Face Roll of the previous shot, which was not nullified.
Urban combat, the struggle for control of a building, ship-to-ship boarding actions... In the modern warfare environment, soldiers often face the enemy at close quarters, where there is little room to wield a rifle or machine gun with any effectiveness. In these situations, they are trained to resort to close-quarters armament: small, short-range firearms (such as pistols) and hand-to-hand weapons (knives, machetes, swords, claws...).

Close Combat (CC) encounters take place within the normal Order expenditure sequence and use the same types of Rolls as all other forms of combat in Infinity.

**CC ATTACK DECLARATION**

**REQUIREMENTS**

For a troop to declare a CC Attack either in its Active Turn or Reactive Turn, it needs to:

- Be using a CC Weapon, or a Skill or piece of Equipment capable of a CC Attack.
- Be in base to base contact with an enemy.

The player must make sure to meet all Requirements before activating the troop and declaring the CC Attack.

**BURST**

In the Active Turn, each time a troop declares a CC Attack, it can make as many attacks as the Burst (B) value of its CC Weapon. However, in the Reactive Turn, the Burst value is 1 but can be modified after that by some Special Rules or Skills.

During the declaration of a CC Attack, the player can distribute a number of attacks equal to the Burst value among one or more targets, as long as all targets are valid (in base to base contact with the attacker).

**Burst Modifiers**

Certain situations can alter the usual B value of a weapon. Players apply Burst Modifiers when declaring the CC Attack.

**IMPORTANT!**

The player must specify, at the time of the CC Attack declaration, which CC Weapon, Equipment or Special Skill the troop will use. Furthermore, if the chosen CC Weapon, Equipment or Special Skill has different Ammunitions or options, he must choose them at that moment.

**CC ATTACK RESOLUTION**

Once the CC Attack is declared, players check which MODs apply and make the CC Attack Rolls.

**MODIFIERS (MOD)**

Before rolling, the player must check which MODs are applicable. The most common are:

- Special Skills and Equipment:
  Certain Special Skills and Equipment can add a MOD to CC Attack Rolls (see **CC Special Skills**, page 99).

- Close Combat against several enemies:
  Troops declaring CC Attack apply a MOD of +1 to their B for each ally that is in base to base contact, and in Engaged state, with the target of their attack and is not activated either by an Order or an ARO.

  The maximum number of troops in base to base contact with a model with a 25 mm round base is 4.

  The maximum number of troops in base to base contact with a model with a 40 mm (or wider) round base is 6.

- **CC ATTACK ROLL**

After calculating the MODs, players make their Rolls using the relevant Attribute, usually CC. Simultaneous CC Attack Rolls can be made in any order.

- **Normal Roll**

If the Skills declared by the target do not affect the outcome of the CC Attack, the attacker can make a Normal Roll (see **Rolls**, page 20).
The attacker makes one roll for each point of Burst he assigned to a target.

**Face to Face Roll**
If the Skills declared by the target affect the outcome of the CC Attack (like declaring another CC Attack would, for example), then a Face to Face Roll is made (see Rolls, page 20).

Both players make one Roll for each point of Burst they assigned to that exchange.

**CC ATTACK RESULTS**

For each successful CC Attack Roll, the target must make an ARM/BTS Roll (see page 42).

**Criticals**

Rolling a Critical means the attack is an automatic success. Unless otherwise specified, each Critical rolled in a CC Attack causes the target to lose 1 point from their Wounds/Structure Attribute without an ARM/BTS Roll being made to avoid the damage.

**INTERACTING WITH A CLOSE COMBAT**

Any troop in base to base contact with an enemy engaged in Close Combat can only declare CC Attack, Dodge, or other skills usable in Close Combat. For example, other skills that require base to base contact but are not CC-related, such as Doctor or Engineer, cannot be declared in these circumstances.

**REMEMBER**

Certain weapons use Special Ammunition capable of altering the effects of a CC Attack, causing more than one ARM/BTS Roll for each success, reducing the ARM/BTS of the target, etc. This can also alter the way Criticals work.
In Infinity, *Damage* is the capacity of a weapon, Attack, Special Skill, piece of Equipment, Hacking Program, etc. to harm or impair its target in any way. The *Damage* value, represented by a number, is indicated on the weapon's profile or in the rules for the specific Special Skill, Equipment, etc.

However, this *Damage* is not usually applied to the target as is. Most often, the target has a chance to avoid harm by passing an *ARM/BTS* Roll to ignore the *Damage*.

Generally speaking, each success in an *Attack* Roll forces the target to make one separate *ARM/BTS* Roll.

The description of the type of *Attack*, Ammunition, Special Skill, Equipment, *Hacking Program*, etc. indicates whether a successful *Attack* with it forces the target to make an *ARM* or *BTS* Roll.

### ARM Roll

*ARM* Rolls work slightly differently from other Rolls in Infinity. An *ARM* Roll is a Roll modified by the *ARM* Attribute.

To make an *ARM* Roll, roll a d20, add the value of the *ARM* Attribute of the target and compare the result to the *Damage* value of the *Attack*.

An *ARM* Roll is successful if the final result is higher than the *Damage* value of the *Attack*. In that case, the target receives no *Damage* and suffers no alteration to its Attribute profile or its state.

Conversely, an *ARM* Roll fails if the final result is equal to or lower than the *Damage* value of the *Attack*. When this happens, the most common consequence is the loss of one point from the target's *Wounds/Structure*, or a change in its state, depending on the weapon or ammunition used in the *Attack*.

### BTS Roll

Certain Special Ammunition types, *Attacks*, Equipment, *Hacking Programs*, etc. can force the target to use its *BTS* Attribute in place of its *ARM*.

*BTS* Rolls work like *ARM* Rolls, except that the value added to the result is the *BTS* Attribute instead of the *ARM*.

A *BTS* Roll is successful if the final result is higher than the *Damage* value of the *Attack*. In that case, the target receives no *Damage* and suffers no alteration to its Attribute profile or its state.

Conversely, a *BTS* Roll fails if the final result is equal to or lower than the *Damage* value of the *Attack*. When this happens, the most common consequence is the loss of one point from the target's *Wounds/Structure*, or a change in its state, depending on the weapon or ammunition used in the *Attack*.

### Wounds

Unless otherwise specified, each failed *ARM/BTS* Roll reduces by 1 the *Wounds/Structure* Attribute of the trooper that received the *Attack*. When this happens, place a Wound Marker (WOUND) next to the trooper. Use the numbers on the Markers to indicate the number of *Wounds/Structure* points the trooper has lost so far. If the trooper has lost enough *Wounds/Structure* points to fall Unconscious, use an Unconscious/Damaged Marker instead.

### Unconsciousness and Death

If the value of the *Wounds/Structure* Attribute of a trooper reaches 0, then that trooper falls immediately into the state of Unconscious (see *Game States*, page 175).

### Damage: Exceptions

Certain Special Ammunition, *Attacks*, Equipment, *Hacking Programs*, etc. force the target to make more than one *ARM/BTS* Roll for each success in the *Attack* Roll. Others cause the target to lose more than one *Wounds/Structure* point when an *ARM/BTS* Roll is failed, or cause a change in the state of the target... The specific effects of each type of Ammunition, *Attack*, etc. are explained in their rules.

However, if the *Wounds/Structure* Attribute falls below 0, the trooper enters the *Dead* state (see *Game States*, page 175).

### Example of Damage, ARM Roll, Unconsciousness and Death

The Fusilier Angus is involved in a deadly firefight with his arch-enemy the Algucil Ortega. In the Face to Face Roll of the BS Attack, Angus gets two successes with the Normal Ammunition of his Combi Rifle, meaning Ortega must make two *ARM* Rolls. A Combi Rifle's *Damage* is 13, and Ortega has an *ARM* Attribute of 1. This means Ortega gets to add +1 to each die, and needs to exceed 13, the *Damage* of the Combi Rifle, with both dice to avoid harm. The dice are rolled, and Ortega gets these results: 14 and 13. He adds +1 to each die for final *ARM* Rolls of 15 and 14. Both are higher than the Damage of the gun, so both ARM Rolls are successful, and Ortega suffers no *Damage*; that is, he loses no points from his *Wounds* Attribute.

After a change of *Player Turn*, the face-off continues with a new Order. This time it is Ortega who obtains two successes on his Face to Face Roll, forcing Angus to make two *ARM* Rolls. Ortega is also using a Combi Rifle, and Angus’ *ARM* is also 1, so the calculations are the same as the previous turn. Angus adds +1 to the result of each die, and needs his final results to exceed 13. Angus rolls and gets an 18 and a 9. With his *ARM*, the final results are 19 and 10: one success and one failure. Consequently, Angus subtracts one point from his *Wounds*. Since his *Attribute* was 1, it now changes to 0, and Angus enters a state of Unconscious. An Unconscious Marker (UNCONSCIOUS) is placed next to poor old Angus’ base.

Had Angus failed his two *ARM* Rolls, he would have lost two points from his *Wounds* Attribute, leaving him with -1 *Wounds* and making him enter the Dead state and be removed from play.

### BTS Roll Example

A Reverend Healer declares a BS *Attack* with her Nanopulser against a PanOceanian Neoterra Bolt. The Bolt declares *Dodge*, but fails his Roll. He must now make a *BTS* Roll. The Nanopulser uses Nanotech Special Ammunition, which forces the target to make a *BTS* Roll instead of using his *ARM*. 
A Nanopulser’s Damage is 13, and the Neoterra Bolt has a BTS Attribute of 6. This means the Bolt gets to add +6 to the result on his die. To succeed at the BTS Roll, he needs a final result higher than 13, the Damage value of a Nanopulser. The Bolt adds +6 to his die result of 8, meaning the result of his BTS Roll is 14. This is higher than the Damage of the Nanopulser, so the BTS Roll is successful, and the Bolt suffers no Damage, that is, he loses no points from his Wounds Attribute.

FALLING DAMAGE

Certain game conditions, such as the Jump Skill (see page 59) can cause troopers to fall from heights during the course of the battle. When this happens, the trooper will receive Damage from the fall unless it can succeed at an ARM Roll.

To calculate the Damage received, measure the height of the fall, and use the trooper’s first MOV value to divide this fall height into sections. Each section (even if incomplete) means the trooper receives a cumulative Damage value of 10.

If the ARM Roll is failed, the trooper loses 1 point from its Wounds/STR Attribute and must repeat the ARM Roll until it reaches a state of Dead or passes an ARM Roll.

EXAMPLE OF FALL DAMAGE

The Fusilier Angus, being who he is, trips and falls during combat. To calculate how much Damage to roll against in his subsequent ARM Roll, the height of the fall is measured: 5 inches. Since the first value of Angus’ MOV is 4, this means he falls two sections, and therefore receives a total Damage of 20 (10 + 10 = 20). Angus makes his ARM Roll and fails, so he loses 1 point from his Wounds Attribute and is now Unconscious. However, having failed his roll, Angus must now make a new ARM Roll. If he were to fail that one, he would enter the Dead state and be removed from play.

GUTS ROLL

When a troop passes an ARM or BTS Roll, it means their body armor took the brunt of the impact, keeping them from serious injury. This triggers a primal fear of death, and survival instincts kick in. The troop’s survival instincts can force them to recoil from danger and dive for cover.

REQUIREMENTS

Several events can force a troop to make a Guts Roll:

- Passing one or more ARM or BTS Rolls.
- Failing one or more ARM or BTS Rolls, but not remaining in a Null or Immobilized state.
- Surviving one or more successful Attacks from weapons, types of Equipment or Hacking Programs with the Non-Lethal Trait, or that do not provoke ARM or BTS Rolls.
**RULES FOR GUTS ROLLS (ACTIVE/REACTIVE TURN)**

**QUICK SUMMARY**

If a troop survives an *Attack*, at the end of the Order it must make a Normal *WIP* Roll. In case of failure or forfeit, the troop must exit the danger zone or improve its *Cover* as much as possible—*Total Cover* being preferable to *Partial Cover*—with up to 2 inches of movement. If it can do neither, the troop must go *Prone*. If none of these cases applies, the troop does nothing.

- To make a Guts Roll, a troop makes one single Normal *WIP* Roll, regardless of the number of Attacks the troop survived during the resolution of the Order.
- If the Guts Roll is successful, the troop can stand its ground and must do nothing else.
- If the troop fails its Guts Roll, it must go *Prone* or move up to 2 inches in order to abandon the danger zone, gain *Cover*, or improve its *Cover* against the attack.
- This movement can never be towards the enemy who declared the *Attack*, nor can it be used to enter base to base contact with an enemy.

Guts Rolls are always made at the end of the resolution of the Order, during its *Conclusion*, after all *ARM*/*BTS* Rolls have been made.

- If a troop would have to make a Guts Roll, its owner can instead choose to fail it automatically and move the troop as required.
- Troops in *Close Combat* do not make Guts Rolls.

**How to move after a failed Guts Roll**

- If the troop has no *Cover* against the attack, it must move up to 2 inches in order to obtain *Partial* or *Total Cover* against at least one of the enemies who *Attacked* it, or go *Prone*.

- If the troop has *Partial Cover* against the attack, it must move up to 2 inches in order to obtain *Total Cover* against at least one of the enemies who *Attacked* it, or go *Prone*.

- If the troop is inside a danger zone, such as the *Area of Effect* of a Special Skill or a weapon that uses a Template or that requires no *LoF*, it must move up to 2 inches in order to exit the danger zone, or declare itself *Prone* if it can prevent further *Attacks* that way.

- If none of the previous cases apply—because a 2-inch movement is not enough to improve the troop’s *Cover* or make it abandon the danger zone, because the troop cannot go *Prone*, or for any other reason—the troop does not move at all and performs no actions.

- Troops must use the movement that results from a failed Guts Roll to obtain the best available type of *Cover*. For example, a troop must chose a *Total Cover* position before a *Partial Cover*, and abandoning a danger zone has a higher priority than gaining *Total Cover*.

- A troop who failed its Guts Roll *cannot use its 2-inch movement to approach the enemy* who declared the *Attack* against it, even if that would allow the troop to gain better *Cover*.

- Movement resulting from a failed Guts Roll *can never be used to enter base to base contact* with enemies or objectives.

**GUTS ROLL: EXAMPLE OF PLAY-1**

The Alguacil Ortega, in his *Active Turn*, faces the Fusiliers Angus and Silva, both in their *Reactive Turn*. After making and resolving the *BS* and *ARM* Rolls, Ortega and Angus both must make a Guts Roll.

Ortega fails his Guts Roll. Since he is currently in *Partial Cover* and does not have *Total Cover* within reach in a 2-inch radius, he goes *Prone*, thus exiting his *enemies’ LoF* and gaining *Total Cover* against them.

Angus, in the meantime, is not in *Cover* at all, and fails his Guts Roll as well, so he must move to get to *Cover*. However, no *Cover* is available in a 2-inch radius, forcing Angus to go *Prone*.

**GUTS ROLL: EXAMPLE OF PLAY-2**

Fusilier Angus, in his *Reactive Turn*, faces the fearsome Irmandinho Fendetestas, who declares a *BS Attack* with his Chain Rifle—a *Direct Template* weapon—against Angus. Angus responds with a *BS Attack*, so he automatically receives a hit from the *Direct Template* weapon. After passing the *ARM* Roll, Angus must make a Guts Roll. However, Angus does not have *Cover*, so he decides to forfeit his Guts Roll. Since this is an automatic failure, Angus must move to a position that provides *Cover*. However, there is no available *Cover* in a 2-inch radius that is outside the *Area of Effect* of the *Direct Template* weapon. Angus must move away from his attacker to exit the danger zone created by the *Direct Template* weapon, even if that movement leaves him in open ground.

**GUTS ROLL: EXAMPLE OF PLAY-3**

A Haqgislimate Maghariba Guard TAG, in its *Active Turn*, is in *Partial Cover* when it receives a series of hits that force it to make a Guts Roll. The Maghariba fails its *Normal WIP* Roll, but there is no *Total Cover* within its 2-inch reach and, since it is a *TAG*, it cannot go *Prone*. The Maghariba cannot improve its *Cover*, so she stands its ground and does not move at all.
**WARNING!**

When deployed on the battlefield, all troopers are connected with their brothers-in-arms, so if one of them suffers an attack all other troopers close to him will become aware of it and will try to find the source of the attack.

**REQUIREMENTS**

To perform a Warning! the following conditions must be met:

» The trooper cannot be activated by Order or ARO in the same Order.

» An allied trooper inside his Zone of Control or the trooper himself must have been targeted by an Attack.

**WARNING! RULE (ACTIVE TURN/ REACTIVE TURN)**

» Warning! is always performed at the end of the Order, in the Conclusion, after the ARM/ BTS Rolls.

» Warning! allows the trooper to spin, without changing its position, to modify the arc of his LoF so the attacker is within it.

» This is an automatic movement which doesn’t require any Roll.

» As Warning! is performed at the Conclusion of the Order, it doesn’t generate an ARO.

**WARNING! GAME EXAMPLE:**

The unlucky Fusilier Angus suffers a hit from a Grenzer sniper positioned far away. After performing, and failing, the ARM Roll, Angus enters the Unconscious state. However, the Fusilier is inside the Zone of Control of his inseparable Fusilier Bipandra who was not able to react before as she had her back to the Nomads sniper. So, before this Order ends, Bipandra can declare a Warning! and spin around to place the Grenzer in LoF.
CHARACTERISTICS AND SKILLS
Characteristics

Characteristics are distinctive traits held by all troopers, mainly related to their training, combat style, background and personality.

All Characteristics are **Obligatory**, meaning players cannot choose not to use them. There are seven possible Characteristics, identified by their correspondent icons in the Troop Profile. Six are grouped under three categories (Back-up, Training and Fury), while the seventh, Hackable is independent.

**FRONT-UP**

This Characteristic indicates whether the trooper has some kind of external memory and personality storage that can be recovered after its demise.

**FRONT-UP: CUBE**

This indicates that the trooper has an automated memory recording and storage device, commonly known as a Cube.

Troopers with a Cube are easier to heal. Additionally, Cube-wearing casualties can potentially be recovered for use in future missions. This possibility is only applied in the Campaign Rules for Infinity (see the rulebook *Infinity Campaign: Paradiso*).

**EFFECTS**

- When using the *Doctor* Special Skill (or other Special Skills or Equipment that explicitly state they benefit from this rule) to heal a trooper with a Cube, you can expend one Command Token to re-roll the WIP Roll if it was a failure.

**TRAINING**

This Characteristic represents the type of training the trooper received.

**TRAINING: IRREGULAR**

This trooper has learned to fight in an undisciplined, disorganized way, and can be expected to worry first and foremost about himself.

**EFFECTS**

- Irregular troopers do not add their Orders to the Order Pool of their combat group, but instead keep them for their own use. Bear in mind that these troopers can still receive Orders from the Order Pool.

**TRAINING: REGULAR**

This trooper received regular military training, and can be expected to follow instructions, maintain discipline under enemy fire, work in a team and coordinate with his comrades.

**EFFECTS**

- Regular troopers add their Orders to their Order Pool, where they can be used by any troopers in the same Combat Group to take actions.

**FURY**

The different levels of Fury denote the ferocity of a trooper when it enters combat, and whether he can be expected to disregard his own safety for a chance to destroy the enemy. The four levels of Fury are Extremely Impetuous, Impetuous, Frenzy, and Non Impetuous.

**FURY: EXTREMELY IMPETUOUS**

Extremely Impetuous troopers crave only the thrill of combat, preferably up close and personal.

**EFFECTS**

- Extremely Impetuous troopers cannot benefit from Partial Cover MODs.

- Being Extremely Impetuous gives the trooper an Impetuous Order. This Impetuous Order is generated in addition to the trooper’s normal Order.

- Troopers with this Characteristic must expend their Impetuous Order during the Impetuous Phase, and follow the rules specific to these kinds of orders.

**IMPEDEUS ORDER**

**LEGAL COMBINATIONS OF SKILLS**

<table>
<thead>
<tr>
<th>Legal combinations of Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Airborne Deployment</td>
</tr>
<tr>
<td>Move + Activate (Activate + Move)</td>
</tr>
<tr>
<td>Move + Attack (Attack + Move)</td>
</tr>
<tr>
<td>Move + Dodge (Dodge + Move)</td>
</tr>
<tr>
<td>Move + Idle (Idle + Move)</td>
</tr>
<tr>
<td>Move + Move</td>
</tr>
<tr>
<td>Jump</td>
</tr>
<tr>
<td>Climb</td>
</tr>
</tbody>
</table>

- The Common Skill Move is mandatory in all Impetuous Orders, where it works in a specific and limited way.

- When a trooper declares Move as part of an Impetuous Order, he always moves the entirety of his corresponding MOV value.

- For example, if an Impetuous (or Extremely Impetuous) trooper declares Move once during an Impetuous Order,
he moves the total amount of inches indicated by the first value of his MOV. If Move is declared a second time during the Impetuous Order, he also moves the full number of inches indicated by the second value of his MOV.

» A trooper using an Impetuous Order can move a distance shorter than the maximum only if he reaches base contact with an enemy, or if he enters an area of Special Terrain that impairs his Movement or forces him to declare Jump or Climb in order to keep moving.

**Impetuous Order: Direction of Movement**

When executing a Move as part of an Impetuous Order, the trooper must move towards the nearest enemy figure by the most direct route possible.

The nearest enemy figure is the one that can be reached in the least number of Orders, even if that figure is not in LoF. Jump or Climb skills must be used if that would shorten the route.

If there are no enemy figures on the table, the trooper treats the closest point in the enemy Deployment Zone as the closest enemy trooper and moves towards it as above. If the trooper is already in the enemy Deployment Zone, and there are no enemy figures on the table, then the Impetuous Order is cancelled.

**Markers and figures in a Null state** (Unconscious, Sepsitorized...) do not count as enemies for the purposes of Impetuous movement.

During an Impetuous Order a trooper can never move in a Prone state so he will automatically stand up at the beginning of the mandatory Move, or at the start of a Jump or Climb.

As shown by the Impetuous Order Chart (see page 47), an Impetuous (or Extremely Impetuous) trooper can substitute the combination of the mandatory Common Skill Move + [allowed Skill] for the Entire Order Skills Climb or Jump if these are necessary to fulfill his obligation to advance towards the nearest enemy.

In this case, as it would when using Move, the movement declared with Climb or Jump must be the entirety of the first value of the trooper’s MOV, and must be directed towards the nearest enemy figure, or towards the enemy Deployment Zone without retreating unless forced to by terrain.

Impetuous (or Extremely Impetuous) troopers that have not deployed because of the Special Skill Airborne Deployment must use their Impetuous Orders to deploy during the Impetuous Phase of their Player Turn.
Canceling an Impetuous Order
During their Impetuous Phase, players can cancel one Impetuous Order of an Extremely Impetuous trooper by expending one Regular Order from that Order Pool. To do so, remove the Impetuous Order Marker from that trooper, who cannot use it for any other purpose.

Canceling an Impetuous Order does not give the trooper the ability to benefit from Partial Cover MODs, as the trooper is still Extremely Impetuous.

Impetuous Order and Deployment
If the Impetuous Order is used to perform a deployment outside the Deployment Phase (By using a Special Skill such as Airborne Deployment, for example) the Impetuous (Or Extremely Impetuous) trooper will provide his Order to his owner the moment he is placed on the game table, adding it to the Order Pool if he is Regular, or placing it next to the trooper if he is Irregular.

REMEMBER
The Impetuous Order cannot be used in a Retreat! situation.

FURY: IMPETUOUS
Impetuous troopers are always eager to engage in combat.

EFFECTS
- Impetuous troopers have the same rules as Extremely Impetuous troopers, with the only exception that they are not obliged to expend their Impetuous Order, and can cancel it without paying the Regular Order cost.
- To do so, simply remove the Impetuous Order Marker from the table, announcing that you decline to use it.

REMEMBER
Impetuous troopers cannot benefit from MODs for being in Partial Cover.
Canceling an Impetuous Order does not give the trooper the ability to benefit from Partial Cover MODs, as the trooper is still Impetuous.

FURY: FRENZY
The trooper’s urge to kill is barely contained. Once he gets a first taste of blood, he will become a whirlwind of death.

REQUIREMENTS
- Frenzy activates only after the trooper causes an enemy to lose one point from their Wounds or STR Attribute.

EFFECTS
- When he deploys, a trooper with Frenzy is Non Impetuous. However, if he causes an enemy to lose one point from their Wounds or STR Attribute, then he will start his next Active Turn as an Impetuous trooper and will remain Impetuous for the rest of the game.
- When a trooper with Frenzy becomes Impetuous, it loses the advantages provided by Special Skills like CH: Camouflage, CH: TO Camouflage (both are reduced to CH: Mimetism), Impersonation, Holoprojector (see Infinity. Human Sphere), etc.

HACKABLE
This Characteristic identifies those troopers technologically advanced enough to suffer attacks from or be aided by infowar and hacking systems.

EFFECTS
- A trooper with the Hackable Characteristic can be targeted by both allies and enemies using certain Hacking Programs.
The actions available to Infinity troopers are coded into Skills. There are two major kinds of Skills: Common Skills, which are available to all troopers, and Special Skills, available only to units whose troop profile specifically states that they possess them.

**Labels**

Labels indicate a series of defining aspects of the Skill for quick reference. The most common Labels are:

- **Attack.** The use of this Skill is a form of Attack. Remember that you cannot declare attacks against allies or Neutral units, whether represented by figures or Markers.

- **Advanced Combat: Hacking.** This Skill relates to the advanced Hacking rules.

- **Movement.** The use of this Skill is a form of Movement.

- **No LoF.** This Skill does not require LoF towards the target.

- **No Roll.** Using this Skill does not require a Roll.

Both Common and Special Skills can also be divided into:

- **Automatic Skills**
  Automatic Skills are those that can be employed without expending an Order or ARO. Consequently, these Skills do not require a Roll.

- **ARO Skills**
  ARO Skills are those that Troopers may perform as an ARO.

- **Deployment Skills**
  Deployment Skills are those used during the Deployment Phase. These Skills must observe the usual Deployment rules except when otherwise stated.

- **Entire Order Skills**
  To declare one of these Skills, the user must expend one Entire Order. These Skills can only be declared in Active Turn.

- **Short Movement Skills**
  To declare one of these Skills, the user must expend one Short Movement Skill.

- **Short Skills**
  To declare one of these Skills, the user must expend one Short Skill.

**COMMON SKILLS**

Common Skills can be employed by any trooper, as they do not require any specific item or mention in the unit’s Troop Profile.

**ACTIVATE**

A Common Skill that allows the user to switch interactive pieces of terrain on or off, and also to open or close doors, windows and any other mobile or interactive elements on the game table.

**ACTIVATE**

**SHORT MOVEMENT SKILL/ ARO**

**Movement, No Roll.**

**REQUIREMENTS**

- The user must be in base contact with the desired interactive element.

**EFFECTS**

- Without a Roll, the user may interact with an element of the battlefield that can be opened, closed or otherwise activated, but which doesn't have its own designated usage profile.

- Terrain elements with a usage profile designated by the special scenario rules or by mutual agreement before the game may require special conditions or actions in order to activate.
**ALERT**

This Skill allows the user to warn all allies of an imminent danger so that they may face in the direction of the threat.

**REQUIREMENTS**

- The user must have LoF to an active enemy who declares or executes an Order.

**EFFECTS**

- By declaring this Skill, the user allows any number of his allies to declare Change Facing and turn towards the enemy who declared the Order, even if they do not have LoF or even if the enemy is outside their Zone of Control.
- The selected allies declare Change Facing in the same Order in which the Alert Skill was declared.
- The Reactive Player must select which allies declare Change Facing immediately after declaring Alert.
- By Changing Facing, these allies expend their ARO, so any troopers who Change Facing cannot declare any further AROs during that Order.

**Special Maneuver: Alert and Change Facing**

With this Special Maneuver in the same Order in which a trooper declares Alert, other friendly troopers can declare Change Facing when they have no LoF with a foe outside their Zone of Control or if they were in other similar game situation.

As everything happens in the same Order, the roll to Change Facing can be a Face to Face Roll against the trooper in Active Turn, if this declared an Attack against the troopers declaring Change Facing.

**ALERT EXAMPLE**

In her Reactive Turn, Fusilier Bipandra gains LoF towards Alguacil Ortega, who declared Move as first Skill of his Order to sneak up on Fusilier Angus. Angus, Ortega’s hapless nemesis, has his back turned and cannot see Ortega approaching.

Since Ortega is too far from Bipandra for an effective shot, she decides to declare Alert as her ARO.

This allows Angus to declare an ARO, Change Facing, to turn around towards Ortega. Then, the Alguacil declares his second Skill of the Order, BS Attack. Assuming Angus passes his PH-3 Face to Face Roll, he not only will Dodge the Attack, but also he will enjoy LoF against Ortega. So, the next time the Alguacil declares an Order, Angus will be able to respond to any incoming fire from his arch-enemy.

**BS ATTACK**

Common Skill employed to attack in ranged combat using a BS Weapon or another suitable weapon or piece of Equipment.

**REQUIREMENTS**

- The user must have LoF towards the target unless the BS Weapon, Special Skill or Equipment used states specifically that it does not require LoF.

**EFFECTS**

- The user employs his BS Attribute (or that specified by the weapon) to fire upon one or more enemies.
- At the time of the BS Attack declaration, the user must choose which of his appropriate BS Weapons, Special Skills or pieces of Equipment to use.
- If the attacker has more than one target and a BS Weapon, Special Skill or piece of Equipment with a Burst value higher than 1, he must distribute his attacks as part of the BS Attack declaration.
- The attacker must also specify which type of Ammunition he will use, if more than one is available, as part of the BS Attack declaration.
COMMON SKILLS

CAUTIOUS MOVEMENT

Under certain circumstances, troopers can declare this Common Skill to move about the battlefield without attracting enemy AROs.

CAUTIOUS MOVEMENT

Movement, No LoF, No Roll.

REQUIREMENTS

- At the moment of declaration, the user must be outside the LoF and the Zone of Control of all enemy figures and Markers.
- For this Cautious Movement to generate no AROs, it must end at a location that is also outside the LoF and the Zone of Control of all enemy figures and Markers.
- When you declare Cautious Movement, you can measure the distance to your intended destination to see if this Entire Order Skill is viable. If it is not, the trooper follows its declared route. However, the benefits of Cautious Movement may still apply.
- You cannot use Cautious Movement inside the Zone of Control of an enemy.
- Cautious Movement must follow the General Movement rules as well as the Moving and measuring sidebar, both of which are explained in the Move Common Skill rules (see page 60).

EFFECTS

- Allows the user to move up to the first value of his MOV Attribute, generating no AROs to enemies in the process.
- For this Cautious Movement to generate no AROs, it must end at a location that is also outside the LoF and the Zone of Control of all enemy figures and Markers.
- When you declare Cautious Movement, you can measure the distance to your intended destination to see if this Entire Order Skill is viable. If it is not, the trooper follows its declared route. However, the benefits of Cautious Movement may still apply.
- You cannot use Cautious Movement inside the Zone of Control of an enemy.
- Cautious Movement must follow the General Movement rules as well as the Moving and measuring sidebar, both of which are explained in the Move Common Skill rules (see page 60).

IMPORTANT!

TAG, Remotes, Motorcycles and Vehicles can never declare Cautious Movement.

REMEMBER

Troops in Hidden Deployment are neither figures nor Markers, so they cannot react to a Cautious Movement even if they have LoF.

EXAMPLE OF CAUTIOUS MOVEMENT AND HIDDEN DEPLOYMENT

Fusilier Angus wants to sneak up on his arch-enemy Alguacil Ortega. Since he is has Total Cover behind a tall building, Angus is outside LoF of Ortega and the other Nomads, including a TO Camouflage Marker. He estimates that he can reach another Total Cover behind a bin with the first value of his MOV where he would be safely hidden, so he declares Cautious Movement.

Ortega and all other Nomad troops, including the TO Camouflage Marker, are unable to react in ARO because Angus’ Cautious Movement began and ended out of their LoF.

EXAMPLE OF CAUTIOUS MOVEMENT AND HIDDEN DEPLOYMENT

In her Active Turn, a player wants her Camouflage Marker to declare Cautious Movement. She checks that no enemy figures or Markers have LoF to her Camouflage Marker in either its current location or its final position, so she declares the Cautious Movement. Her opponent did have a trooper in Hidden Deployment who would have had LoF to the Camouflage Marker as it finished its Cautious Movement. However, since the trooper is not physically on the table either as a marker or as a figure, it cannot halt the Cautious Movement declaration. Once declared, by the very nature of the Cautious Movement, the Hidden Deployment unit cannot reveal itself with an ARO.

CC ATTACK

Common Skill employed to attack in melee combat against an opponent in base to base contact.

CC ATTACK

Attack.

REQUIREMENTS

- The user must be in base to base contact with an enemy.

EFFECTS

- The user employs his CC Attribute to fight in Close Combat (CC).
- By declaring a CC Attack, troopers automatically draw their CC Weapons. If they have more than one CC Weapon in their profile, they can choose which ones to use. When declaring a CC Attack players can only use those weapons with the CC Trait.
- If the attacker has more than one target and a Burst value higher than 1, he must distribute his attacks as part of the CC Attack declaration.

CHANGE FACING

A reaction by which the user turns around to face an enemy who acts outside his LoF.

CHANGE FACING

Movement, No LoF.

REQUIREMENTS

- A figure can only declare this ARO if either of these is true:
  - An allied declares an Alert ARO.
  - An enemy declares or carries out an Order inside the Zone of Control of the user.

EFFECTS

- Change Facing works like the Dodge Skill in Reactive Turn, but the Roll to use it is PH-3 and the user does not get to Move on a success, only turn around so that the active enemy is inside his LoF.
- Any rules, Traits, Special Skills, etc. that would apply a MOD to a Dodge attempt also apply to this Common Skill.

Change Facing and Template Weapons

Troopers who declare Change Facing and are affected by a Template Weapon will perform a PH-3 Roll. The -3 MOD imposed by Template Weapons is not applied as it is considered it is included in the PH-3 Roll of Change Facing.

EXAMPLE OF CHANGE FACING AND CUMULATIVE MODS

In his Active Turn, an Akal Sikh Commando armed with a Boarding Shotgun declares he will Move as the first Short Skill of his Order. With this Movement, he will enter the Zone of Control of a Raicho, a Morat TAG, but will remain outside its LoF. Since the Movement takes place entirely outside the Raicho’s LoF but inside its Zone of Control, the TAG can declare Change Facing as its ARO. The Akal decides to try his luck and declares that the second Short Skill of
his Order will be a BS Attack. This gives the Raicho the opportunity to avoid the Attack by Changing Facing, but first it must win the Face to Face Roll against the Akal’s BS Attack. Even though the Attack is performed with a Template Weapon without LoF to the attacker, the roll to Change Facing is still a PH-3 Roll. Furthermore, as a bulky TAG it suffers a -6 MOD to all Dodge attempts. The final MOD to the Raicho’s PH Roll is -9.

Imagine the Active attacker was a Spektr armed with the same Boarding Shotgun. She also declares Move and sneaks into the Raicho’s Zone of Control. The Spektr’s TO Camouflage gives her the Special Skill Stealth, which lets her Move undetected inside an enemy’s Zone of Control but out of his LoF. That means the Raicho does not get to ARO in response to the first Short Skill. The Spektr then declares that her second Short Skill will be a Surprise Shot. By declaring an Attack, she forfeits her Stealth Special Skill and gives the Raicho the opportunity to ARO. It does so by Changing Facing to try and evade the attack. Now it must win the Face to Face Roll against the Spektr’s BS Attack. Even the Attack is performed with a Template Weapon without LoF to the attacker, the roll to Change Facing is still a PH-3 Roll. Furthermore, it suffers a -3 MOD to its PH for trying to dodge a Surprise Shot. TAG are also not great at dodging, and suffer a -6 MOD to all Dodge attempts. The combined total of all MODs to the Raicho’s Roll is a whopping -12, so the Raicho makes a PH-12 Roll.

This Common Skill allows the user to scale heights and move up and down vertical surfaces.

**CLIMB**

**ENTIRE ORDER**

Movement, No LoF, No Roll.

**REQUIREMENTS**

- The user’s base must be in contact with a vertical surface.
- While Climbing the user’s base must be fully in contact with the surface over which he is moving.
- Troopers cannot Move through spaces narrower than their base.

**EFFECTS**

- The user may climb vertically up to the first value of his MOV Attribute in inches.
- Climbing does not require a Roll.
- As long as the user is holding on to a vertical surface, he cannot declare any Skills other than Climb.
- Troopers who are Climbing or holding on to a vertical surface cannot benefit from Partial Cover MODs.
- Troops can never be in the Prone state while they Climb or hold on to a vertical surface.
- For visualization purposes, troopers using the Climb Skill move with the underside of their bases in contact with the vertical surface.
- Climb allows only movement up or down vertical surfaces; this means troopers cannot use their excess Climbing movement to keep moving on a horizontal surface once they are done climbing. Once the trooper reaches a level surface, his movement ends for that Order (see diagram).
- Climbing movement must follow the General Movement rules as well as the Moving and measuring sidebar, both of which are explained in the Move Common Skill rules (see page 60).

**IMPORTANT!**

Motorcycles and Vehicles can never Climb.

**REMEMBER**

A figure in the Reactive Turn who is holding onto a vertical surface cannot ARO. The reason for this is that, while on a vertical surface, the only available Skill is Climb, and Climb is an Entire Order that cannot be used in Reactive Turn.
COMMON SKILLS

COUP DE GRÂCE

Common Skill employed to execute an Unconscious opponent in Close Combat.

COUP DE GRÂCE

SHORT SKILL

Attack, No Roll.

REQUIREMENTS

» The user must be in base to base contact with an Unconscious enemy (marked by an Unconscious or Spawn-Embryo Marker).

EFFECTS

» A Coup de Grâce is a CC Attack that does not require a CC Roll.

» By declaring Coup de Grâce, the target is killed automatically, going from Unconscious to Dead state without the possibility of an ARM or BTS Roll.

DISCOVER

This Skill allows the user to locate enemies hidden in the form of a Marker, forcing them to reveal the Trooper, Weapon, or Equipment the Marker represents.

DISCOVER

SHORT MOVEMENT SKILL/ARO

Movement.

REQUIREMENTS

» The user must be able to draw LoF to the target.

EFFECTS

» If the user passes a Normal WIP Roll, his target is no longer represented with a Camouflage, TO Camouflage, Impersonation (...) Marker, and must be represented by the actual Trooper model or Weapon or Equipment Marker.

» This WIP Roll is modified by the same MODs that affect BS Attacks (Cover, Range, Camouflage, TO Camouflage, ODD, Impersonation...).

» The Discover Skill has its own Range MOD table, as if it were a BS Weapon.

Modifier


» A trooper that fails a WIP Roll to Discover a Marker cannot attempt to Discover the same Marker until the next Player Turn. The trooper may still attempt to Discover a different Marker that Player Turn, and its player may still attempt to Discover the first Marker using a different trooper.

Special Maneuver: Discover + BS Attack

The combination of Discover + BS Attack in a single Order is a special maneuver that allows the trooper to make a Discover attempt and then a BS Attack against the same enemy, but only if the Discover attempt is successful. The game sequence for this special maneuver is:

1. The Active Player declares Discover against an enemy as the first Short Skill of his Order.

2. His opponent declares AROs normally. If the target declares an ARO that would reveal it, then the Active Player may declare BS Attack as the second Short Skill of his Order, ignoring the now redundant Discover Roll.

3. If the target did not reveal itself, then the Active Player may still declare a BS Attack. However, he must make his Discover Roll, and only if it is successful may he roll his BS Attack. If the Active Player fails that Discover Roll, the declared BS Attack is Cancelled and null.

EXAMPLE OF DISCOVER IN ACTIVE TURN

In his Active Turn, Fusilier Angus has an enemy Camouflage Marker behind Partial Cover in his LoF. Angus has been ordered to eliminate it, so he declares the first Short Skill of his Order: Discover. The enemy Marker, confident in his CH: Camouflage skill and the protection of its Partial Cover, bides its time and declares no ARO. Angus then declares the second Short Skill of his Order: BS Attack with his Combi Rifle.

For Angus to make the BS Attack he declared, he first needs to pass the Discover WIP Roll. In this case, Angus applies to his WIP Attribute a series of MODs: a +3 Range MOD, a -3 Partial Cover MOD, and a -3 CH: Camouflage MOD. Angus final Roll will be WIP-3 (+3 -3 -3 = -3).

If he passes this Discover Roll, then he will get to roll for his BS Attack. If he fails the Discover Roll, then his BS Attack will be lost.

Angus makes his WIP-3 Roll and succeeds, so the Marker is replaced by the model of the enemy that it represented. Now Angus can roll the BS Attack he had previously declared.

Had Angus failed his WIP-3 Roll, he would have been unable to execute his BS Attack, and would have lost the second Short Skill of his Order.

EXAMPLE OF DISCOVER IN REACTIVE TURN

In his Active Turn, an enemy Camouflage Marker declares a Short Movement Skill within LoF of Fusiliers Angus and Bipandra.

The only AROs available to the Fusiliers are Dodge (to try to relocate slightly) and Discover (to reveal the Marker and be able to shoot at it in subsequent Orders). What they very specifically cannot do is have Angus declare Discover and Bipandra declare BS Attack. Remember that all AROs are simultaneous, and a Marker must be revealed before it can be the target of a BS Attack.

The Fusiliers can also delay their ARO declaration until the Marker declares the second Short Skill of its Order; but if the Marker is not revealed by its second Skill, then they would lose their chance to ARO at all.

After some deliberation, Angus will attempt to Discover and Bipandra will delay her ARO to cover all bases. The Camouflage Marker plans to bank on Angus’ legendary poor luck and declares Move as his second Short Skill, remaining camouflaged for now. This means that Bipandra loses her chance to react to that Order. But Angus has a chance to pass a Normal WIP Roll to Discover the Camouflage Marker. Were he to fail this Roll, Angus would be unable to try to Discover that Marker again until the next Player Turn.
DODGE

This Common Skill allows the user to attempt to evade an Attack against him. It also gives the user the opportunity to move a short distance as an ARO.

**REQUIREMENTS**

- The user must be able to draw LoF to the attacker.

**EFFECTS**

- Allows the user to make a Face to Face Roll to evade one or more simultaneous enemy Attacks.
- This Face to Face pits the user’s PH Attribute against whichever Attribute the attacker uses (BS, CC, PH, WIP...).
- In the Active Turn, the Dodge Roll is compared to all attack AROs generated by the active trooper.
- In the Reactive Turn, the Dodge Roll is compared to all Burst (B) attacks from all active enemies. For example, a reactive trooper could Dodge with a single Roll several shots from enemies using a Coordinated Order or all Close Combat attacks.
- In Reactive Turn only, a successful Dodge allows the user to Move—or use another Short Movement Skill that doesn’t require a Roll—up to 2 inches.
- Movement resulting from Dodging in Reactive Turn can never be used to enter base to base contact with an enemy. Only the Common Skill Engage allows that.
- Movement resulting from Dodging in Reactive Turn must follow the General Movement Rules as well as the Moving and measuring sidebar, both of which are explained in the Move Common Skill rules (see page 60).

**IMPORTANT!**

Motorcycles and Remotes suffer a -3 MOD to their PH Attributes in all Dodge attempts.

TAG suffers a -6 MOD to their PH Attribute in all Dodge attempts.

Dodge and Face to Face Rolls

Remember that winning a Face to Face Roll to Dodge an Attack does not stop the Attack from taking place, only keeps the user from receiving Damage.

Consequently, Dodging an Attack does not stop other friendly troopers from being affected by it.

For example, if an Attack with a Template Weapon is Dodged by its target, the trooper who won the Face to Face Roll receives no Damage, but the Template is still placed down and might affect other troopers. To avoid the Damage these other troopers would have to succeed at their own Dodge Rolls.

Coordinated Order: Dodge and Reset

If the target of a Coordinated Order chooses to Dodge or Reset as his ARO, then his Roll is compared in Face to Face against all attacking Rolls.

DODGING IN CC: DISENGAGING

While in Close Combat, in addition to evading Attacks, Dodge allows the user to Disengage from CC. If the attempt is successful, in the Active Turn, separate the user from his opponent one millimeter, so that their bases are no longer in contact. In the Reactive Turn, Dodge also allows to Move up to 2 inches.

This is the only way for a trooper to abandon a Close Combat with an active enemy trooper without declaring an Attack.

DODGING TEMPLATE WEAPONS

Template Weapons can be Dodged with a PH Roll.

A trooper may attempt to Dodge a Template Weapon without LoF to the attacker, by passing a PH Roll.

The Template of a Deployable Weapon can also be Dodged by passing a PH Roll.

DODGING HACKING PROGRAMS AND COMMS ATTACKS

Dodge does not allow the user to evade Attacks caused by Hacking Programs or Comms Attacks, but the Reset Skill (see page 62) does.

**EXAMPLE OF DODGE IN ACTIVE TURN**

In his Active Turn, Fendetestas the Irmandinho declares Move as the first Short Skill of his Order to reach the protection of a Total Cover. This action is seen by four enemies, all of whom declare BS Attack as their ARO, Fendetestas, who cannot return fire with his limited-range Chain Rifle, declares Dodge as the second Short Skill of his Order.

Fendetestas rolls a 9 on the die, lower than his PH Attribute, making his Roll a success. Now his enemies need a result on their dice that is higher than 9 but lower than their own BS Attributes in order to hit the evasive Irmandinho. The dice roll show 3, 5, 17 and 12. The 3 and 5 results are successes (lower than the shooters’ modified BS), but they are lower than Fendetestas’ Roll, so these two attackers lose the Face to Face Roll and cannot hit their mark. The 17 is a failure as it is higher than the shooter’s BS plus the weapon’s Range MOD (14+5=19), so it is discarded. The 12, however, is a success (assuming the same BS and Range MOD as the previous attacker), and it is also better than Fendetestas’ result.

The end result is that Fendetestas Dodges two BS Attacks, a third one fails and the fourth finds its mark forcing the Irmandinho to make one ARM Roll.

**EXAMPLE OF DODGE IN ACTIVE TURN: DODGING BS ATTACKS AND TEMPLATES**

In his Active Turn, Fusilier Angus declares Move as the first Short Skill of a brand new Order. A vigilant Morat Vanguard sees him and declares a BS Attack ARO, while the callous Dāturazi Jedak declares a BS Attack with his Chain Rifle, a Direct Template Weapon.

Angus, not a huge fan of shootouts, declares Dodge as the second Short Skill of his Order. The Fusilier makes a PH Roll that will be compared in Face to Face against the Morat Vanguard, and will act as a Normal Roll against the Dāturazi’s Direct Template Weapon. Angus rolls a 3, a success against the Chain Rifle’s Template, which he dodges nimbly for no damage. However, the Morat Vanguard
COMMON SKILLS

rolls a 9 in her BS Roll, a better result than Angus’ 3. He wins the Face to Face Roll and hits Angus with her BS Attack. Once again, Angus is forced to make an ARM Roll for his life.

EXAMPLE OF DODGE IN REACTIVE TURN
In his Reactive Turn, Fendetestas the Irmandinho receives a BS Attack at the hands of a Fusilier. The attacker is out of the range of his weapons, so Fendetestas declares Dodge as his ARO, and indicates a nearby Total Cover as his destination. After measuring, it turns out that the Total Cover is out of his 2-inch reach, so Fendetestas decides he will move his full 2 inches and end up half-way to the Cover. A Face to Face Roll between the BS Attribute of the Fusilier in Active Turn and the Irmandinho’s PH will decide their fates. Today is Fendetestas’ lucky day, so he wins the Face to Face Roll, moving his 2 inches and evading the BS Attack.

Had it not been his lucky day, he would have lost the Face to Face Roll. That would have entailed being hit by the BS Attack, and making an ARM Roll. He also would have been unable to move the two inches he had declared. Then, assuming he passed his ARM Roll, he would have had to make a Guts Roll.

EXAMPLE OF DODGE IN REACTIVE TURN: DODGING BS ATTACKS AND TEMPLATES
In his Reactive Turn, Fusilier Angus declares Dodge as an ARO against a BS Attack carried out by Alguacil Ortega and his Combi Rifle. But Angus’ ARO sets off a nearby Anti-Personnel Mine.

As always, despite receiving Attack from different sources, Angus makes one single PH Roll that he then compares to each enemy’s efforts. Angus compares the result on his die to all of Ortega’s Rolls (3 BS Rolls, using a BS Combi Rifle). Angus also applies a -3 MOD to his PH (due to the Mine’s Deployable Trait) and compares it to the same die result he used to fend off Ortega. If successful, he manages to avoid the Mine’s Attack.

The possible outcomes of this scenario are:

» Angus wins his Face to Face Roll against Ortega—Dodging his gunfire—but fails his Normal Roll to evade the Mine. This would prevent Angus from Moving at all with his Dodge, and would force him to make an ARM Roll.

» Angus wins his Modified Normal Roll against the Mine, but loses against Ortega’s attacks. Again, Angus wouldn’t be able to Move, and would make the corresponding ARM Rolls.

» Angus fails to evade either enemy, so he doesn’t move and must make the appropriate ARM Rolls.

» Angus miraculously succeeds in Dodging all attacks, so he receives no damage and can Move as allowed by the Dodge Skill in ARO.

ENGAGE

This Common Skill allows a trooper in the Reactive Turn to move into base to base contact with an enemy

ENGAGE

ARO

REQUIREMENTS

» In order to declare Engage as an ARO, the user must have an active enemy declare or perform an Order within his LoF and a 2-inch radius around him.

EFFECTS

» This ARO allows the user to move into base to base contact with an enemy activated by an Order within his LoF and inside a 2-inch radius.

» You do not have to determine a specific route to follow when declaring Engage.

» The user must pass a Normal or Face to Face PH Roll in order to successfully Engage.

» If the Roll is successful, then the user Dodges all Attacks against him and moves into base to base contact with his target at the final location previously declared.

» However, when entering base to base contact, the active trooper decides where around its base to place the reactive trooper.

» If the user was inside the Area of Effect of a Deployable Weapon, then successfully Engaging his enemy does not activate or set off that Deployable Weapon.

» If the user fails his Roll, then he receives all successful Attacks against him and does not move into CC.

» If the target of Engage declares an Attack of any kind, including a CC Attack, against the user, and wins the Face to Face Roll, then the user receives all pertinent impacts and makes his ARM/BS Rolls without moving.

» Failing the Engage Roll also sets off enemy Deployable Weapons if the user is in their Area of Effect, forcing him to make all pertinent ARM/BS Rolls without moving.

» You cannot declare Engage if the reactive trooper would be incapable of reaching his target even if it is closer than 2 inches (for example, if there is a wall or an insurmountable chasm in the way).

» Engage movement must follow the General Movement rules of the Move Common Skill (see page 60).

» Any rules, Traits, Special Skills, etc. that would apply a MOD to a Dodge attempt also apply to this Common Skill.

Measuring Engage

Immediately after declaring an Engage ARO, and before the Active Player would declare the next Short Skill of the Order, measure to check whether the target is inside the 2-inch range.

Is the target is farther than 2 inches, then the Engage ARO cannot be executed and the reactive trooper performs an Idle ARO instead.
Motorcycles and Remotes suffer a -3 MOD to their PH Attribute in all Engage attempts.

TAG suffer a -6 MOD to their PH Attribute in all Engage attempts.

**Visualizing an Engage**

Engage is conceived as a movement of opportunity when an enemy passes by a reactive trooper. By passing his Roll, the reactive trooper moves into base to base contact to force a Close Combat situation in subsequent Orders, or simply to engage the enemy in CC to limit his options. If the user fails his Roll, he does not get to move or Dodge any incoming Attacks. If the target of Engage declared a CC Attack against the user and wins the Face to Face Roll, this represents how the user tried to approach his foe, received a hit and backtracked to his original position.

**ENGAGE EXAMPLE**

In his Reactive Turn, the vicious Dāturazi Jedak is the target of a BS Attack at the hands of the intrepid Fusilier Angus. Since Angus seems to be close enough, Jedak declares Engage as his ARO in order to enter Close Combat. The Combined Army player measures the distance and confirms that the enemy Fusilier is less than 2 inches away, so the Engage attempt is legal. Once this is confirmed, Angus declares the second Short Skill of his Order: Move into a Partial Cover. A Face to Face Roll takes place between the BS Attribute of the Fusilier in Active Turn and the Dāturazi’s PH. Today happens to be Jedak’s lucky day, so he wins the Face to Face Roll, moving his 2 inches and evading the BS Attack. The Dāturazi enters base to base contact with poor old Angus. Now, Angus’ player, as Active Player, gets to decide where on the Fusilier’s base to place Jedak’s model. She places it so that, in the almost certain eventuality that Angus should be struck down by a CC Attack, Jedak would be left standing within LoF of several PanOceanian soldiers.

Had it not been his lucky day, Jedak would have lost the Face to Face Roll. In that case, since he failed to evade the BS Attack, he would have made an ARM Roll. Additionally, his movement into base to base contact with Fusilier Angus wouldn’t take place.
INTUITIVE ATTACK

Intuitive Attack represents those times when a soldier perceives movement through the corner of his eye and instinctively sprays the area with his weapon in the hopes of unearthing a hidden enemy.

**REQUIREMENTS**
- The user must employ a BS Weapon with the Intuitive Attack Trait.
- Allows the user to make one single BS Attack against an enemy in a state that would normally make him ineligible as target of Attack without previous Discovery, such as Camouflaged, TO Camouflaged, etc.
- Intuitive Attack may also be used when the LoF towards the target is blocked by a Zero Visibility Zone.
- In order to make an Intuitive Attack, the user must pass an unmodified WIP Roll. MODs from Partial Cover, Special Skills (Camouflage, TO…), Equipment (ODD…) or any other source do not apply to this Roll.
- If the target reacts by declaring an Attack or Dodge, his reaction is simultaneous and resolved by a Face to Face Roll.
- If the user fails his WIP Roll, he cannot attempt to make another Intuitive Attack against the same target until his next Active Turn.
- If the user rolls a Critical in his WIP Roll, the target loses one point from his Wounds or STR Attribute directly, bypassing the usual ARM or BTS Roll.
- If more than one enemy would be affected by the Intuitive Attack, the shooter must choose only one of them as the main target. Only the main target suffers the Critical damage.

**EXAMPLE OF INTUITIVE ATTACK FROM ZERO VISIBILITY ZONE AGAINST SEVERAL TARGETS**

In his Active Turn, Fendetestas the Irmandinho, standing inside a Smoke Template—a Zero Visibility Zone—and carrying his trusty Chain Rifle, resolves to make an Intuitive Attack against a couple of Fusiliers who are outside the Zero Visibility Zone.

The first Fusilier declares a BS Attack ARO, while the second chooses instead to Dodge.

Consequently, the Irmandinho makes one single WIP Roll, which is then compared in Face to Face against the first Fusilier’s BS-6 Roll (the MOD imposed by the Zero Visibility Zone for responding to a BS Attack from out of LoF) and against the second Fusilier’s PH-3 Roll (the MOD for trying to Dodge a Template Weapon without LoF).

If Fendetestas were to win the Face to Face Roll against both, then they would each make an ARM Roll.

If the first Fusilier, who declared a BS Attack, were to win the Face to Face Roll, then Fendetestas would be the one to make an ARM Roll. However, the success of the first Fusilier would not prevent the second from taking Damage; he would have to win the Face to Face Roll himself.

If the second Fusilier were to win his Face to Face Roll against the Irmandinho, then he would take no Damage and would be able to move up to 2 inches as per his Dodge ARO.

**EXAMPLE OF INTUITIVE ATTACK WITH A DEPLOYABLE WEAPON**

In her Active Turn, a Spektr equipped with Anti-Personnel Mines declares Intuitive Attack to place a Mine so that it catches an enemy TO Camouflage Marker in its Area of Effect.

The Marker declares no ARO, so the Spektr must pass a Normal WIP Roll to lay his Mine. If he fails, the Mine will not be placed on the game table, but the Spektr will have expended one of his available Mines.

If the TO Camouflage Marker had declared an ARO such as BS Attack, then there would be a Face to Face Roll between the Spektr’s WIP and the enemy TO’s BS.

If the Spektr were to win the Face to Face Roll, he would lay the Mine (in the form of a Camouflage Marker) on the game table. The BS Attack of the trooper under the TO Camouflage Marker would have no effect but the Mine would not detonate yet.

If the TO Camouflage Marker were to win the Face to Face Roll, then the Spektr would not be able to lay his Mine and would suffer the effect of the Attack (an ARM Roll, usually).

**INTUITIVE ATTACK AND BURST**

When declaring an Intuitive Attack, the trooper can only make one single BS Attack and his B is always 1, regardless of the B value of the BS Weapon and any MODs to Burst (such as those granted by Twin Weapons).

**EXAMPLE OF INTUITIVE ATTACK AGAINST A CAMOUFLAGE MARKER**

In his Active Turn, Fendetestas the Irmandinho, clutching his Chain Rifle—a Direct Template weapon—, declares an Intuitive Attack against a mysterious enemy Camouflage Marker a few steps away.

The Camouflage Marker, wary of the effect of Fendetestas’ gun, declares a BS Attack ARO. There is a Face to Face Roll between the Irmandinho’s WIP and the BS of his camouflaged foe. Whoever wins the Face to Face Roll will deal an impact and prevent the opponent from Attacking.

If the Camouflage Marker had declared Dodge as ARO, then there would be a Face to Face Roll between Fendetestas’ WIP and the PH of the camouflaged stranger. If Fendetestas lost this Face to Face Roll, then his opponent would avoid the Intuitive Attack.
JUMP

This Common Skill allows the user to clear obstacles and leap over small distances.

**JUMP**

**ENTIRE ORDER**

Movement, No LoF, No Roll.

**EFFECTS**

» Allows the user to move horizontally (to clear a gap), vertically (to reach a higher or lower surface), diagonally or tracing a parabola, up to his first MOV Attribute value in inches.

» Jump is a Common Skill that does not require a Roll.

» When Jumping, measure the horizontal, vertical, diagonal or parabolic distance between the starting location and the landing spot.

» If the first MOV value is insufficient to reach a landing spot for the Jumping model, then assume it falls vertically from the end of its available Movement to the ground. Measure this fall distance for Falling Damage purposes (see page 43).

» Troopers cannot benefit from Partial Cover MODs during an Order in which they declared Jump.

» Jumping movement must follow the General Movement rules as well as the Moving and measuring sidebar, both of which are explained in the Move Common Skill rules (see page 60).

» When Jumping, the landing point cannot be narrower than the base of the trooper.

**REMEMBER**

Troopers can vault over obstacles smaller than their Silhouette Template at no cost. Anything higher than that requires a Jump declaration.

Measuring parabolas

The easiest way to measure a parabolic route is using a flexible ruler, bending it for convenience.

**JUMP EXAMPLE 1**

During his Active Turn, Fusilier Angus has to clear a 2 inch high obstacle. As this is a height greater than his Silhouette template, Angus has to declare Jump to be able to clear it (Graphic 1).

**JUMP EXAMPLE 2**

During his Active Turn, Fusilier Angus decides to get down from the roof of a building by the fastest way, just jumping down. The building is 6 inches high and the first MOV value of Angus is 4, so he has to face the remaining 2 inches as a fall. Following the Falling Damage rule, this means an ARM Roll with Damage 10, because it is only a single falling section. If Angus fails this roll, he must keep making ARM Rolls until he succeeds, or until he reaches the Dead state (Graphic 2).

**JUMP EXAMPLE 3**

During his Active Turn, Fusilier Angus declares he is going to Jump from one roof to another. The player measures the distance, 4 inches, and checks that it corresponds with Angus’ first MOV value, so he can perform the Jump (Graphic 3).

If the distance is bigger than his first MOV value, then with his Jump Angus only reaches 4 inches and will fall to the ground from that point.
LEAN OUT

This Common Skill represents a quick peek over of a ledge in order to fire upon an enemy below that would normally be outside LoF. Leaning out is useful for troopers on rooftops to attack enemies at ground level.

**REQUIREMENTS**
- The user must be in base contact with the edge of an elevated position or high ground (such as a rooftop, a balcony, a window, etc.).
- If there is a terrain element along the edge of the elevated position (a parapet, a barricade, a windowsill...), it cannot be thicker than 1 inch or higher than half the height of the trooper who Leans Out.

**EFFECTS**
- Lean Out is an *Entire Order* comprised of Move + BS Attack.
- In exceptionally ambiguous cases, you can hold the model (or the Silhouette Template) in the air in base contact with the edge of the terrain in order to draw LoF and execute the BS Attack. In these cases, hold the model so that the underside of the base (or the Silhouette Template) is entirely in the air to help clarify LoF (see diagram).
- At the end of the Order, place the model where it was before the Lean Out declaration.
- By declaring Lean Out, the trooper gains LoF to targets directly below, near the base of the terrain element the trooper is perched upon. Likewise, these enemies gain LoF towards the active trooper (assuming, of course, they are facing toward him).
- Troopers in base contact with windows or parapets of the right dimensions can also Lean Out. The same rules apply in these cases, with the only exception that the user of this Common Skill gains Partial Cover.
- If the user is *Prone* when he declares Lean Out, he can benefit from Partial Cover against all enemies in lower positions.

**REMEMBER**
When declaring the Move part of the Entire Order, you must specify the exact route the trooper will follow, so that the opponent can declare the appropriate AROs. Troopers have a LoF arc of 360º while they are moving.

In his *Active Turn*, Alguacil Ortega, who is standing on the edge of a rooftop with no parapet, tries to draw a bead on his hated adversary, Fusilier Angus, who is using that building as cover at ground level.

Ortega cannot see Angus from his position, so he declares Lean Out as an Entire Order. Ortega’s player holds the model in the air so that its base is in contact with the outer edge of the rooftop. Then, *Lines of Fire* are drawn from that position. Once LoF is determined, Ortega returns to his initial position. In game terms, Ortega has moved, obtained LoF towards Angus for a moment and made a BS Attack, finishing his movement where he started. The Fusilier, who also gains LoF against Ortega, declares his own ARO: BS Attack.

In this situation, Angus is not forced to apply the negative MODs for Partial Cover to his BS Roll, since the rooftop does not have a parapet or any other element that would give Ortega Partial Cover.

Conversely, if there was a conveniently sized cover along the edge of the rooftop, or if Ortega was Prone, then Angus would suffer the Partial Cover MODs.

MOVE

Common Skill that allows the user to move about the battlefield.

**REQUIREMENTS**
- The user’s base must be fully in contact with the surface over which he is moving.
- Troopers cannot Move through spaces narrower than their base.

**EFFECTS**
- Allows the user to traverse the battlefield up to a distance determined by his MOV Attribute.
- By declaring Move, the user may move up to the first value of his MOV Attribute in inches.
- If the user declares Move again with the second Short Skill of the same Order, he may then move up to the second value of his MOV Attribute in inches.

**IMPORTANT!**
Once declared, troopers always reach the end of their Movement, even if they fall into a Null or Immobilized state due to successful enemy Attacks along the way.
**COMMON SKILLS**

**GAMING ETIQUETTE**

Checking all possible Lines of Fire for all figures and Markers on the table can be cumbersome. It is perfectly acceptable for a player to ask their opponent whether existing Lines of Fire could disrupt the declaration of a given Order before declaring it. Players are expected to share this Open Information in a truthful and sportsmanlike manner. Honesty and fair play are conducive to a better gaming atmosphere, and all players benefit from that.

**IMPORTANT!**

When Moving measurements must be done always from the same point of the base.

**MOVEMENT EXAMPLE**

In his *Active Turn*, Angus is leaning against a wall in *Total Cover*. He does not have *LoF* to his nemesis Alguacil Ortega, on the other side of the building. Ready to put an end to their feud, Angus declares his first Short Skill: Move.

Angus moves only slightly so that his base peeks around the corner just enough to gain *LoF* to his target while still in *Partial Cover*. Once he has seen Ortega, Angus’ model returns to his original position in *Total Cover*. His Move declaration will take him to the corner and back.

Since Ortega also gains *LoF* to Angus, he declares his ARO: *BS Attack*.

Angus then declares the second Short Skill of his Order, another *BS Attack*.

In the subsequent Face to Face Roll, Ortega suffers the *Partial Cover MODs*. Were Ortega to win the Face to Face Roll, and Angus to fail his *ARM Roll*, then Angus would end his Order in *Unconscious* state behind the *Total Cover*, where he finished his movement.

**MOVING AND MEASURING**

You can *measure* immediately after declaring Move and before determining where the trooper ends his Movement.

The sequence of events would be: Move declaration, clarifying the direction and the intention of the trooper’s final location, measuring, and declaration of the real movement’s ending point.

**General Movement Rules**

- *MOV* values indicate the maximum distance the unit can move, but there is no minimum. Troopers do not have to exhaust their movement when they declare Move.

- By declaring Move, a trooper may go *Prone* or revert back to the Normal standing state at the start of his Movement at no cost. Remember that troopers have reduced mobility while Prone.

- By declaring Move, a trooper may *Mount or Dismount* a Motorcycle, TAG, Vehicle, etc. at the start of his Movement at no cost, the new troop profile will be applied during the whole sequence of the Order.

- A trooper can vault over any obstacle not higher than his *Silhouette Template* (as determined by his *Silhouette Attribute*) at no cost, without declaring *Jump or Climb*.

- After Moving one of your figures, you can leave it facing any direction.

- When declaring any form of Movement, you must specify the exact route the trooper will follow, so that the opponent can declare the appropriate AROs.

- Troopers have a *LoF arc* of 360° while they are moving.

- A trooper’s Movement ends automatically whenever he enters base to base contact with an enemy, even if the movement route specified is cut short as a result.

**MOVE: SCENERY AND ALLIED MODELS**

Any piece of scenery whose height be equal or inferior to the trooper’s *Silhouette Template* does not block his Movement.

By the way, allied troopers, and only allied, whose *Silhouette Attribute* be equal or inferior to the trooper’s *Silhouette Attribute* does not block his Movement.

**STAIRS AND LADDERS**

Those pieces of scenery representing stairs and ladders allow movement on vertical or diagonal surfaces using the Move Skill at no cost, without declaring *Jump or Climb*.
RESET

This Common Skill allows the user to sidestep cyber-attacks by quickly rebooting all systems.

**RESET**

**SHORT SKILL/ARO**

**Advanced Combat: Hacking, No LoF.**

**REQUIREMENTS**

A trooper can only declare Reset if at least one of these is true:

- The trooper is targeted by a Hacking Attack, i.e., any Attack declared using a Hacking Program.
- The trooper is targeted by a Comms Attack.
- The trooper is in the Immobilized-1 state.
- In his Reactive Turn, the trooper has an enemy declare or execute an Order in his Zone of Control.

**EFFECTS**

- By passing a Face to Face WIP Roll, the trooper avoids a Hacking Attack or a Comms Attack.
- The user can declare Reset even without LoF to the attacker, and even if the attacker is outside his Zone of Control and his Hacking Area. Reset can be also declared if the attacker is in base to base contact with the user, in Engaged state.
- If the user wins the Face to Face WIP Roll, he may apply the Guts Roll rules.
- By passing a Normal WIP Roll, the user cancels his own Immobilized-1 state.

**Speculative Fire and Burst**

In Speculative Fire, the trooper can only make one single BS Attack and his BS is always 1, regardless of the BS Weapon and any MODs to Burst (such as those granted by Twin Weapons).

**Speculative Fire and Visibility Zones**

Speculative Fire ignores MODs imposed by Visibility Zones (whether Low, Poor, or Zero), considering that the penalty for not seeing your target is included in the -6 MOD for Speculative Fire.

**EFFECTS**

- The user may make a single BS Attack against a target outside his LoF.
- If the user employs a BS Weapon with the Circular Impact Template Trait, this Skill allows him to place the center of the Circular Template somewhere other than over the target of the attack. However, the target must be inside the Area of Effect of the Circular Template.
- In that case, both the target of the attack and the point of impact may be chosen irrespective of LoF.
- Place the Template directly on the game table or horizontally over a piece of terrain, and never on a vertical surface or in the air.
- Declaring Speculative Fire entails a -6 MOD to BS or the relevant Attribute. This MOD is added to all other MODs applicable to the BS Attack (Range, Cover, etc.).

**Speculative Fire: Tactical Advice**

Speculative Fire with Template weapons can avoid MODs by Partial Cover, the CH Special Skill, ODD... by placing the Template so it is not centered on the target.

You can use Speculative Fire to attack enemy troopers with CH: Camouflage, TO or ODD who are behind a Partial Cover. By placing the center of the Template behind the enemy, you can bypass all MODs from Partial Cover (-3) and TO or ODD (-6), replacing them with one single Speculative Fire MOD (and whatever Range MODs are applicable).
**SPECULATIVE FIRE EXAMPLE**

In his Active Turn, the vicious Dāturazi Jedak wants to crush Fusilier Angus, who is standing behind a wall, in Close Combat. In order to keep Angus from shooting him down when he turns the corner, Jedak wants to throw a Smoke Grenade over the wall. Since Angus is outside the Dāturazi’s LoF and Smoke Grenades have the Speculative Fire Trait, Jedak is able to declare Speculative Fire.

Jedak spends an Entire Order and declares Speculative Fire. Then, he places the Circular Template so that it affects Angus. Smoke Grenades are an Impact Template weapon, so Angus can declare a Dodge ARO (with his PH-3) even though the Speculative Fire came from outside his LoF. As Jedak uses a weapon loaded with Smoke Special Ammunition, and Angus reacts declaring Dodge, the Order is resolved with two separate Normal Rolls. Jedak makes a Normal PH-3 Roll (+3 for the Smoke Grenade’s Range MOD and -6 for the Speculative Fire MOD= -3) and Angus a Normal PH-3 Roll.

---

**SUPPRESSIVE FIRE**

Suppressive Fire is a combat stance that gives the user the ability to deter enemy actions and movements through concentrated fire.

While in Suppressive Fire, the soldier is more concerned with saturating the combat area with gunfire than he is with actually inflicting damage to the enemy forces. The goal of Suppressive Fire is to restrict the capacity of the enemy forces to maneuver or return fire successfully, by threatening them with indiscriminate hostile fire.

In the hands of a trained soldier providing Suppressive Fire, a gun becomes a mere area-denying tool, burning through magazines at a rate that makes their accuracy irrelevant. The only goal is to saturate the area with projectiles so that the enemy is forced to keep his head down or face hell.

---

**SPECULATIVE FIRE**

**ENTIRE ORDER**

**Attack**

**REQUIREMENTS**

- The user must employ a weapon with the Suppressive Fire Trait.

**EFFECTS**

- Allows the user to enter the Suppressive Fire state.
**STATE: SUPPRESSIVE FIRE**

**Activation**

To activate this state, the trooper must declare the Entire Order Suppressive Fire. Place a Suppressive Fire Marker (SUP. FIRE) beside the user.

**EFFECTS**

- Enemy troopers apply a -3 MOD to their Attribute on all Face to Face Rolls against a trooper in Suppressive Fire.
- While in Suppressive Fire, the SF Mode profile replaces the trooper’s usual BS Weapon profile. The SF Mode profile is used by all troopers engaged in Suppressive Fire.
- Suppressive Fire allows the affected trooper to react in ARO with its full Burst (B) value: B3. The full Burst must be used against a single target and cannot be divided between several active enemies (when reacting against a Coordinated Order, for example).
- The SF Mode profile alters the Range and B values of the weapon being used, but not Damage, which remains unchanged. Similarly, the weapon maintains Type of Ammunition and Traits while in SF Mode.

**Range Modifiers**

```
<table>
<thead>
<tr>
<th>Range</th>
<th>Short</th>
<th>Medium</th>
<th>Long</th>
<th>24</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage:</td>
<td>*</td>
<td>0</td>
<td>8</td>
<td>-3</td>
<td></td>
</tr>
<tr>
<td>Burst:</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ammunition:</td>
<td>*</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Traits:</td>
<td>*</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**NOTE**: Use original weapon values.

**IMPORTANT!**

Only weapons with the Trait Suppressive Fire in their Weapons Table profile may be used to declare SF. With very few exceptions, only weapons with B3 or higher may be used to declare SF. Weapons with B2 or lower, or whose Traits box does not indicate Suppressive Fire capabilities, cannot be used to declare SF, even if they apply a MOD that would make their B higher than 2.

**Cancellation**

The Suppressive Fire state is automatically cancelled in any of these cases:

- The trooper declares an Order.
- The trooper declares an ARO other than a BS Attack using Suppressive Fire.
- The trooper uses a weapon that cannot be used for Suppressive Fire.
- The trooper’s state changes to a Null state, or to Blinded, Engaged, Immobilized, Isolated, Retreat! or to any other state which specifies that it cancels Suppressive Fire.
- The trooper’s army enters a Loss of Lieutenant situation.
- The trooper joins any kind of Infinity Fireteam (Core, Haris, Enomotarcho, Tohaa...) (see Infinity. Human Sphere and Infinity. Campaign: Paradiso).

**SUPPRESSIVE FIRE EXAMPLE 1:**

In her Active Turn, a PanOceanian player orders her faithful Fusilier Angus to provide Suppressive Fire. She spends one Entire Order and places a Suppressive Fire Marker (SUP. FIRE) next to Angus’ base. During her next Reactive Turn, her opponent activates a figure with a Short Movement Skill inside Angus’ LoF, so Angus can react with his full Burst. However, Angus must substitute his HMG profile for the SF Mode profile. This alters his weapons’ Range MODs and reduces its B4 to B3. The opponent declares the second Short Skill of his Order: a BS Attack on Angus. This puts him under Angus’ Suppressing Fire, so he must apply a -3 MOD to his BS.

**SUPPRESSIVE FIRE EXAMPLE 2:**

The PanOceanian player’s opponent, during his Active Turn, declares a Coordinated Order that activates three figures inside Angus’ LoF. Angus, still in Suppressive Fire, must decide against which one of these three enemies to unload his full SF Mode Burst. Next, each of the three enemies declares a BS Attack against Angus, suffering the -3 MOD to BS imposed by the Suppressive Fire. However, the other two active troopers resolve their attacks as Normal BS Rolls, since Angus can only react to one of the three incoming enemies.

**EXAMPLE 3: SUPPRESSIVE FIRE THOUGH A ZERO VISIBILITY ZONE**

Fusilier Angus, still in SF in his Reactive Turn, receives a BS Attack through a Zero Visibility Zone. Angus declares he will return fire with a BS Attack ARO. Angus can utilize the full Burst of his SF Mode weapon, but each of his Rolls suffers a -6 MOD to BS due to the Zero Visibility Zone.
SPECIAL SKILLS

Special Skills are available only to a select few units by virtue of their extensive training, their specialized gear, or their natural ability.

SPECIAL SKILLS AND EQUIPMENT: LABELS

Like Common Skills, all Special Skills and pieces of Equipment have one or more Labels that quickly mark them as having certain game features. The possible Labels for Special Skills and Equipment are:

- **Attack**: The use of this Special Skill or piece of Equipment is considered an Attack.
- **BS Attack**: The use of this Special Skill or piece of Equipment is a form of BS Attack.
- **CC Attack**: The use of this Special Skill or piece of Equipment is a form of CC Attack.
- **CC Special Skill**: This Special Skill is governed by the rules pertaining to CC Special Skills.
- **Comms Attack**: The use of this Special Skill or piece of Equipment is a form of Attack that allows the target to declare Reset as a response.
- **Movement**: The use of this Special Skill or Equipment is a form of Movement.
- **Negative Feedback (NFB)**: Troopers can only use one Special Skill or piece of Equipment with this Label or Trait at a time. Activating any NFB Special Skill, Equipment, Hacking Program, special rule, etc. automatically cancels and deactivates any other NFB Special Skills, pieces of Equipment, Hacking Programs, etc. the trooper might have. This effect remains until the newly activated Feedback Skill, Equipment, etc. is Cancelled.
- **Obligatory**: The use of this Special Skill or Equipment is compulsory and cannot be waived.
- **Optional**: The use of this Special Skill or Equipment is optional and can be waived.
- **Private Information**: Whether or not any of your troopers has this Special Skill or Equipment is a piece of Private Information and you are not required to share it.

In the Labels section of some Special Skills you may also find Traits like the ones used for Weapons and Equipment. You can refer to the full list of Traits on page 105.

SPECIAL SKILL LEVELS

Some Special Skills are divided into Levels of expertise with distinct effects and uses.

Unless otherwise stated, any numerical Level of a Special Skill automatically grants all lower Levels of the same Skill. For example, a Level 3 also grants Levels 1 and 2.

Conversely, alphabetical Levels such as Level X state whether they grant any other Levels of the Skill or not.

ADVANCED COMMAND

This Special Skill identifies those soldiers with the best resources and a knack for Command and Control duties.

**ADVANCED COMMAND**

**EFFECTS**

- Fielding the user of this Special Skill in your Army List gives you one extra Command Token to use during the game.
- You may expend this extra Command Token at any point during the game, even if the user of this Special Skill has not deployed yet, and even if he is in a Null state (Unconscious, Dead, Sepsitorized...).

Some troopers have a privileged link with their Command Post, if there is one, or with Command Central if they are operating remotely. This enhanced connection allows for faster and more fluid communication with the mission commander, giving them a better understanding of the finer points of the situation as it develops. This translates into clearer, more coordinated orders, more control and resources for the field officer, and better chances of success for the boots on the ground.

AIRBORNE DEPLOYMENT (AD)

Airborne Infantry units use air vehicles to reach key battlefield positions and create unexpected fire vectors.

**AIRBORNE DEPLOYMENT**

**EFFECTS**

- You may choose not to deploy your AD troopers during the Deployment Phase, keeping them off the game table until you decide to deploy them during your Active Turn.
- As long as they are off the game table, AD troopers add no Orders to their respective Order Pools. However, an undeployed AD trooper still generates an Order usable only to deploy with Airborne Deployment.
- To deploy using any Level of the Airborne Deployment Special Skill, the user must declare an Entire Order and expend his own Order, which was not added to the Order Pool during the Order Count phase of the Active Turn.
- Troopers using Airborne Deployment cannot deploy Prone or in base to base contact with another model, Marker, mission objective or piece of scenery.

Airborne Deployment and Impetuosity

Impetuous and Extreme Impetuous troopers with any Level of Airborne Deployment are forced to use their Impetuous Order to deploy during the Impetuous Phase of their Active Turn. You can prevent this deployment like you would any Impetuous Order declaration.
AIRBORNE DEPLOYMENT LEVEL 1. PARACHUTIST

This unit has been trained to parachute or fast-rope from heliborne vehicles immediately before combat in order to find an alternative point of ingress into the battlefield and flank the enemy forces.

PREPARATIONS

- During the Deployment Phase, mentally divide the edges of the play area down the middle into eight segments (two on each side).
- Then, choose one of these segments and write it down in secret for later verification. For the rest of the game, all your troopers with the AD: Parachutist Special Skill deploy through that segment of the play area’s edge.

EFFECTS

- By spending one Entire Order, the user of this Special Skill may deploy anywhere on the segment of the play area’s edge secretly chosen during the Deployment Phase.
- The user may never deploy inside the enemy Deployment Zone.
- When deploying this way, the base of the model or Marker must be in contact with the edge of the play area.
- When you place a model — but not a Marker — on the battlefield, you are required to share all Open Information relative to that trooper.

Table Areas

Use this diagram as reference when you divide the play area’s edge into segments. Troopers with AD: Parachutist or AD: Airborne Infiltration could enter the battlefield through any point of segments 1, 2, 3 or 4; or through the halves of segments 5 or 8 that are outside the enemy Deployment Zone.

Troopers with AD: Tactical Jump may enter through any point of any segment, even those inside the enemy Deployment Zone.

AIRBORNE DEPLOYMENT LEVEL 2. AIRBORNE INFILTRATION

Troopers with the AD: Airborne Infiltration Special Skill are experienced parachutists who feel most at home in incursion operations, behind enemy lines.

EFFECTS

- In your Active Turn, when you decide to deploy one of your troopers with this Special Skill, mentally divide the edges of the play area down the middle into eight segments (two on each side).
- By spending one Entire Order, the user of this Special Skill may deploy anywhere on the segment of the play area’s edge of your choice.
- The user may never deploy inside the enemy Deployment Zone.
- When deploying this way, the base of the model or Marker must be in contact with the edge of the play area. When you place a model — but not a Marker — on the battlefield, you are required to share all Open Information relative to that trooper.

Airborne Infiltration and Coordinated Orders

If you declare a Coordinated Order to deploy using AD: Airborne Infiltration, all participants must enter the battlefield through the same segment.

AIRBORNE DEPLOYMENT LEVEL 3. INFERIOR COMBAT JUMP

Some airborne units can only afford jump gear older than the modern military standard, but they put it to great use despite its limitations in course correction and maneuverability.

EFFECTS

- Level 3 of Airborne Deployment is identical to Level 4, Combat Jump, with the only exception that the trooper must attempt a PH-3 Roll when deploying.
AIRBORNE DEPLOYMENT
LEVEL 4: COMBAT JUMP

Some troops, equipped with special jump gear, have been trained to dive from the sky directly onto the battlefield, falling upon the enemy in devastating surprise strikes.

COMBAT JUMP
ENTIRE ORDER

Optional

EFFECTS

» In your Active Turn, when you decide to deploy one of your troopers with this Special Skill, place a Circular Template anywhere on the battlefield. This Template represents the Drop Zone.

» Any horizontal flat surface the size of a Circular Template and free of scenery elements may be chosen as the Drop Zone.

» You cannot place the Drop Zone inside or in contact with a Low Visibility or Zero Visibility Zone.

» Place your AD: Combat Jump trooper anywhere inside the Drop Zone, thus selecting your preferred deployment location. The entire base of the model or Marker must be inside the Circular Template of the Drop Zone.

» Then, the trooper makes a PH Roll. If the trooper passes the Roll, he successfully deploys on his chosen location. AROs are generated taking only that location into account.

» If the trooper fails his PH Roll, make a Dispersion Roll (page 22), placing the center of the Dispersion Circular Template on top of the center of the trooper’s base. The result of the Dispersion Roll determines the troop’s effective deployment location.

» When you place a model — but not a Marker — on the battlefield, you are required to share all Open Information relative to that trooper.

Combat Jump and Coordinated Orders
If you declare a Coordinated Order to deploy using AD: Combat Jump, all participants must use the same Drop Zone, but their PH Rolls and possible Dispersions are resolved individually.

Combat Jump and AI Beacon
If a trooper with the AI Beacon Special Skill (see Infinity: Human Sphere) suffers a Dispersion while attempting to use AD: Combat Jump in its Deployment Phase, and that Dispersion takes it out of the play area, consider that trooper lost as a casualty for Retreat! and Victory Points purposes.

AIRBORNE DEPLOYMENT
LEVEL 5: SUPERIOR COMBAT JUMP

Combatants with this level of Airborne Deployment are exceptionally gifted skydivers who always have a firm control over the jump course and a backup plan in case something goes wrong while in midair.

SUPERIOR COMBAT JUMP
ENTIRE ORDER

Optional

EFFECTS

» This Level has the same effects and limitations as the previous one, with one exception: if the trooper fails his PH Roll to deploy and the subsequent Dispersion takes him out of the play area or into a location where he cannot deploy, then he may deploy in any point of his Deployment Zone spacious enough to fit the Drop Zone Circular Template.

AIRBORNE DEPLOYMENT
LEVEL X: TACTICAL JUMP

Troopers with AD: Tactical Jump are not only outstanding parachutists, but also savvy infiltrators with a honed tactical sense.

TACTICAL JUMP
ENTIRE ORDER

Optional

EFFECTS

» In your Active Turn, when you decide to deploy one of your troopers with this Special Skill, place a Circular Template anywhere on the battlefield. This Template represents the Drop Zone.

» Any horizontal flat surface the size of a Circular Template and free of scenery elements may be chosen as the Drop Zone.

» You cannot place the Drop Zone inside or in contact with a Low Visibility or Zero Visibility Zone.

» Place your AD: Tactical Jump trooper anywhere inside the Drop Zone, thus selecting your preferred deployment location. The entire base of the model or Marker must be inside the Circular Template of the Drop Zone.

» Then, the trooper makes a PH Roll. If the trooper passes the Roll, he successfully deploys on his chosen location. AROs are generated taking only that location into account.

» By spending one Entire Order, the user of this Special Skill may deploy anywhere on the segment of the play area’s edge of your choice.

» The user may deploy inside the enemy Deployment Zone.

» When deploying this way, the base of the model or Marker must be in contact with the edge of the play area.

» When you place a model — but not a Marker — on the battlefield, you are required to share all Open Information relative to that trooper.

» This Level does not grant its user any numerical Levels of this Special Skill.

AD: Tactical Jump and Coordinated Orders
Troopers with AD: Tactical Jump may participate in a Coordinated Order with troopers with Levels 1 or 2 of Airborne Deployment.

However, in that case, the AD: Tactical Jump trooper must enter the battlefield through the same segment chosen for the rest of participants.
It seems apparent that the tactical and strategic possibilities of airborne deployments hinge much more crucially on their army’s technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units conduct holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.

As their technical setup hinders their mobility, they rely on sophisticated equipment and third-party assets for their personnel’s safety. Their conditions are not the same as the ones their army’s technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units conduct holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.

As their technical setup hinders their mobility, they rely on sophisticated equipment and third-party assets for their personnel’s safety. Their conditions are not the same as the ones their army’s technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units conduct holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.

As their technical setup hinders their mobility, they rely on sophisticated equipment and third-party assets for their personnel’s safety. Their conditions are not the same as the ones their army’s technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units conduct holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.

As their technical setup hinders their mobility, they rely on sophisticated equipment and third-party assets for their personnel’s safety. Their conditions are not the same as the ones their army’s technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units conduct holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.

As their technical setup hinders their mobility, they rely on sophisticated equipment and third-party assets for their personnel’s safety. Their conditions are not the same as the ones their army’s technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units conduct holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.

As their technical setup hinders their mobility, they rely on sophisticated equipment and third-party assets for their personnel’s safety. Their conditions are not the same as the ones their army’s technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units conduct holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.

As their technical setup hinders their mobility, they rely on sophisticated equipment and third-party assets for their personnel’s safety. Their conditions are not the same as the ones their army’s technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units conduct holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.

As their technical setup hinders their mobility, they rely on sophisticated equipment and third-party assets for their personnel’s safety. Their conditions are not the same as the ones their army’s technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units conduct holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.

As their technical setup hinders their mobility, they rely on sophisticated equipment and third-party assets for their personnel’s safety. Their conditions are not the same as the ones their army’s technological acumen, mediated by the specific budgetary and supply restrictions of the theater of war than on the skill of their soldiers. The results expected from a force with access only to atmospheric and low-altitude aircraft — namely fast-rope insertions and HALO (High Altitude, Low Opening) or HAHO jumps — are not comparable to those of spacecraft with supra-atmospheric and orbital launch capabilities. This technological superiority translates into a tangible advantage in terms of precision and flexibility in a combat situation. Nevertheless, the realities of field work and the local conditions (adverse meteorology, lack of aerial supremacy or intel) may necessitate more archaic methods of deployment. This is one of the reasons why modern airborne units conduct holistic training programs that prepare operatives for all possible circumstances and modes of ingress, trusting that versatile soldiers will go above and beyond to fulfill their missions regardless of the operational conditions.
**BIOIMMUNITY**

The user of this Special Skill has the innate or acquired ability to shrug off damage from biological or toxic weaponry.

**EXAMPLE OF BIOIMMUNITY**

A Bioimmune trooper with a high BTS value who receives one impact with Shock Special Ammunition makes one single BTS Roll. If he failed the Roll, the trooper would suffer one Wound instead of the usual effects of Shock ammo. However, if the same trooper has a high ARM value and receives one impact with Viral Special Ammunition, he would make a single ARM Roll, instead of the two BTS Rolls of Viral ammo. If he failed the Roll, the trooper would suffer 1 Wound instead of the usual effects of Viral ammo.

A series of mechanisms both inborn and artificial (biotech-based or otherwise) can boost the immune response to attacks that rely on viral ammunition or have an added damage factor in the form of venoms, toxins, and infectious agents. This immunity can result from particularly sturdy physical and chemical barriers, but in the vast majority of cases it is caused either by natural (or pre-programmed) response mechanisms or by an immunity acquired through previous exposure. Subjects exhibiting this so-called Bioimmunity often present strengthened interferons and NK (Natural Killer) cells, resulting in extraordinary antiviral capabilities. Soldiers with this ability are ideally suited for operations in extremely hostile environments or against enemy agents with particularly insidious methods.

**SPECIAL SKILLS**

**BOOTY**

Soldiers with this Special Skill have an uncanny ability to find equipment and gear during their field operations, and take some of it as a keepsake. As a consequence, each of them carries a different extra weapon or piece of equipment into battle.

**BOOTY LEVEL 1**

**DEPLOYMENT SKILL**

**Optional**

**EFFECTS**

- Immediately after placing each of your troopers with Booty Level 1 on the table for deployment, you may roll on the **Booty L1 Table** once to determine that trooper’s extra loot.
- Loot obtained via the Booty L1 Table is added to the trooper’s gear, and does not replace his own weapons or Equipment.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>+1 ARM</td>
<td>12 E/M Grenades</td>
</tr>
<tr>
<td>4</td>
<td>EXP CC Weapon</td>
<td>13 E/M CC Weapon</td>
</tr>
<tr>
<td>5-15</td>
<td>Light Shotgun</td>
<td>16 X Visor</td>
</tr>
<tr>
<td>6</td>
<td>+4 ARM</td>
<td>17 Monofilament CC Weapon</td>
</tr>
<tr>
<td>7</td>
<td>Grenades</td>
<td>18 Combi Rifle</td>
</tr>
<tr>
<td>8</td>
<td>Adhesive Launcher</td>
<td>19 AP Rifle</td>
</tr>
<tr>
<td>9</td>
<td>Light GL</td>
<td>20 AutoMedikit</td>
</tr>
<tr>
<td>10</td>
<td>Light Flamethrower</td>
<td>11 Panzerfaust</td>
</tr>
</tbody>
</table>

**BOOTY LEVEL 2**

**DEPLOYMENT SKILL**

**Optional**

**EFFECTS**

- Immediately after placing each of your troopers with Booty Level 2 on the table for deployment, you may roll on the **Booty L2 Table** once to determine that trooper’s extra loot.
- Loot obtained via the Booty L2 Table is added to the trooper’s gear, and does not replace his own weapons or Equipment.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>+1 ARM</td>
<td>11 MULTI Rifle</td>
</tr>
<tr>
<td>3</td>
<td>Chain Rifle</td>
<td>12 Multispectral Visor L1</td>
</tr>
<tr>
<td>4</td>
<td>AutoMedikit</td>
<td>13 Breaker Rifle</td>
</tr>
<tr>
<td>5-15</td>
<td>Nanopulser</td>
<td>14-15 Adhesive Launcher</td>
</tr>
<tr>
<td>6</td>
<td>Panzerfaust</td>
<td>16 +3 ARM</td>
</tr>
<tr>
<td>7</td>
<td>MULTI Sniper Rifle</td>
<td>17 Flash Pulse</td>
</tr>
<tr>
<td>8</td>
<td>Smoke Grenades</td>
<td>18 Motorcycle (MOV 8-6)</td>
</tr>
<tr>
<td>9</td>
<td>CH: Mimetism</td>
<td>19 ODD: Optical Disruptor</td>
</tr>
<tr>
<td>10</td>
<td>+2 ARM</td>
<td>20 HMG</td>
</tr>
</tbody>
</table>
abundant supplies, some of whom are notorious for their looting ways. Choosing a tool over a souvenir is often seen as a sign of practicality and intelligence, particularly among those bound to remain in active duty.

**CAMOUFLAGE AND HIDING (CH)**

This Special Skill represents the soldier’s ability to conceal his position and move stealthily. There are several Levels of Camouflage and Hiding.

**CH: LEVEL 1. MIMETISM**

The user of this Level of CH can use any number of tricks to become a harder target to hit.

**MIMETISM AUTOMATIC SKILL**

**Obligatory, NFB**

**EFFECTS**

- Any BS Attack against the user of CH: Mimetism suffers a -3 MOD to the relevant Attribute (BS, PH, WIP...).

After intensive training, some units learn to move in such a way as to cloak their presence, hiding their intentions and becoming a harder target to lead. Combined with basic mimetic tools such as photosensitive garments, these techniques make soldiers harder to pinpoint without incurring the large expense associated with full chameleonic gear.

**CH: LEVEL 2. CAMOUFLAGE**

The user of this Level of CH has the tools and expertise to disappear from plain view.

**CAMOUFLAGE AUTOMATIC SKILL**

**Optional, NFB, Fire-Sensitive.**

**EFFECTS**

- During the Deployment Phase, allows the user to deploy in the Camouflaged state.
- During the game, allows the user to be in the Camouflaged state.
- Additionally, any BS Attacks against the user of CH: Camouflage suffer a -3 MOD to the relevant Attribute (BS, PH, WIP...)

**IMPORTANT!**

CH: Camouflage automatically grants its user the Surprise Attack, Surprise Shot L1, and Stealth Special Skills.

**CH: Camouflage and Fire Special Ammunition**

A trooper with CH: Camouflage who is affected by Fire Special Ammunition, regardless of the outcome of the ARM Roll, has his CH downgraded to Level 1, CH: Mimetism, until it is repaired (by an Engineer, for example). To indicate this, place a Burnt Marker (BURNT) beside the trooper.

**AROs against CH Markers**

The only AROs available against a CH: Camouflage Marker (CAMO) or a CH: TO Camouflage Marker (TO CAMO) are Discover, Change Facing, and Dodge.

Bear in mind that when reacting to a CH: Camouflage or CH: TO Camouflage Marker, you may delay your ARO declaration until after the Marker declares its second Short Skill.

However, if you choose to delay your ARO, you may only declare it if the Camouflage Marker revealed itself with its second Short Skill. If the Marker does not reveal itself, the reactive trooper loses his right to ARO.

**CANCELLATION**

A trooper’s Camouflaged state is Cancelled, and its Marker replaced by its model, whenever:
The Camouflaged trooper declares a Skill other than Cautious Movement or a Short Movement Skill that does not require a Roll (except Alert).

Following the previous, the Camouflaged trooper declares a Surprise Attack or a Surprise Shot.

The Camouflaged trooper enters base to base contact with a model.

The Camouflaged trooper is successfully Discovered.

The Camouflaged trooper receives a successful hit that forces him to make an ARM/BTS Roll, or a Critical hit, without previous Discovery (by means of an Intuitive Attack, a Template Weapon whose target was a nearby model, etc.)

The Camouflaged trooper becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters Retreat! state. In either case, the trooper’s CH Level is downgraded to CH: Mimetism. The trooper recovers his original CH Level when the Retreat! situation is Cancelled. However, the trooper does not revert to the Camouflaged state. To regain the Camouflaged state, the trooper must follow the Activation rules.

Whenever the Camouflaged state is Cancelled, replace the Camouflage Marker (CAMO) with the trooper’s model, facing whatever direction the owning player chooses.

When you replace one of your Markers with a model, you are required to share all Open Information relative to that trooper.

The cancellation of Camouflaged state is applied to the whole declared Order. So, if a Camouflaged trooper declares a Move + BS Attack Order, he will be considered discovered all along his Movement, even if the BS Attack would be performed at the end of that Movement.

**EXAMPLE OF CAMOUFLAGE AND HIDING AND BASE TO BASE CONTACT**

In his Active Turn, a SAS in the Camouflage Marker (CAMO) state declares the first Short Skill of his Order: Moving into base to base contact with an enemy Fusilier. Since he ends his Movement in base to base contact, the SAS reveals himself automatically: he loses his Camouflaged state and the Marker is replaced by his model. Remember that as a general rule, all events that take place during an Order are simultaneous. This means that by entering base to base contact at the end of his Movement, the SAS is revealed and acts as a model during his entire Movement route. The CH: Camouflage Marker (CAMO) is replaced by the SAS model. The moment he declares his Movement, this affects possible AROs.

Enemy troopers with LoF may react against the SAS, but since he executes the first Short Skill of his Order as a model and not a Marker, enemies cannot delay their ARO declarations.

They may, however, choose to react with an Attack against the SAS. The Fusilier, now in base to base contact with the SAS, may react by declaring a BS Attack, a CC Attack, or Dodge, for example.

Once enemies have declared their AROs, the SAS declares the second Short Skill of his Order. He may declare Surprise Shot L1, Surprise Attack, or Dodge, among others, depending on his foes’AROs.

The SAS declares Surprise Attack. Assuming there are no other enemies with LoF, the best course of action for the SAS is to declare a Surprise Attack against the lone Fusilier. This Special Skill burdens his foe with a -6 MOD in the ensuing Face to Face Roll. This Roll is between the SAS’s CC Attribute and the Fusilier’s CC-6 (if his ARO is a CC Attack), his BS-9 (-6 by Surprise Attack, and -3 by CH: Camouflage, if his ARO is a BS Attack), or PH-6 (if his ARO is Dodge).

However, since Surprise Attack is a CC Attack and must be made in base to base contact, the SAS can also benefit from his CC Special Skills and their associated MODs.

If the Fusilier declares Dodge and wins the Face to Face Roll, he may disengage from base to base contact with the SAS and move the distance allowed by Dodging in Reactive Turn, ending the order a few inches away from the SAS.

The SAS declares Surprise Shot L1. Let’s say there are two enemies with LoF to the SAS in addition to the Fusilier. In that case, the SAS calculates that his best bet is to declare a Surprise Shot L1 as his second Short Skill and split the B 3 of his Rifle between the target Fusilier he is going to reach base contact with and the other two enemies, thus giving each of them a -3 MOD in addition to the -3 imposed by his CH: Camouflage.

In this scenario, there are 3 Face to Face Rolls between the active trooper’s BS and the modified Attributes of the three Fusiliers. If the target Fusilier declares a BS Attack, his BS Attribute, modified by the -3 MOD from Surprise Shot L1 and the -3 MOD from CH: Camouflage, are pitted against the BS of the SAS.

Like in the previous case, if that target Fusilier declares Dodge and wins the ensuing Face to Face Roll, the two models enter base to base contact briefly but the Fusilier gets to move as per his Dodge ARO, and ends the Order away from the SAS model.

The SAS declares Dodge. Imagine there are many enemies with LoF to the SAS, all of whom declare Attacks against him. In this scenario, the SAS would choose to declare Dodge as the second Short Skill of his Order, in an attempt to avoid damage.

A Face to Face Roll is made between the PH Attribute of the SAS and the corresponding attributes of his opponents. If the SAS wins this Face to Face Roll, then he evades all Attacks and ends the Order in base to base contact with the Fusilier.

Like in the previous cases, if that Fusilier declares Dodge and wins the ensuing Face to Face Roll, the two troopers enter base to base contact briefly but the Fusilier gets to move as per his Dodge ARO, and ends the Order away from the SAS model.

**EXAMPLE OF CAMOUFLAGE AND HIDING, STEALTH AND BASE TO BASE CONTACT WITH AN ENEMY FACING AWAY**

In his Active Turn, a SAS in the Camouflage Marker (CAMO) state declares the first Short Skill of his Order: Moving into base to base contact with an enemy Fusilier who is with his back towards him.

Since the S.A.S. possesses also the Stealth Special Skill, his target cannot declare ARO against a Short Movement Skill declared inside his Zone of Control but out of his LoF.

However, the Fusilier can declare ARO if the S.A.S.’ second Short Skill of the Order is any non-Movement Short Skill. In such situation, the Fusilier can only declare a CC Attack or Dodge ARO (or Reset,
but the S.A.S. is not a Hacker), as he is in Engaged state. If there
would not be base to base contact, then the Fusilier could declare

Change Facing as ARO.

Reconnaissance experts, through experience and training,
develop a strong sense for concealment and stealth. To take
advantage of their skills, these soldiers are outfitted with
chameleon gear: photo-reactive cells and a adjustable, merging,
environmental patterns. These technologies, weaved into their
garments, body armor, and equipment — in combination with
their special abilities — make for deceptive targets and ghostly
figures, but fall short of absolute invisibility.

CH: LEVEL 3. TO CAMOUFLAGE

This level of expertise and gear allows a soldier to disappear
into thin air and become virtually invisible.

TO CAMOUFLAGE

Optional, NPB, Fire-Sensitive.

EFFECTS

» During the Deployment Phase, allows the user to deploy in the
  Hidden Deployment state.

» During the Deployment Phase, allows the user to deploy in the TO Camouflaged state instead.

» During the game, allows the user to be TO Camouflaged.

» Additionally, any BS Attacks against the user of CH: TO Camouflage suffer a -6 MOD to the relevant Attribute (BS, PH, WIP...).

IMPORTANT!

CH: TO Camouflage automatically grants its user the Surprise Attack, Surprise Shot L1, and Stealth Special Skills.

Hidden Deployment and Infiltration

A trooper with both CH: TO Camouflage and Infiltration may combine the effects of Hidden Deployment with those of Infiltration. In that case, write down your chosen deployment location before making the Infiltration Roll, in order to determine the effects of a failed Roll.

CH: TO Camouflage and Fire

Special Ammunition

A trooper with CH: TO Camouflage who is affected by Fire
Special Ammunition, regardless of the outcome of the ARM
Roll, has his CH downgraded to Level 1, CH: Mimetism, until it is repaired (by an Engineer, for example). To indicate this, place a Burnt Marker (BURNT) beside the trooper.

HIDDEN DEPLOYMENT (STATE)

ACTIVATION

» Automatic in the Deployment Phase.

EFFECTS

» The Hidden Deployment state is a special form of deployment that allows the user to deploy during the Deployment Phase but place neither model nor Marker on the battlefield.

» In your Deployment Phase, write down the position of your Hidden Deployment troopers in as much detail as possible (make sure to specify whether the trooper is in Cover, Prone, etc.) in order to show your opponent when their state is Cancelled and their position revealed.

» The Hidden Deployment state is Private Information. However, once it is Cancelled, your opponent has the right to verify that trooper’s deployment.

» As long as they remain in the Hidden Deployment state, troopers do not add their Order to the Order Pool, but instead generate an Order they may only use themselves.

» Until a trooper’s Hidden Deployment state is Cancelled, that trooper is considered not to be on the game table at all. Consequently, such a trooper does not affect allied LoF, is not affected by Template Weapons, etc.

» In his Active Turn only, a trooper in the Hidden Deployment state may use the Surprise Shot L1 Special Skill to declare a BS Attack or a Hacking Attack that benefits from the Surprise Shot L1 MODs.

CANCELLATION

» The Hidden Deployment state is automatically Cancelled whenever the trooper declares any Short Skill, Entire Order or ARO.

» If the Hidden Deployment trooper declares Cautious Movement or any other Short Movement Skill that does not require a Roll (except Alert), then his state of Hidden Deployment is Cancelled. Place a TO Camouflage Marker (TO CAMO) in the position you wrote down during the Deployment Phase.

» If the trooper declares a Skill or Entire Order other than those previously mentioned, the Hidden Deployment state is also Cancelled. In that case, place the model that represents the trooper in the position you wrote down, facing in the direction of your choice.

» When you place a model on the battlefield, you are required to share all Open Information relative to that trooper.

» The Hidden Deployment state is Cancelled if the user is Discovered by means of a Special Skill that explicitly allows it (such as Sensor).

» Once a trooper has lost his state of Hidden Deployment, he cannot regain it.

TO CAMOUFLAGED (STATE)

ACTIVATION

» Automatic in the Deployment Phase.

EFFECTS

» While Camouflaged, troopers are not represented by a model on the table but by a TO Camouflage Marker (TO CAMO).
SPECIAL SKILLS

» Troopers cannot enter base to base contact with a TO Camouflage Marker.

» Enemies cannot declare Attacks against a trooper in the TO Camouflaged state without previously Discovering that trooper, or declaring Intuitive Attack.

» In order to Discover a TO Camouflaged trooper, the enemy must pass a Discover Roll with a -6 MOD.

» If an enemy successfully Discovers your TO Camouflaged trooper, replace the TO Camouflage Marker (TO CAMO) with the trooper’s model facing in the direction of your choice.

» If an enemy fails his Discover Roll, that enemy cannot attempt to Discover the same TO Camouflaged trooper until the next Active or Reactive Turn.

» In his Active Turn only, a trooper in the TO Camouflaged state may use the Surprise Attack Special Skill.

» In his Active Turn only, a trooper in the TO Camouflaged state may use the Surprise Shot L1 Special Skill to declare a BS Attack or a Hacking Attack that benefits from the Surprise Shot L1 MODs.

» TO Camouflage Markers (TO CAMO) have a 360º LoF.

» TO Camouflage Markers (TO CAMO) retain the Silhouette (S) values printed on their troop profiles.

» If the TO Camouflage Marker is concealing a piece of Equipment with the CH: TO Camouflage Special Skill, its Silhouette (S) value is 2.

» This state does not affect Automatic Special Skills or Automatic Equipment, which still works as usual.

CANCELLATION

» A trooper’s TO Camouflaged state is Cancelled, and its Marker replaced by its model, whenever:

- The TO Camouflaged trooper declares a Skill other than Cautious Movement or a Short Movement Skill that does not require a Roll (except Alert).

- Following the previous, the TO Camouflaged trooper declares a Surprise Attack or a Surprise Shot.

- The TO Camouflaged trooper enters base to base contact with a model.

- The TO Camouflaged trooper is Discovered.

- The TO Camouflaged trooper receives a successful hit that forces him to make an ARM/BTS Roll, or a Critical hit, without previous Discovery (by means of an Intuitive Attack, a Template Weapon whose target was a nearby model, etc.).

- The TO Camouflaged trooper becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters Retreat! state. In either case, the trooper’s CH Level is downgraded to CH: Mimetism. The trooper recovers his original CH Level when the Retreat! situation is Cancelled. However, the trooper does not revert to the TO Camouflaged state. To regain the TO Camouflaged state, the trooper must follow the Activation rules.

- Whenever the TO Camouflaged state is Cancelled, replace the TO Camouflage Marker (TO CAMO) with the trooper’s model, facing whatever direction the owning player chooses.

- When you replace one of your Markers with a model, you are required to share all Open Information relative to that trooper.

- The cancellation of the TO Camouflaged state is applied to the whole declared Order. So, if a Camouflaged trooper declares a Move + BS Attack Order, he will be considered discovered all along his Movement, even if the BS Attack would be performed at the end of that Movement.

CAMOUFLAGE EXAMPLE: REGAINING CAMOUFLAGE VS HIDDEN DEPLOYMENT

In her Active Turn, a player wants one of her models with the CH: Camouflage Special Skill to return to the Camouflaged state. She confirms that there aren’t any enemy models or Markers with LoF to the trooper, and spends one Order to cloak him into a Camouflage Marker. Her opponent knows he has a trooper in Hidden Deployment who would have LoF to the active trooper. However, as the Hidden Deployment trooper is not on the table either as a model or as a Marker, he cannot disrupt the active trooper’s declaration of regaining the Camouflaged state. Once the Entire Order has been declared, the Hidden Deployment trooper nevertheless has the chance to reveal himself and declare an ARO, disrupting the execution of the Order — it cannot be carried out if it fails to comply with its Requirements — and making the active trooper lose his Order as it then becomes illegal. Additionally, if the trooper in Hidden Deployment were to declare an Attack as his ARO, he would make a Normal Roll.

In those rare cases when budget is not a concern, modern military forces equip expert operatives with the best in camouflage: Thermo-Optical cloaking devices. These systems use advanced field technologies to bend light around the wearer, making them all but invisible even to heat sensors. This sophisticated gear is also capable of blurring environmental disturbances caused by the user’s movement, and making them undetectable by both radar and sonar.
SPECIAL SKILLS

**CH: LEVEL X. AMBUSH CAMOUFLAGE**

The user of the Level X of the Camouflage and Hiding (CH) Special Skill can do more than conceal his position; he can create a credible decoy to mislead the enemy.

**AMBUSH CAMOUFLAGE**

*Automatic Skill*

Optional, NFB, Fire-Sensitive.

**EFFECTS**

» Level X has all benefits and limitations of Level 2, CH: Camouflage.

» In addition the Level 2 effects, the user may place an additional Camouflage Marker (CAMO) inside his Zone of Control during the Deployment Phase only.

» This additional Camouflage Marker is a decoy, and hides no trooper, weapon or piece of Equipment. It must remain immobile until it is Discovered or until the user of Ambush Camouflage reveals himself or is Discovered, at which point the Camouflage Marker is simply removed from play.

» The placement of the decoy Camouflage Marker cannot violate the Deployment rules or any restrictions to deployment put forth by the rules of the scenario being played.

» When you deploy the user of Ambush Camouflage and his decoy, you must write down the number of the Camouflage Marker that acts as a decoy in order to show your opponent when the decoy or the owner of this Special Skill is revealed.

![Graphic Example](image)

**Reactive Trooper**:

-3 MOD Surprise Shot
-3 MOD Partial Cover
-6 MOD TO Camouflage
+3 MOD Range Combi Rifle

**Active Trooper** with TO Camouflage:

+3 MOD Range Combi Rifle

**IMPORTANT!**

CH: Ambush Camouflage automatically grants its user the *Surprise Attack*, *Surprise Shot L1*, and *Stealth* Special Skills.

**CLIMBING PLUS**

Troopers with Climbing Plus are particularly gifted in or equipped for climbing and vertical relocation.

**CLIMBING PLUS**

*Automatic Skill*

Optional

**EFFECTS**

» This Special Skill alters the user’s Climb Skill from an Entire Order Skill to a Short Movement Skill.

» Climbing Plus allows the user to move along vertical surfaces as if executing a normal Movement on horizontal ground.

» Climbing Plus allows its user to declare other Short Movement Skills or Short Skills (*Move + BS Attack*, for example) while moving along or holding onto a vertical surface.

» However, as with the *Climb* Skill, the user cannot benefit from *Partial Cover MODs* as long as he is on a vertical surface.

» In his Reactive Turn, the user of Climbing Plus may react in ARO normally despite holding onto a vertical surface.

**REMEMBER**

When declaring the use of Climbing Plus during a Movement, you must specify the exact route the trooper will follow, so that the opponent may declare the appropriate AR0s.

Troopers have a LoF arc of 360° while they are moving.
In the military parlance of the Human Sphere, combat medics, knowledge and access to top-of-the-line military medical gear. Special Skill has several Levels that reflect the user’s depth of saving their lives and returning them to active duty. This to stabilize their unconscious comrades while on the field, Troopers with this Special Skill have the medical know-how

**DOCTOR**

Troopers with this Special Skill have the medical know-how to stabilize their unconscious comrades while on the field, saving their lives and returning them to active duty. This Special Skill has several Levels that reflect the user’s depth of knowledge and access to top-of-the-line military medical gear.

In the military parlance of the Human Sphere, combat medics, soldiers qualified to practice battlefield medicine, are called ‘Doctors’ or just ‘Docs’. These men and women have the extensive training and gear necessary to rescue their comrades from the clutches of death, and are shown more deference than a squad’s Paramedic. Combat medics are tasked with providing first aid and trauma care on the ground, during evacuation of the injured and in field hospitals after combat. They also provide health-related counsel to the chain of command. But never forget that these Doctors are also trained as soldiers, and represent a fully functional and dangerous tactical threat.

Modern military medicine allows Docs to access their patient’s Cube via comlog to read their biological record in addition to the information provided by the non-invasive metabolic monitors embedded on their uniforms. With these tools, the Doctor can make real-time diagnosis and come up with personalized treatments that include drugs that adapt to the patient’s genome and metabolism to improve prognosis and minimize the chances of graft rejection and anaphylaxis.

The title ‘Akbar’ (from the Arabic ﺍً, ‘the great’) is earned only by masters of the Tebb al Nabi, the Prophet’s Medicine, the specific brand of biomedical science developed in Haqqislam. Tebb al Nabi melds science and philosophy, elevating a holistic understanding of Medicine to the category of art. Following its principles, cutting-edge biotech research is guided by a special intuition that stems from deep philosophical contemplation, and the results speak for themselves.

**CLIMBING PLUS EXAMPLE**

A Reaktion Zond, a Nomad Remote with the Climbing Plus Special Skill, declares the first Short Skill of its Order: Moving from its position to the top of a nearby wall. The Reaktion Zond (MOV 6-4) moves 2 inches horizontally to reach the base of the wall and climbs up his remaining 4 inches towards the top. Its opponent declares a BS Attack ARO as soon as he gains LoF to the Remote climbing up the wall. The Zond declares the second Short Skill of its Order, BS Attack, but in the ensuing Face to Face Roll it cannot benefit from Partial Cover MODs because it is still on a vertical surface.

Homicidal aliens lurking on the ceiling of a spaceship, soon to get the drop on their prey. Remotes zooming towards their objective who, coming up against a wall, climb upwards without losing momentum. Soldiers running down the side of a building, with guns ablaze and strides as confident as on level ground. The advantages of the mobility systems collectively called Climbing Plus are so significant that they have become a priority of all military R&D programs designing the soldier of tomorrow.

**Doctor and Cube wearers**

If the target is a trooper with a Cube, then the Doctor may expend one Command Token to reroll his failed WIP Roll. This Roll may be rerolled indefinitely as long as a Command Token is spent each time.

These rerolls take place during the same Order in which the Doctor Special Skill was declared, and generate no further AROs.

**DOCTOR**

**SHORT SKILL**

**Optional**

**Requirements**

- The user must be in base to base contact with his target.
- The target must have a Wounds Attribute.
- The target must be in Unconscious state.

**Effects**

- Doctor allows the user, by passing a Normal WIP Roll, to heal 1 point of the target’s Wounds and cancel his Unconscious state back to Normal.
- If the user fails his WIP Roll, the target Dies automatically and is removed from play.
- Troopers can be restored to health from Unconscious state as many times as necessary, declaring each time a use of this Special Skill and passing the corresponding WIP Roll.
- Troopers healed by Doctor can be healed by MediKit, AutoMediKit or Regeneration afterwards, and vice versa.
- In certain missions and scenarios, Doctors are considered Specialist Troopers, that is, they meet the requirements to fulfill certain mission objectives.

**NOTE**

A Doctor with V: No Wound Incapacitation who is in Unconscious state may attempt to heal himself, but failing the WIP roll will cause him to Die.

**DOCTOR PLUS**

**SHORT SKILL**

**Optional**

**Requirements**

- The user must be in base to base contact with his target.
- The target must have a Wounds Attribute.
- The target must be Unconscious.

**Effects**

- Doctor Plus has the same effects and limitations as Doctor.
- However, the user of Doctor Plus benefits from a +3 MOD to his WIP Attribute in all WIP Rolls to use this Special Skill.
- Doctor Plus troopers have the same status as Doctors in any mission or scenario that considers Doctors to be Specialist Troopers.
**AKBAR DOCTOR**

**Short Skill**

**Optional**

**Requirements**

- The user must be in base to base contact with his target.
- The target must have a *Wounds* Attribute.
- The target must be *Unconscious*.

**Effects**

- Akbar Doctor has the same effects and limitations as *Doctor*.
- However, upon a successful use of the Akbar Doctor Special Skill, the target not only recovers from the *Unconscious* state, but also regains all points of the *Wounds* Attribute originally printed on his troop profile.
- Akbar Doctor grants its user the *Doctor Plus* Special Skill.
- However, the effects of these two Special Skills are not combinable, so the user must declare and benefit from them separately.
- Akbar Doctors have the same status as Doctors in any mission or scenario that considers Doctors to be *Specialist Troopers*.

---

**ENGINEER**

Engineers have the means and the skill to repair damaged equipment on the field.

**Optional**

**Requirements**

- The user must be in base to base contact with his target.

**Effects**

- By declaring Engineer the user may **make a Normal WIP Roll to repair the target and have it regain 1 Structure point**. The user may declare uses of this Special Skill until the target has recovered its full STR.
- If the user fails his Normal *WIP Roll*, his target **loses 1 Structure point** instead of regaining one.
- Alternatively, by passing a Normal *WIP Roll*, the user may cancel all of the target’s states susceptible of being repaired by an Engineer (*Burnt, Disabled, Immobilized, Isolated…*). When these states are Cancelled, remove the corresponding Markers. If the target is affected by more than one of these states simultaneously, one single successful *WIP Roll* cancels them all.
- No ill effects are caused by failing the Normal *WIP Roll* to cancel the target’s states, and the user may make further attempts as long as he keeps spending Orders.
- The exception to this rule is the *Unconscious* state, which requires a separate *WIP Roll* to cancel, and whose cancellation does not affect other states. If the user fails his Normal *WIP Roll*, his target **loses 1 Structure point**, entering in *Dead* state, if applicable.
- This Special Skill also grants its user the *Deactivator* Equipment, allowing him to deactivate enemy D-Charges and Deployable Weapons.
- Troopers with this Special Skill have unique ways to interact with *Scenery Items*.
- The rules of *Scenery Items* that are also mission objectives must always specify whether an Engineer may be used to interact with them, and how.
- Other *Scenery Items* with predefined traits have a *Scenery Element* profile that indicates the *WIP Roll* necessary to interact with them using *Engineer*.
- In certain missions and scenarios, Engineers are considered *Specialist Troopers*, that is, they meet the requirements to fulfill certain mission objectives.

**Repairing G: Remote Presence Troopers**

If the target of the repair is a trooper with the *G: Remote Presence* Special Skill, then the Engineer may expend one *Command Token* to reroll his failed *WIP Roll*. This Roll may be rerolled indefinitely as long as a Command Token is spent each time.

These rerolls take place during the same Order in which the *Engineer* Special Skill was declared, and generate no further AROs.
SPECIAL SKILLS

ENGINEER: DETONATE D-CHARGES

Optional

EFFECTS

» Troopers with the Engineer Special Skill may remotely detonate, without range or LoF restrictions and without a Roll, a D-Charge previously planted by themselves or by any other trooper from their army.

Combat Engineers are the handymen of the battlefield. Each Engineer is a soldier with additional training that qualifies them to undertake a wide array of technical tasks, from hot repairs to construction to combat demolitions. Traditionally, these professionals had the job of maintaining military lines of transport and hindering enemy maneuvers, but nowadays their job description involves much more than building and repairing bridges, landing strips, roads, and battlements, and even laying and clearing mines. Modern military forces require specialists in the repair and maintenance of the extremely sophisticated and delicate pieces of gear that are deployed in the battlefields of today. But despite their extensive technical training, Combat Engineers must be true soldiers at heart to carry out their duties in the thick of the crossfire, with a fire in their bellies that drives them to protect their comrades and get the job done.

EXECUTIVE ORDER

The user of this Special Skill has special authorization from his High Command to assume immediate command of the combat force..

EXECUTIVE ORDER

Obligatory, Private Information

REQUIREMENTS

» This Special Skill activates only when the user deploys on the game table.

EFFECTS

» The moment the user of Executive Order is placed on the game table for deployment, he becomes his army’s Lieutenant, stripping the former Lieutenant of his rank.

» The identity of this new Lieutenant is still considered Private Information.

Loss of Lieutenant and Executive Order
You cannot use this Special Skill while your army is in a Loss of Lieutenant situation. You may nominate a trooper with Executive Order as your Lieutenant at the end of your Active Turn as usual.

In the military jargon shared across the Human Sphere, variations of “Executive Order” refer to priority orders from a superior officer, particularly when they come from the highest echelons of the military. The term is frequently accompanied by sarcasm and derision, as the sudden violation of standard military procedures is seen as the annoying result of external meddling, often by high rank officers far away from the battlefield.

EXPLODE

This Special Skill marks the trooper’s capacity to detonate in a blast, voluntarily or otherwise. Explode is a Special Skill with several Levels.

EXPLODE LEVEL 1

AUTOMATIC SKILL

Obligatory

REQUIREMENTS

» The user must be in the Unconscious state for this Special Skill to activate.

EFFECTS

» This Special Skill forces its user to detonate automatically when he enters in the Unconscious state.

» At the end of the Order in which the user entered the Unconscious state, place a Circular Template centered on the user’s base. This Circular Template indicates the Area of Effect of the explosion.

» Explode causes Damage 13 hits with Shock Special Ammunition.

» Once all Rolls have been made, the user enters in Dead state and it is removed from the game table.

REMEMBER
If the user enters the Dead state directly due to a Special Skill (such as V: Dogged), a Special Ammunition (such as Shock) or because he suffered the loss of more Wounds than his current Attribute during a single Order, then he does not Explode.

NOTE
If a unit’s Troop Profile indicates only “Explode”, consider that unit to have Level 1 of this Special Skill.

The use of explosive devices connected to ‘dead man’ triggers (i.e., detonators that activate only when the operator is incapacitated) is regarded as moral anathema across the Human Sphere, as demonstrated by international laws both military and civilian (see Chapter 3 of the Concilium Convention and the titles therein). The extensive use of such devices is a hallmark of the Combined Army, particularly among the Morat race, whose contempt for the lives of other species is well documented. However, there have been denunciations of the use of similar methods by the Yu Jing Imperial Service. The Emperor himself has personally assured inquirers that all Judiciary Police units follow Yu Jing laws rigorously, and that any possible incompatibilities between these laws and international legislation are to be settled via the approved protocols in the Concilium High Court. Human Rights advocates have accused the Emperor and the Yu Jing Party of stalling all judiciary processes on the matter, both in Yu Jing and international courts.
FORWARD DEPLOYMENT

This Special Skill marks troopers who move before the bulk of their own forces and take positions beyond the established allied lines.

FORWARD DEPLOYMENT LEVEL 1

Optional

EFFECTS
» The user of this Special Skill can deploy freely up to 4 inches beyond the limits of his Deployment Zone.

» In a standard battlefield with 12-inch Deployment Zones, the user of Forward Deployment L1 would be able to deploy anywhere inside a 16-inch Deployment Zone.

IMPORTANT!
You cannot use Forward Deployment to deploy in base to base contact with another model, Marker, or mission objective.

FORWARD OBSERVER

Forward Observers are specialist units with the ability to tag a target so that other allies may rain down indirect or guided fire upon them even without a clear Line of Fire.

FORWARD OBSERVER SHORT SKILL

BS Attack, Optional

REQUIREMENTS
» The user must be able to draw LoF to the target.

EFFECTS
» The use of Forward Observer is a form of Attack with a BS Weapon that uses the WIP attribute, and instead of forcing the target to make an ARM Roll, forces him to enter the Targeted state.

» Place a Targeted Marker (TARGETED) near the target of a successful Forward Observer attack.

» The Forward Observer Special Skill also grants its user a BS Weapon called Flash Pulse, to be used in accordance with its description and weapon profile.

» In certain missions and scenarios, Forward Observers are considered Specialist Troopers, that is, they meet the requirements to fulfill certain mission objectives.

Range

| Damage: * | B: 2 | Ammunition: |
| Traits: Non-Lethal, Non-Lootable, Technical Weapon |

NOTE*: The target enters the Targeted state.

Critical hits with Forward Observer

Critical hits with Forward Observer have no additional special benefits. Specifically, rolling a Critical with this Special Skill does not turn subsequent Guided Special Ammunition attacks into automatic Criticals.

Forward Observers are specialists armed with the tools to provide allies with telemetry and data on the exact location of hostile forces on the battlefield in order to maximize the effectiveness of indirect fire. These units are responsible for the targeting and correction of artillery and support fire coming from airspace and naval platforms and from the field itself. To do this, they carry state-of-the-art communications equipment whose signal-emitting capabilities can be repurposed as defensive Flash Pulse projectors.

GHOST (G)

This Special Skill is a distinctive trait of biomechanical or artificial soldiers operated via telepresence or an on-board pilot AI. There are several types of Ghost, but this Special Skill does not have numerical Levels.

A Ghost is an intelligence, resident or foreign, organic or artificial, that takes hold of the machine and governs its actions. What exactly is the difference between a machine and a living being?
The Autotool limited AI system was developed during the heyday of the Ur Civilization, and was modeled after Ruaria behavioral patterns. With this technology, the Ur created and mass-produced semi-autonomous tools of all kinds, revolutionizing a wide array of fields. Eventually, the EI updated the last version of the technology and repurposed it for auxiliary control of its tactical operative incarnations.

**GHOST: AUTOTOOL**

**EFFECTS**
- This Special Skill is equivalent to G: Remote Presence, but additionally requires that the army field at least one trooper with G: Mnemonica, or Hacker, or a TAG, in order to field the user.
- Despite its lack of Cube, a trooper with the G: Autotool Special Skill may receive a G: Mnemonica trooper's WIP value, G: Mnemonica Special Skill and Lieutenant Special Skill (if applicable).

**GHOST: MNEMONICA**

**REQUIREMENTS**
- In order to activate this Special Skill, the user must be in a Null state.

**EFFECTS**
- The user may transfer his own WIP Attribute, along with the Ghost: Mnemonica Special Skill and the Lieutenant Special Skill (if applicable), to any other trooper in the same army that is on the battlefield in the form of a figure or Marker and has a Cube.
- The new WIP replaces the host's original value.
- If the G: Mnemonica trooper was also the army's Lieutenant, the host becomes the new Lieutenant.
- This transfer is automatic at the end of the Order in which the user entered in Dead state.
- You must identify the figure or Marker that acts as host, but not whether the Lieutenant Special Skill is transferred—that is Private Information—.
- After the transfer is complete, the original user, now in Dead state, is removed from play.
- If the host falls Unconscious, the original user's WIP, G: Mnemonica and Lieutenant Special Skill may be transferred again to another ally who fulfills the same requirements (Cube...). This transfer makes the host go from Unconscious to Dead.
- G: Mnemonica also grants its user the Valor: Courage Special Skill.
- Troopers with G: Mnemonica do not have a Cube.

Mnemonica is a capability displayed only by El Aspects, further proof of the terrible sophistication of VoodooTech. It allows the Aspect to jump onto an allied vessel's Cube upon destruction of its physical form (a Charontid, an Anathematic, a fearsome Avatar...), overriding the host's control over his own body so that the El may continue to lead the charge, whatever the cost in soldier’s lives.

**GHOST: REMOTE PRESENCE**

**EFFECTS**
- G: Remote Presence grants its user the Valor: Courage Special Skill.
- Troopers with G: Remote Presence do not have a Cube.
- Troopers with G: Remote Presence and an STR Attribute have two distinct levels of Unconsciousness.
- In game terms, when a trooper with G: Remote Presence loses all STR points, it enters the Unconscious state like any other trooper would. However, if the trooper receives damage again and loses one further STR point, it does not enter the Dead state as usual, but instead enters a second level of the Unconscious state signified by a second Unconscious Marker (UNCONSCIOUS). Only if the user loses further STR points does it fall Dead and is removed from play.
- Troopers with G: Remote Presence need only an Engineer in base to base contact to pass a single WIP Roll in order to recover from either level of Unconsciousness and revert back to STR 1.
- Additionally, when using Engineer (or other Special Skills or piece of Equipment that state so explicitly) to repair a trooper with G: Remote Presence, you may expend one Command Token to reroll a failed WIP Roll.

Remote Presence technology is a characteristic trait of unmanned TAGs and Remotes. Remotes are controlled by a pseudo-AI and a suite of expert programs that govern their combat behavior with precision and fearlessness. TAGs, on the other hand, benefit from the autonomy of a human pilot, but Remote Presence technology allows these pilots, miles away from the battlefield, to focus on performance instead of safety.

**HACKER**

Hackers are a unit’s field infowar specialists.

**EFFECTS**
- The Hacker is equipped with a Hacking Device that allows him to use Advanced Combat: Hacking techniques.
- Troopers with this Special Skill have unique ways to interact with Scenery Items.
- The rules of Scenery Items that are also mission objectives must always specify whether a Hacker may be used to interact with them, and how.
- Other Scenery Items with predefined traits have a Scenery Element profile that indicates the WIP Roll necessary to interact with them using Hacker.
- In certain missions and scenarios, Hackers are considered Specialist Troopers, that is, they meet the requirements to fulfill certain mission objectives.
Infowar, short for Information War, has become a key component of the modern warfare environment both in terms of tactical and strategic approach. Nowadays, it seems nigh inconceivable for an operative team not to include at least one field infowar expert, commonly called Tactical Hackers. The function of a Tactical Hacker is to provide offensive and defensive data and communications capabilities in real time. Offensive tactical infowar is the application of a small-scale, focused, destructive force to enemy information systems, computers, and networks in order to disrupt their weapons systems, their command and control capabilities, and their most sophisticated pieces of technology. Defensive tactical infowar on the other hand is the protection of allied systems from hostile disruption, and has become one of the most critical aspects of military planning and a continuous headache for operational strategists from all military and security forces in the Human Sphere.

**HEAVYWEIGHT**

This Special Skill refers to those troopers possessing a size or volume bigger than the usual in their Troop Type category.

**HEAVYWEIGHT**

<table>
<thead>
<tr>
<th>Automatic Skill</th>
<th>Obligatory</th>
</tr>
</thead>
</table>

**EFFECTS**

- Troopers possessing this Special Skill cannot cross Narrow Gates, no matter the Silhouette Attribute they have.
- The Movement of a Heavyweight trooper ends automatically whenever he passes through a Wide Gate, even if the movement route specified is cut short as a result. The trooper will be placed on the far side of the Wide Gate Marker, in base to base contact with it.

In the military jargon the sport term “Heavyweight” is applied to those tactical gears or vehicles possessing an excessive size to the usual in their category. Generally, it is considered a derogatory term by engineers and pilots, applying it to obsolete units or those deployed in areas not accurate for their operational profile.

**IMPERSONATION**

This Special Skill allows the user to deploy farther than the rest of his army and avoid detection by disguising as an enemy. Impersonation has several states that represent how difficult it is to identify the user as a foe.

**IMPERSONATION LEVEL 1. DEPLOYMENT SKILL**

**BASIC IMPERSONATION**

Optional, NFB, Fire-Sensitive.

**EFFECTS**

- During the Deployment Phase, allows the user to deploy anywhere on the game table except for the enemy Deployment Zone.
- Allows the user to deploy in the Impersonation-1 state.
- Allows the user to deploy inside the enemy Deployment Zone by making a WIP Roll.
- Roll the user’s WIP after placing him on the battlefield in order to determine the effects of a failed Roll.
- The user cannot deploy in base to base contact with any other trooper.
- This Level of Impersonation is less effective against armies formed by members of a species alien to the user. A human trooper (in a Haqqislam army, for example) with Basic Impersonation can never adopt the Impersonation-1 state against an alien army (the Combined Army, for example).

Any Level of Impersonation automatically grants its user the Surprise Attack, Surprise Shot L1 and Stealth Special Skills.

**Impersonation: Failing a Deployment Roll.**

If the user fails his WIP Roll, he is penalized with a Dispersion Roll. Place the center of the Circular Template over the center of the deployed user’s base.

If the Dispersion takes the user outside the game table, or anywhere he cannot deploy, place him inside your own Deployment Zone in base contact with one of the borders of the game table.

Additionally, if the user fails his Deployment Roll, he loses the option to deploy in the Impersonation-1 state, must deploy as a figure and not a Marker, and loses any Deployable Weapons and/or Equipment deployed alongside him.

You cannot use Impersonation to deploy in base to base contact with another figure, Marker or mission objective. This is true of all Levels of the Impersonation Special Skill unless otherwise stated in the Level rules or the conditions of the scenario being played.
**SPECIAL SKILLS**

**IMPERSONATION-1 (STATE)**

**ACTIVATION**
- Automatic during the Deployment Phase, provided the user passes the WIP Roll if necessary.
- During the user’s Active Turn, by expending one Entire Order while outside enemy LoF.

**EFFECTS**
- While in the Impersonation-1 state, troopers are not represented by a model on the table but by an Impersonation-1 Marker (IMP-1).
- Troopers cannot enter base to base contact with an Impersonation-1 Marker.
- Enemies cannot declare Attacks against a trooper in the Impersonation-1 state.
- In order to Discover an Impersonated-1 trooper, the enemy must pass a Discover Roll with a -4 MOD.
- Upon a successful Discover Roll, the Impersonator enters the Impersonation-2 state. To represent this, replace the Impersonation-1 Marker with an Impersonation-2 Marker (IMP-2).
- If an enemy fails his Discover Roll, that enemy cannot attempt to Discover the same impersonator until the next (Active or Reactive) Turn.
- In his Active Turn only, a trooper in the Impersonation-1 state may use the Surprise Attack Special Skill.
- In his Active Turn only, a trooper in the Impersonation-1 state may use the Surprise Shot L1 Special Skill to declare a BS Attack or a Hacking Attack that benefits from the Surprise Shot L1 MODs.
- Impersonation-1 Markers (IMP-1) have a 360° LoF.
- Impersonation-1 Markers (IMP-1) retain the Silhouette (S) values printed on their Troop Profile.
- This State does not affect Automatic Special Skills or Automatic Equipment.

**CANCELLATION**
A trooper’s Impersonation-1 state is Cancelled whenever:
- The impersonator declares a Skill other than Cautious Movement or a Short Movement Skill that does not require a Roll (except Alert). In that case, replace the Impersonation-1 Marker (IMP-1) with the user’s figure.
- The impersonator declares a Surprise Attack or a Surprise Shot.
- The impersonator enters base to base contact with a trooper. In that case, replace the Impersonation-1 Marker (IMP-1) with the user’s figure.
- The impersonator is Discovered. In that case, the impersonator enters the Impersonation-2 state. To represent this, replace the Impersonation-1 Marker with an Impersonation-2 Marker (IMP-2).
- The impersonator becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters Retreat state. In either case, the trooper loses his ability to use the Impersonation Special Skill. The trooper recovers his ability to use the Special Skill when the Retreat situation is Cancelled. However, the trooper does not revert to the Impersonation-1 state. To regain the Impersonation-1 state, he must follow the Activation rules.
- Whenever you replace an Impersonation Marker with the trooper’s figure, place the model facing a direction of your choice.
- When you place a figure on the battlefield, you are required to share all Open Information relative to that trooper.
- The cancellation of Impersonation-1 state is applied to the whole declared Order. So, if a Impersonated trooper declares a Move + BS Attack Order, he will be considered discovered all along his Movement, even if the BS Attack would be performed at the end of that Movement.

**IMPERSONATION-2 (STATE)**

**ACTIVATION**
- The Impersonation-2 state activates when the trooper is Discovered while in the Impersonation-1 state.

**EFFECTS**
- While in the Impersonation-2 state, troopers are not represented by a model on the table but by an Impersonation-2 Marker (IMP-2).
- Troopers cannot enter base to base contact with an Impersonation-2 Marker.
- Enemies cannot declare Attacks against a trooper in the Impersonation-2 state.
- In order to Discover an Impersonated-2 trooper, the enemy must pass a Discover Roll that applies no MODs.
- Upon a successful Discovery, replace the Impersonation-2 Marker (IMP-2) with the user’s figure.
- If an enemy fails his Discover Roll, that enemy cannot attempt to Discover the same impersonator until the next (Active or Reactive) Turn.
- In his Active Turn only, a trooper in the Impersonation-2 state may use the Surprise Attack Special Skill.
- In his Active Turn only, a trooper in the Impersonation-2 state may use the Surprise Shot L1 Special Skill to declare a BS Attack or a Hacking Attack that benefits from the Surprise Shot L1 MODs.
- Impersonation-2 Markers (IMP-2) have a 360° LoF.
- Impersonation-2 Markers (IMP-2) retain the Silhouette (S) values printed on their Troop Profile.
- This State does not affect Automatic Special Skills or Automatic Equipment.
CANCELLATION
A trooper’s Impersonation-2 state is Cancelled whenever:

- The impersonator declares a Skill other than <b>Caution Movement or a Short Movement Skill that does not require a Roll</b> (except <i>Alert</i>). In that case, replace the Impersonation-2 Marker (IMP-2) with the user’s figure.
- The impersonator declares a Surprise Attack or a Surprise Shot.
- The impersonator enters <b>base to base contact</b> with a trooper. In that case, replace the Impersonation-2 Marker (IMP-2) with the user’s figure.
- The impersonator is <b>Discovered</b>. In that case, replace the Impersonation-2 Marker (IMP-2) with the trooper’s figure.
- The impersonator becomes <b>Impetuous (due to the Frenzy Characteristic or any other effect)</b> or enters <b>Retreat!</b> state. In either case, the trooper loses his ability to use the Impersonation Special Skill. The trooper recovers his ability to use the Special Skill when the <b>Retreat!</b> situation is Cancelled. However, the trooper does not revert to the Impersonation-2 state. To regain an Impersonation state, the trooper must follow the <b>Activation</b> rules of Impersonation-1 state.
- Whenever you replace an Impersonation Marker with the trooper’s figure, place the model facing a direction of your choice.
- When you place a figure on the battlefield, you are required to share all <b>Open Information</b> relative to that trooper.
- The cancellation of Impersonation-2 state is applied to the whole declared Order. So, if a Impersonated trooper declares a <b>Move + BS Attack</b> Order, he will be considered discovered all along his Movement, even if the <b>BS Attack</b> would be performed at the end of that Movement.

**IMPORTANT!**
Enemies perceive an impersonator in the Impersonation-1 or Impersonation-2 state (IMP-1 or IMP-2 Marker) as an ally.

**IMPERSION LEVEL 2.**
**IMPERSONATION PLUS**
**DEPLOYMENT SKILL**
Optional, NFB, Fire-Sensitive.

**EFFECTS**
- This Level has the same effects and limitations as Impersonation L1, with one exception: Impersonation L2 may be used to impersonate a species alien to the user.

**EXAMPLE OF IMPERSONATION AND BASE TO BASE CONTACT**
In his Active Turn, a Hassassin Fiday in the Impersonation-1 Marker (IMP-1) state declares the first Short Skill of his Order: <b>Moving</b> into base to base contact with an enemy Fusilier. Since he ends his <b>Movement</b> in base to base contact, the Fiday reveals himself automatically: he loses his Impersonation-1 Marker state and the Marker is replaced by his figure. Remember that, as a rule, all events that take place during an Order are simultaneous. This means that by entering base to base contact at the end of his <b>Movement</b>, the Fiday is revealed and acts as a figure during his entire <b>Movement</b> route. The Impersonation-1 Marker (IMP-1) is replaced by the Fiday model the moment he declares his <b>Movement</b>, and this affects possible AROs.

**Impersonation and Fire Special Ammunition**
A trooper with Impersonation who is affected by <b>Fire</b> Special Ammunition, regardless of the outcome of the outcome of the <b>ARM Roll</b>, loses the ability to use this Special Skill until it is repaired (by an <i>Engineer</i>, for example).

To indicate this, place a Burnt Marker (BURNT) beside the trooper.

**The Fiday declares CC Attack.** Assuming there are no other enemies with <b>LoF</b>, the best course of action for the Fiday is to declare a <b>CC Attack</b> against the lone Fusilier. This Roll is between the Fiday’s <b>CC Attribute</b> and the Fusilier’s <b>CC</b> (if his ARO is a <b>CC Attack</b>), BS (if his ARO is a <b>BS Attack</b>) or PH (if his ARO is <b>Dodge</b>).

However, since the <b>CC Attack</b> must be made in base to base contact, the Fiday may benefit from his <b>CC Special Skills</b> and their associated MODs.

If the Fusilier declares <b>Dodge</b> and wins the Face to Face Roll, he may disengage from base to base contact with the Fiday and move the distance allowed by <b>Dodging</b> in Reactive Turn, ending the order a few inches away from the Fiday.

**The Fiday declares BS Attack.** Imagine there is one other enemy with <b>LoF</b> to the Fiday besides the target Fusilier. In that circumstance, the Fiday declares a BS Attack as his second Short Skill, distributing his Light Shotgun’s B 2 between his two foes.

In this scenario, there are two Face to Face Rolls between the active trooper’s BS and the appropriate Attributes of his two enemies. If the Fusilier declares <b>CC Attack</b>, his <b>CC Attribute</b> is pitted against the Fiday’s BS.

Like in the previous case, if that Fusilier declares <b>Dodge</b> and wins the ensuing Face to Face Roll, the two figures enter base to base contact briefly but the Fusilier gets to move as per his Dodge ARO, and ends the Order away from the Fiday figure.

**Reacting to an Impersonator**
The only ARoS available against an Impersonation Marker are Discover, Change Facing and Dodge.

Enemies in their Reactive Turn may delay their ARO declarations until the impersonator declares the second Short Skill of his Order.
The Fiday declares Dodge. Now imagine there are numerous enemies with LoF who declare Attacks against the Fiday. He might then decide to Dodge as his second Short Skill to maximize the chances of surviving the Order.

A Face to Face Roll is made between the PH Attribute of the Fiday and the corresponding attribute of his opponent. If the Fiday wins this Face to Face Roll, he evades all Attacks and ends the Order in base to base contact with the Fusilier.

Like in the previous cases, if that Fusilier declares Dodge and wins the ensuing Face to Face Roll, the two figures enter base to base contact briefly but the Fusilier gets to move as per his Dodge ARO, and ends the Order away from the Fiday figure.

** impersonation example: regaining impersonation vs hidden deployment**

In her Active Turn, a player wants one of her figures with the Impersonation Special Skill to return to the Impersonation-1 Marker state. She confirms that there aren’t any enemy figures or Markers with LoF to her trooper, and spends one Order to disguise him into an Impersonation-1 Marker. Her opponent knows he has a trooper in Hidden Deployment who would have LoF to the active trooper. However, as the Hidden Deployment trooper is not on the table neither as a figure nor as a Marker, he cannot disrupt the active trooper’s declaration of regaining the Impersonation-1 Marker state.

Once the Entire Order has been declared, the Hidden Deployment trooper nevertheless has the chance to reveal himself and declare an ARO, disrupting the execution of the Order—it cannot be carried out if it fails to comply with its Requirements—and making the active trooper lose his Order as it becomes illegal. Additionally, if the trooper in Hidden Deployment were to declare an Attack as his ARO, he would make a Normal Roll.

Operative assets under the Impersonator designation are considered infiltration experts and ace performers. On the field, they are equipped with sophisticated holographic masking gear. A master Impersonator can breach the enemy lines, eliminate a target and, posing as the target, take his place in the enemy ranks for a devastating blow weeks or months down the line. Impersonators are the ultimate assassins. No one is so well protected that an Impersonator cannot reach them, kill them, and then disappear amidst the crowd with the swap of a mask and a trick of smoke and mirrors.

**Infilitrate**

The user of this Special Skill may deploy outside the limits of his own Deployment Zone. Infiltration is divided into several Levels.

Infiltrators have superior deployment capabilities that allow them to traverse the no-man’s-land and penetrate the enemy lines undetected.

**Infilitrate level 0. Inferior Infiltration**

Obligatory

**Effects**

- Troopers with this Special Skill must deploy outside their own Deployment Zone, and in the enemy half of the game table. To do that, they must attempt an Infiltration Roll (Normal PH-3 Roll).

**Infilitrate level 1. Infiltration**

Optional

**Effects**

This Level allows the user to choose between two forms of Deployment:

- **Option A:** During the Deployment Phase and without a Roll, the user may deploy anywhere in his player’s half of the game table, but never beyond the middle line.

- **Option B:** During his Deployment Phase, the user may deploy anywhere in his opponent’s half of the game table except the enemy Deployment Zone. To do that, the user must attempt an Infiltration Roll (Normal PH-3 Roll).

**Infiltration Roll**

The Infiltration Roll is a Normal PH-3 Roll necessary to infiltrate beyond the mid line of the game table.

You must make the Infiltration Roll after placing the user of this Special Skill on the battlefield, in order to determine the effects of a failed Roll.

**Failing an Infiltration Roll.** If the user fails his Infiltration Roll, he must deploy inside his player’s Deployment Zone and in contact with one of the edges of the game table.

Additionally, after failing an Infiltration Roll, the user loses the option to deploy in Camouflaged or TO Camouflaged state and the Hidden Deployment option granted by the Camouflage and Hiding (CH) Special Skill, as well as any Deployable Weapons and Equipment deployed alongside him, which are removed from the game table.

**Important!**

You cannot use Infiltrate to deploy inside the enemy Deployment Zone or in base to base contact with another figure, Marker, or mission objective.

This is true of all Levels of the Infiltrate Special Skill unless otherwise stated in the Level rules or the conditions of the scenario being played.
Modern military infiltration methods are tailored to the environment and the available technological resources. There are many ways to infiltrate an operative into enemy territory: by marine or submarine vehicle, by air or orbital craft, by a wide spectrum of mechanized ground vehicles, or simply on foot. All these methods share the essence of the mission: relinquishing the safety of the allied ranks, crossing the no-man’s-land and entering the enemy lines undetected. Once in hostile territory, orders are usually to gather intel, to select targets, to sabotage, to launch surgical attacks, or simply to spread chaos and confusion. But there is little hope of assistance if something goes wrong, and even if nothing does there’s still a long way back to friendly turf.

**IMMUNITY**

Troopers with this Special Skill have an extraordinary innate or artificial capacity to withstand specific types of damage. There are several Immunities, but this Special Skill does not have numerical Levels.

**IMMUNITY: POSSESSION**

- **Effects**
  - The user is immune to any effect that would induce the Possessed state, including those from Hacking Programs and other special rules.

**IMMUNITY: SHOCK**

- **Effects**
  - The user is immune to the special effects of the Shock Special Ammunition, treating it like Normal Ammunition.

**IMMUNITY: TOTAL**

- **Effects**
  - The user is immune to the special effects of Standard Special Ammunitions—AP, DA, EXP, Fire, Nanotech, Plasma, Shock, T2 (see Infinity Human Sphere)—and any other Special Ammunitions that state so explicitly, treating them like Normal Ammunition.
  - *Stun Special Ammunition* (see Infinity, Campaign: Paradiso) does not force the user to make either ARM or Guts Rolls.

As part of the never-ending arms race between the blade and the shield, the global military complex never undertakes the design of a new weapon or ammunition without researching its countermeasures in parallel. But, despite the accumulated technological acumen of the Sphere, not all cases of resistance to exotic forms of damage can be explained as the result of human military research. Even today, research on the genetic possibilities of human-antipode hybridization yields groundbreaking results, and the mysteries of Dogface metabolism still lie uncovered.

This Special Skill ties the behavior of entire armies to the user’s discipline and state of mind.

**INSPIRING LEADERSHIP**

- **Requirements**
  - In order to apply the effects of Inspiring Leadership, the user must be his army’s Lieutenant, whether chosen during the creation of the Army List or appointed during the battle.
  - As long as the user of Inspiring Leadership remains on the battlefield in a non-Null state (any but Unconscious, Dead, or Sepsitorized), replace the *Training* Characteristic (Regular/ Irregular) of every other trooper in the Army List with the user’s.
  - As long as the user of Inspiring Leadership remains on the battlefield in a non-Null state, all troopers under the user’s command enjoy the benefits of the *V: Courage* Special Skill.
  - You may declare a *Coordinated Order* that includes the user by spending the Special Lieutenant Order only, without further expenditures of Command Tokens or extra Orders.
  - As long as the user of Inspiring Leadership remains on the battlefield in a non-Null state, his army will be not affected by the effects of the *Retreat* rule.

Natural born leaders are recognized by their ability to inspire others effortlessly. Some of them have such overwhelming charisma that the men and women under their command would follow them without a second thought.

**KINEMATIKA**

This Special Skill allows the user to move further with a successful Reactive Turn Dodge.

Кинематика was the term chosen by the Special Training Section of the Russian Intelligence Services to refer to a series of tactical movement and in-combat relocation techniques developed by them. Kinematika techniques have the goal of gaining a tactical advantage in combat by advancing towards the enemy or into cover in a way that minimizes the possibility of being hit by enemy fire. Later on, this term was reclaimed by military research centers working on implant technologies to improve instinctual responses. With this technology, a soldier may display increased capacity for immediate acceleration, but only in short bursts to avoid overworking the tissues. This allows combatants to achieve spectacular momentum, enough to outrun Olympic champions over very short distances.
In the military pidgin understood by soldiers across the Human Sphere, the term “Lieutenant” does not refer only to that specific officer rank, but to the generic call code for the leader of a combat force deployed for a special operation of some sort. This team leader might be anything from a sub-officer to an officer from the highest rungs of the military ladder, but they are all referred to as “LT” while the mission is underway, to confound enemy eavesdroppers. The Lieutenant is the direct link between the boots on the ground and Mission Control, and has a wider range of operational options than a regular soldier. Every trooper in the task force uses the Lieutenant as reference. Lieutenants define the action parameters for the mission at hand, plan its tactical execution, and monitor its development on the ground, making choices in real time while intimately engaged with the enemy force. You want your LT to be a natural-born leader, quick to make a decision, and collected on the battlefield. A Lieutenant who commands respect and inspires confidence can be counted upon to secure a decisive, efficient victory.

**LIEUTENANT**

The user of this Special Skill is the officer in command of his entire combat force. This Special Skill has different Levels, but any time a rule mentions the term ‘Lieutenant’ without specifying a Level, the statement applies to all Levels equally.

**MARKSMANSHIP**

Users of this Special Skill are exceptional sharpshooters, adept at hitting their target’s weakest spots and making every shot count.

Some soldiers earn renown for the spectacular precision of their shots, but more than anything the military values the capacity to be accurate and deadly even when firing instinctively from the hip. The ability to pull the trigger first and still hit the mark can be inborn or obtained through extensive training or a wealth of combat experience, but it is not something the average military professional can expect to achieve. The trick is to not just hit the target—there are visors and aim aids for that—, but find his unprotected points, and exploit his weaknesses. That is where the killer instinct of a predator shines through.

**MANNED**

This Special Skill is characteristic of certain TAG and Vehicles with an actual on-board pilot who can abandon the cockpit and take arms if necessary.
MECHANIZED DEPLOYMENT

This Special Skill distinguishes those troopers, usually part of mechanized regiments, who have an enhanced freedom of deployment that stems from their use of transport vehicles.

MECHANIZED DEPLOYMENT LEVEL 1

REQUIREMENTS
- All your troopers who use this Special Skill must deploy inside the Zone of Control of one of them, chosen by you.

EFFECTS
- The user of this Special Skill may ignore the restriction to deploying outside his Deployment Zone, and may deploy anywhere in his half of the gaming table.

IMPORTANT!
You cannot use Mechanized Deployment to deploy in base to base contact with another model, Marker, or mission objective.

NOTE
If a unit’s Troop Profile indicates only “Mechanized Deployment,” consider that unit to have Level 1 of this Special Skill.

MARKSMANSHIP LEVEL 1

Optional

REQUIREMENTS
- The user may only benefit from this Special Skill when he declares a BS Attack.

EFFECTS
- In addition to their usual Ammunition, all BS Weapons wielded by the user have Shock Special Ammunition.
- The benefits of Shock Special Ammunition granted by Marksmanship are added to any other Special Ammunitions employed by the BS Weapon.
- However, these benefits do not apply to BS Weapons with any of these Traits: Throwing Weapon, Technical Weapon, and Non-Lethal.

MARKSMANSHIP LEVEL 2

Optional

REQUIREMENTS
- The user may only benefit from this Special Skill when he declares a BS Attack.

EFFECTS
- The user may ignore the negative MOD to BS imposed by the target’s Partial Cover.

MARKSMANSHIP LEVEL X

Optional

REQUIREMENTS
- The user may only benefit from this Special Skill when he declares a BS Attack.
- The user must be using a BS Weapon with a B value of 2 or more after applying Modifiers.

EFFECTS
- This Special Skill allows the user to reduce the B value of his weapon to 1, and in return apply to that single shot a +6 BS MOD. This MOD is added to any other applicable MODs.
- This Special Skill is only usable in Active Turn.
- Marksmanship Level X does not include any other Levels of the Marksmanship Special Skill.

METACHEMISTRY

This Special Skill provides its user with random advantages and Special Skills that represent a plethora of combat drug treatments and biotechnological augmentations.

METACHEMISTRY

Optional

EFFECTS
- Immediately after placing each of your troopers with MetaChemistry on the table for deployment, you may roll on the MetaChemistry Table once to determine that trooper’s extra MOD or Special Skill.
SPECIAL SKILLS

**MORAT**

A Special Skill that codifies the toughness and sense of duty so characteristic of members of the Morat species.

**MORAT**

<table>
<thead>
<tr>
<th>Automatic Skill</th>
<th>Obligatory</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EFFECTS</strong></td>
<td></td>
</tr>
<tr>
<td>» This trooper has the Special Skills Veteran L1 and Religious Troop.</td>
<td></td>
</tr>
</tbody>
</table>

Morats are the quintessential militaristic race. Morat troops have a strong sense of belonging to their appointed combat units. Their training fosters the formation of attack forces where personal notions of duty and honor are replaced by their collective counterparts. Morats are always stern and disciplined, and can be trusted upon to fight to the last of them, never disbanding or retreating until their mission is fulfilled.

**MULTITERRAIN**

This Special Skill distinguishes its user as having a special competence to operate in a variety of environments.

**MULTITERRAIN**

<table>
<thead>
<tr>
<th>Automatic Skill</th>
<th>Obligatory</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EFFECTS</strong></td>
<td></td>
</tr>
<tr>
<td>» Before deploying, the user must choose which Type of Terrain to specialize in.</td>
<td></td>
</tr>
<tr>
<td>» The user can choose only one single Type of Terrain from those listed in the rulebook (Water, Desert, Mountain, Jungle or Zero-G).</td>
<td></td>
</tr>
<tr>
<td>» If the Troop Profile includes a list of Types of Terrain in parentheses after Multit terrain, then the user may only choose from that list.</td>
<td></td>
</tr>
<tr>
<td>» You must declare the user’s chosen Type of Terrain when you deploy him.</td>
<td></td>
</tr>
</tbody>
</table>

Special units with an expeditionary calling prepare carefully for each mission, going as far as using simulators or seeking training areas with similar environmental characteristics to their next deployment. Some other units have their headquarters in locations with a variety of adverse environments nearby, such as on a river delta surrounded by rainforest. Such ‘lucky’ soldiers are accustomed to the quirks of their homeland, and can move around their known terrains with ease.

**NON-HACKABLE**

Whatever technological systems this unit might carry are rudimentary enough that they are not susceptible to Hacking attempts.

**NON-HACKABLE**

<table>
<thead>
<tr>
<th>Automatic Skill</th>
<th>Obligatory</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EFFECTS</strong></td>
<td></td>
</tr>
<tr>
<td>» The user of this Special Skill cannot be the target of Hacking Attacks whose Requirements include that the target be a specific Troop Type (HI, REM, TAG...) usually subject to hacking attempts.</td>
<td></td>
</tr>
</tbody>
</table>

**NON-HACKABLE EXAMPLES**

A Veteran Kazak, part of a Non-Hackable unit whose Troop Type is HI, cannot be the target of Hacking Programs such as Gotchel, Basilisk or Carbonite, even though the Requirements of these Hacking Programs necessitate only that the target be a HI. These Hacking Programs manipulate systems that are absent in the Veteran Kazak’s primitive HI armor suit. However, the Veteran Kazak could be the target of a Hacking Program such as Spotlight, which induces the Targeted state, because its Requirements don’t specify the target must belong to a series of Troop Types. This is because this Hacking Program doesn’t rely on the target’s HI armor systems, but instead uses external systems, such as air-remotes and satellites, to tag him.

---

**METACHEMISTRY**

<table>
<thead>
<tr>
<th>Natural Armor (+1 ARM)</th>
<th>V: No Wound Incapacitation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>12-13</td>
</tr>
<tr>
<td>V: Dogged</td>
<td>4-5</td>
</tr>
<tr>
<td>Bioimmunity</td>
<td>6</td>
</tr>
<tr>
<td>7-8</td>
<td>15-16</td>
</tr>
<tr>
<td>Enhanced Mobility</td>
<td>17-18</td>
</tr>
<tr>
<td>(MOV: 8-4)</td>
<td>Super-Jump</td>
</tr>
<tr>
<td>9 Reinforced Biotech</td>
<td>19 Climbing Plus</td>
</tr>
<tr>
<td>(+6 BTS)</td>
<td></td>
</tr>
<tr>
<td>10-11</td>
<td>20 Total Immunity</td>
</tr>
</tbody>
</table>

MetaChemistry is the codename for a nano-chemical compound designed to control aggression and induce physical fitness in a military environment. As a side effect of the MetaChemistry memetic conditioning, the subject becomes more receptive to physical, neural, and metabolic augmentations in the form of cybernetic and biotechnological implants.

---

**SPECIAL SKILLS**

Multiterrain is the codename for a nano-chemical compound designed to control aggression and induce physical fitness in a military environment. As a side effect of the Multiterrain memetic conditioning, the subject becomes more receptive to physical, neural, and metabolic augmentations in the form of cybernetic and biotechnological implants.

---

**SPECIAL SKILLS**

This Special Skill distinguishes its user as having a special competence to operate in a variety of environments.

**SPECIAL SKILLS**

<table>
<thead>
<tr>
<th>Automatic Skill</th>
<th>Obligatory</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EFFECTS</strong></td>
<td></td>
</tr>
<tr>
<td>» Before deploying, the user must choose which Type of Terrain to specialize in.</td>
<td></td>
</tr>
<tr>
<td>» The user can choose only one single Type of Terrain from those listed in the rulebook (Water, Desert, Mountain, Jungle or Zero-G).</td>
<td></td>
</tr>
<tr>
<td>» If the Troop Profile includes a list of Types of Terrain in parentheses after Multit terrain, then the user may only choose from that list.</td>
<td></td>
</tr>
<tr>
<td>» You must declare the user’s chosen Type of Terrain when you deploy him.</td>
<td></td>
</tr>
</tbody>
</table>

---

**SPECIAL SKILLS**

This Special Skill distinguishes its user as having a special competence to operate in a variety of environments.
Anachronistic as it may sound, entire technological systems still used in the Sphere do not have datasphere access capabilities. Despite the obvious detrimental effects in terms of performance, efficiency, and sustainability, imperviousness to computer intrusion can be a beneficial side effect in a military environment where cyber-combat is a key tactical element. As the Ariadnan forces demonstrated during the Commercial Conflicts, a shrewd strategist can exploit this upside to great effect.

**PARAMEDIC**

Paramedics provide their unit with first aid treatment on the field.

**PARAMEDIC** **AUTOMATIC SKILL**

**Obligatory**

**EFFECTS**

- A Paramedic is equipped with MediKits to stabilize his fallen comrades.
- A Paramedic’s supply of MediKits is unlimited.
- In certain missions and scenarios, Paramedics are considered Specialist Troopers, that is, they meet the requirements to fulfill certain mission objectives.

Paramedics are foot soldiers with specific emergency combat trauma and first aid treatment. With their limited medical knowledge and instruments, Paramedics help their patients survive during those critical first few minutes after a combat injury takes place, giving them the chance to reach a field hospital and receive proper medical treatment. Combat Paramedics are practically indistinguishable from their regiment’s regular troops, except for their MediKit bag full of charges.

**PILOT**

Users of this Special Skill are pilots or drivers of vehicles or TAG with the Manned Special Skill.

**PILOT** **AUTOMATIC SKILL**

**Obligatory**

**REQUIREMENTS**

- This Special Skill activates only when the user deploys on the game table.

**EFFECTS**

- This Special Skill allows the user to use an alternative Troop Profile.
- This Pilot Troop Profile is usable only after the trooper declares a Move Short Skill and specifies he will use it to Dismount his Manned TAG or Vehicle.
- The Pilot Troop Profile may also activate as a result of a successful enemy Hacking Program with that Effect.
- The Pilot of an Unconscious Vehicle or TAG generates no Orders for himself or for his Order Pool.
- The Pilot of an Unconscious Vehicle or TAG is not considered either as a survivor or a casualty for Victory Points, Retreat! or any other purposes.

**REGENERATION**

This Special Skill represents the capacity of certain troopers to mend the Wounds they incurred and overcome Unconsciousness without external help.

**REGENERATION** **ENTIRE ORDER**

**Optional**

**EFFECTS**

- This Special Skill allows its user to spend the Entire Order required to activate it even when on the battlefield in a Null state.
- Regeneration allows its user, by passing a PH Roll, to regain 1 point previously lost from his Wounds Attribute.
- If the user fails his PH Roll, he loses 1 additional point from his Wounds Attribute.
- If the user is Unconscious and fails his PH Roll, he immediately Dies and is removed from play.
- If the user lost enough points from his Wounds Attribute to enter the Dead state before he could attempt to activate Regeneration, he cannot use this Special Skill and must be removed from play. (For example, if a trooper with Wounds 1 receives three hits from a Burst and fails two Armor Rolls).
- Troopers with Regeneration do not generate Orders for themselves or for their Order Pool while they are Unconscious.

**IMPORTANT!**

Regeneration automatically grants its user the Shock Immunity Special Skill.

Regeneration is compatible with the use of MediKit or Doctor. This means that a trooper with Regeneration can be healed by Regeneration after being healed by a Paramedic or a Doctor, and vice versa, as long as all Requirements are met.

When we say ‘Regeneration’, what we mean is that the organism is endowed with super-human self-healing and physical repair capabilities. Commonly referred to as “healing factor”, this ability allows the subject’s metabolism to repair tissue damage much faster than normal humans do. Regenerative individuals also exhibit resistances to a wide array of diseases, almost to the point of biological immunity to sickness.
The beliefs and teachings of their leaders have made these soldiers into loyal warriors with an unshakable faith. The ardor of these zealots is enough to help them stand firm in battle even when their comrades have given up hope.

**RELIGIOUS TROOP**

Obligatory

**AUTOMATIC SKILL**

**EFFECTS**

- Troopers with this Special Skill pass all their Guts Rolls automatically without rolling any dice.
- This means that troopers with this Special Skill are forced to hold their position and cannot withdraw or seek cover after surviving one or more ARM or BTS Rolls.
- However, the user has the chance to voluntarily make a Guts Roll after surviving one or more ARM or BTS Rolls or a Non-Lethal Attack.
- In that case, the Religious Troop Special Skill makes that Guts Roll have the opposite effect, that is, the user must pass his Guts Roll in order to go Prone or move up to 2 inches to abandon the danger zone, gain Cover or improve his Cover.
- This movement can never be towards the enemy who declared the Attack, nor can it be used to enter base to base contact with an enemy.
- Troopers with the Religious Troop Special Skill are unaffected by the Retreat! rules, acting normally until the end of the game.
- Additionally, during a Retreat! situation, troopers with this Special Skill cannot voluntarily abandon the game table unless the scenario rules indicate otherwise.

**RELIGIOUS TROOP EXAMPLE**

A PanOceanian Father-Knight who is in Partial Cover is hit by an Attack but survives all ARM Rolls. Since he has the Religious Troop Special Skill, he does not have to make a Guts Roll and must maintain his position.

However, the Father-Knight decides he is too exposed in that spot. After making all necessary ARM Rolls, and before the Order sequence ends, the Father-Knight declares he will attempt to make a Guts Roll to seek cover. If he passes the Guts Roll, he may declare Prone or move 2 inches seeking Total Cover.

**SAT-LOCK**

The user of this Special Skill is able to connect to the satellite network and use it to detect hidden threats and remotely tag enemies as artillery targets.

**SAT-LOCK**

**ENTIRE ORDER**

- Comms Attack, Comms Equipment, Optional, No LoF, Zone of Control.

**REQUIREMENTS**

- In addition to Sat-Lock, the user must also have both the Forward Observer and Sensor Special Skills.
- The target must be inside the user’s Sensor Area.

**EFFECTS**

- This Special Skill allows its user to declare a Comms Attack with a WIP-6 Roll against a target within Sensor Area.
- This Roll applies no further MODs (for Range, Cover, CH, ODD…) or bonuses unless otherwise specified.
- Upon a successful Roll, the target enters the Targeted state, signified by a Targeted Marker (TARGETED).
- The user need not have LoF to the target.
- With this Special Skill, the Comms Attack may be declared against an enemy Camouflage or TO Camouflage Marker. In that case, a successful Roll not only tags the target as Targeted, but also Discovers him, replacing the Marker with the target’s model.

For centuries, the scope of warfare has tended to expand upwards. Nowadays, any theater of operations is covered in air-remotes and flying tactical units that monitor and broadcast the progression of the battle in real time. But in-situ surveillance units are extremely fragile and vulnerable to hostile activities. This led to further vertical expansion into orbital support for foot soldiers, particularly in the form of low-orbit spy satellites with extremely sophisticated and precise tracking systems. The most efficient way to harness the potential of this satellite network is through specialized units with the tactical role of identifying threats and locating priority targets. With eyes in the sky and appropriate fire support, the operational performance of these units goes through the proverbial roof.
SENSOR

Hyper-developed senses and sophisticated tracking technology are the two sides of the Sensor coin. Either way, the bottom line is the same: the ability to uncover hidden threats in one’s immediate surroundings.

**SENSOR SHORT SKILL**

**Attack, Optional, Zone of Control.**

**EFFECTS**

- By declaring Sensor, the user may make a Normal \( \text{WIP} + 6 \) Roll (without Range or Camouflage and Hiding Modifiers) to simultaneously Discover all enemy troopers, Weapons or pieces of Equipment in the Hidden Deployment, Camouflaged or TO Camouflaged states inside the user’s Sensor Area.
- To declare Sensor, you do not need to have LoF to the target, or indeed designate any target at all.
- Enemies with the \( \text{CH}: \text{Camouflage} \) or \( \text{CH}: \text{TO Camouflage} \) Special Skills cannot regain the Camouflaged or TO Camouflaged state inside the Zone of Control of a trooper with the Sensor Special Skill.
- Sensor also grants its user, automatically and without making Rolls or spending Orders, a \( +6 \) MOD to \( \text{WIP} \) when declaring Discover against Camouflage or TO Camouflage Markers.
- Sensor also grants its user the ability to declare Sensor: Triangulated Fire.

**SENSOR: TRIANGULATED FIRE**

**BS Attack, Optional.**

**REQUIREMENTS**

- The user must have the Sensor Special Skill.
- The user must also have LoF to the target.

**EFFECTS**

- Allows the user to declare a BS Attack with one of his BS Weapons against a target within LoF by making a BS-3 Roll, ignoring all other applicable MODs (Range, Cover, Special Skills such as Camouflage, TO, ODD...).

**REMEMBER**

Triangulated Fire does not allow the user to hit a target farther away than the weapon’s Maximum Range. For example, a Combi Rifle can never hit a target at a distance of more than 48 inches.

**Sensor and Area of Effect**

Sensor is an Area of Effect Special Skill: it does not require a target, but instead applies equally over an Area of Effect and may reveal several Markers and enemies in Hidden Deployment with a single Roll.

Other than the number of available Orders, there is no limit to the number of times a trooper can declare the Sensor Special Skill in Active Turn, even on the same area.

**SENSOR AREA**

A trooper’s Sensor Area is the Area of Effect of his Sensor Special Skill, and it comprises both his Zone of Control (ZoC) and the Zones of Control of allied Sniffers.

What we call Sensor is the result of either high-sensitivity detection equipment or an impeccable sense of smell, with the end goal of being able to locate hidden enemies at short ranges. These detection systems can also aid in the precise triangulation of the target, resulting in more effective target acquisition. Sensor field assets are ideal trackers and watchdogs; a perimeter of these can make an area unassailable via surreptitiousness.
SHASVASTII

Racial Special Skill that represent the characteristic behavior of Shasvastii combatants when they fall Unconscious.

SHASVASTII AUTOMATIC SKILL

Obligatory

EFFECTS

» Troopers with this Special Skill have a special form of Unconscious state called SpawnEmbryo.

SHASVASTII EXAMPLE

A Shasvastii Shrouded falls Unconscious and its player places a SpawnEmbryo Marker (SPAWN-EMBRYO) near its model. At the end of the Turn, the Shrouded, in the SpawnEmbryo state, is not counted as a casualty by its army.

During the following turn, an enemy hits the SpawnEmbryo Shrouded with a successful BS Attack. The Shrouded maintains its usual ARM value in the subsequent ARM Roll, but nevertheless fails and is removed from play. At the end of that Turn, the Shrouded finally joins the list of casualties.

As a fundamental part of their obsessive plan to colonize the entire universe, the Shasvastii race has voluntarily bioengi-neered its physiology to guarantee the survival of the species, if not of any individual member. With these modifications, all Shasvastii carry inside their torso a SpawnEmbryo with which to seed new territories or maintain control of a contested area even after the death of the host.

The alien morphophysiology of the Shasvastii, a result of their overdeveloped survival instinct, is nothing like our own. All Shasvastii are partially hermaphroditic and host a fast-growing SpawnEmbryo that can be planted in enemy territory. These SpawnEmbryos are also capable of feeding on the host’s corpse, thus increasing the chances of survival of the genetic strain. After a short time, the SpawnEmbryo hatches a full-grown Shasvastii with the hard-coded genetic instructions necessary to advance the expansionist agenda of the Shasvastii Continuum.

SPAWN-EMBRYO (STATE)

LABELS

Null

ACTIVATION

» This state is activated when a trooper with the Special Skill Shasvastii would fall Unconscious.

EFFECTS

Spawn-Embryo is the name of the Unconscious state for troopers with the Special Skill Shasvastii.

The Spawn-Embryo state works like the Unconscious state, with the following discrepancies:

» Instead of placing an Unconscious Marker (UNCONSCIOUS) next to the trooper, place a Spawn-Embryo Marker.

» During the game, troopers in the Spawn-Embryo state do not count as casualties for the purposes of determining the total point cost of surviving troopers. Similarly, the opposing army cannot count them as casualties when determining the point cost of eliminated troopers.

» If a trooper in the Spawn-Embryo state receives an Attack, it uses the regular ARM value indicated in its profile.

» Troopers in the Spawn-Embryo state are not removed from the battlefield even if their player does not have the means to heal them (Doctor, Paramedic, AutoMedikit...).

» At the end of the game, troopers in the Spawn-Embryo state are treated like Unconscious troopers, that is, they do not count towards their players’ Victory Points.

CANCELLATION

» As with the Unconscious state, a trooper in the Spawn-Embryo state that loses one or more further Wounds points enters the Dead state and is removed from play as a casualty.

» Similarly, as with the Unconscious state, the Spawn-Embryo state is cancelled if the trooper regains at least one point of its Wounds Attribute and enters the Normal state thanks to being healed by a Special Skill (Doctor, Regeneration…), a piece of Equipment (AutoMedikit, MediKit…), or any other effect.

REMEMBER

The Spawn-Embryo state is a type of Unconscious state, and troopers in either state do not generate Orders.
SIXTH SENSE

Troopers with this Special Skill have an uncanny ability to sense imminent threats. There are several levels of Sixth Sense representing the extent of this ability.

Sixth Sense is an instinctive knack—or a recreation thereof by means of a threat-evaluating pseudo-AI—for locating immediate threats to one’s safety. Soldiers with Sixth Sense are somehow capable of perceiving the hostile intentions of an enemy without actually seeing him, thus reacting with swiftness and adroitness to surprise attacks.

SIXTH SENSE LEVEL 1

The user of this Level is never caught unaware by rear attacks or hidden enemies within earshot.

**EXAMPLE OF SIXTH SENSE L1 VS A TO CAMOUFLAGE MARKER**

A TO Camouflaged Spektr declares the first Short Skill of his Order: Moving towards a Maakrep Tracker with her back turned. The Spektr is inside the Tracker’s Zone of Control, but he has not declared an Attack so she cannot use her Sixth Sense L1 to shoot back.

The Maakrep Tracker chooses to delay her ARO declaration until after the Spektr declares his second Short Skill. The Maakrep Tracker is allowed to delay her ARO both because the active trooper is a TO Marker and because of her Sixth Sense L1. The Spektr declares a BS Attack against him from outside his LoF, keeping outside her RoC. The Alguacil is now inside the Tracker’s Zone of Control so she uses her Sixth Sense L1 Special Skill to delay her ARO, waiting for the Alguacil to make his move.

Had the Alguacil declared a further Movement instead of a BS Attack, the Maakrep Tracker would have been able to declare an ARO against an unseen active enemy inside her Zone of Control (Change Facing).

**SIXTH SENSE LEVEL 2 (AUTOMATIC SKILL)**

The user of this Level cannot be taken by surprise by Camouflaged, TO or Impersonated enemies, or by enemies outside his Line of Fire.

**EXAMPLE OF SIXTH SENSE L1 VS A REAR ATTACK**

An Alguacil, in his Active Turn, declares the first Short Skill of his Order: Moving towards a Maakrep Tracker with her back turned, keeping outside her LoF. The Alguacil is now inside the Tracker’s Zone of Control so she uses her Sixth Sense L1 Special Skill to delay her ARO, waiting for the Alguacil to make his move.

The Alguacil declares a BS Attack as the second Short Skill of his Order. Now that she is the target of an Attack, the Maakrep Tracker uses her Sixth Sense L1 to react as if she was facing towards the Alguacil. The Tracker chooses to declare a BS Attack so the Order is resolved with a Face to Face BS Roll between both soldiers.

Sixth Sense Special Skill and Speculative Fire

A trooper with Sixth Sense may react to a Speculative Fire Attack against him from outside his LoF by declaring a Dodge, Engage... with an unmodified PH Roll, as if the attacker was inside his LoF. In the case of Sixth Sense L1, this is only true as long as the attacker is inside the user’s ZoC. Sixth Sense L2 has no such range restriction.

Sixth Sense Special Skill and Guided Weaponry

Similarly, a trooper with Sixth Sense may react to an Attack with a Guided weapon declared against him from outside his LoF by declaring a Dodge, Engage... with an unmodified PH Roll, as if the attacker was inside his LoF. In the case of Sixth Sense L1, this is only true as long as the attacker is inside the user’s ZoC. Sixth Sense L2 has no such range restriction.

**SPECIAL SKILLS**

**OPTIONAL, ZONE OF CONTROL**

**EXAMPLE OF SIXTH SENSE LEVEL 1 VS A REAR ATTACK**

In the case of Sixth Sense L1, this is only true as long as the attacker is inside the user’s ZoC, keeping outside his LoF. The Alguacil is now inside the Tracker’s Zone of Control so she uses her Sixth Sense L1 Special Skill to delay her ARO, waiting for the Alguacil to make his move.

Had the Alguacil declared a further Movement instead of a BS Attack, the Maakrep Tracker would have been able to declare an ARO against an unseen active enemy inside her Zone of Control (Change Facing).

**SIXTH SENSE LEVEL 2 (AUTOMATIC SKILL)**

The user of this Level cannot be taken by surprise by Camouflaged, TO or Impersonated enemies, or by enemies outside his Line of Fire.

**EXAMPLE OF SIXTH SENSE L1 VS A REAR ATTACK**

An Alguacil, in his Active Turn, declares the first Short Skill of his Order: Moving towards a Maakrep Tracker with her back turned, keeping outside her LoF. The Alguacil is now inside the Tracker’s Zone of Control so she uses her Sixth Sense L1 Special Skill to delay her ARO, waiting for the Alguacil to make his move.

The Alguacil declares a BS Attack as the second Short Skill of his Order. Now that she is the target of an Attack, the Maakrep Tracker uses her Sixth Sense L1 to react as if she was facing towards the Alguacil. The Tracker chooses to declare a BS Attack so the Order is resolved with a Face to Face BS Roll between both soldiers.

Had the Alguacil declared a further Movement instead of a BS Attack, the Maakrep Tracker would have been able to declare an ARO against an unseen active enemy inside her Zone of Control (Change Facing).

**SIXTH SENSE LEVEL 2 (AUTOMATIC SKILL)**

The user of this Level cannot be taken by surprise by Camouflaged, TO or Impersonated enemies, or by enemies outside his Line of Fire.

**EXAMPLE OF SIXTH SENSE L1 VS A REAR ATTACK**

An Alguacil, in his Active Turn, declares the first Short Skill of his Order: Moving towards a Maakrep Tracker with her back turned, keeping outside her LoF. The Alguacil is now inside the Tracker’s Zone of Control so she uses her Sixth Sense L1 Special Skill to delay her ARO, waiting for the Alguacil to make his move.

The Alguacil declares a BS Attack as the second Short Skill of his Order. Now that she is the target of an Attack, the Maakrep Tracker uses her Sixth Sense L1 to react as if she was facing towards the Alguacil. The Tracker chooses to declare a BS Attack so the Order is resolved with a Face to Face BS Roll between both soldiers.

Had the Alguacil declared a further Movement instead of a BS Attack, the Maakrep Tracker would have been able to declare an ARO against an unseen active enemy inside her Zone of Control (Change Facing).

**SIXTH SENSE LEVEL 2 (AUTOMATIC SKILL)**

The user of this Level cannot be taken by surprise by Camouflaged, TO or Impersonated enemies, or by enemies outside his Line of Fire.
STRATEGOS

This Special Skill identifies professional strategists, individuals with superior analytical minds and a wealth of knowledge on the art of war and its psychological implications.

STRATEGOS LEVEL 1  AUTOMATIC SKILL
Optional

REQUIREMENTS
» In order to benefit from this Level of Strategos, the user must be his army’s Lieutenant.

EFFECTS
» At the beginning of your Active Turn, during your Order Count, replace the Special Lieutenant Order Marker with a Regular Order Marker.
» Add this Marker to the Order Pool of the user’s Combat Group.

STRATEGOS LEVEL 2  DEPLOYMENT SKILL
Optional

REQUIREMENTS
» In order to benefit from this Level of Strategos, the user must be his army’s Lieutenant.

EFFECTS
» During the Deployment Phase, you may set aside two troopers to deploy after your opponent instead of the usual one.

STRATEGOS LEVEL 3  DEPLOYMENT SKILL
Optional

REQUIREMENTS
» In order to benefit from this Level of Strategos, the user must be his army’s Lieutenant.

EFFECTS
» During the Deployment Phase, you may prevent your opponent from setting aside one trooper to deploy after you.

EXAMPLE: STRATEGOS L2 VS STRATEGOS L3
An army led by a Strategos L2 facing an army led by a Strategos L3 may set aside one trooper in the Deployment Phase, while the L3 may set aside two.

EXAMPLE: STRATEGOS L3 VS STRATEGOS L3
Two armies led by Strategos L3 troopers deploy normally, each setting aside one trooper to deploy after the opponent.

Etymologically, the Greek verb Stratego means “to plan the destruction of one’s enemies through effective use of resources.” But a modern Strategos not only masters the Art of War, he lives by it. Every action is a reflection of its principles, and every strategy must be studied, planned, revised, and updated constantly. That’s why a Strategos is always your ‘man with a plan’.

SUPER-JUMP

Troopers with Super-Jump have the ability to perform super-human jumping feats thanks to special gear, augmentations, or evolutionary advantages.

SUPER-JUMP  AUTOMATIC SKILL
Movement, Optional

EFFECTS
» This Special Skill alters the user’s Jump Skill from an Entire Order Skill to a Short Movement Skill.
» It also allows the user to jump vertically, diagonally or horizontally as many inches as the first value of his MOV Attribute.
» Super-Jump allows its user to declare other Short Movement Skills or Short Skills (Jump + BS Attack, for example) while jumping in the air.
» The user may declare the Jump Skill as an Entire Order to add up both his MOV values into one single mighty jump.
» However, as with the Jump Skill, the user cannot benefit from Partial Cover MODs while in the air. The user of Super-Jump may benefit from Partial Cover MODs (assuming all other requirements are met) while on the ground, at the beginning and end of the jump.

Obstacles
When the user of Super-Jump moves normally on the ground, he may vault over obstacles up to his height without penalty.

Fall Damage and Super-Jump
A trooper with Super-Jump only suffers Fall Damage on the portion of his fall that exceeds the sum of both his MOV values in inches. In other words, subtract the user’s total MOV value from his fall distance to calculate Fall Damage. For example, a Super-Jumper with MOV 4-4 who leaps down from the rooftop of a 10-inch building suffers Fall Damage for the last 2 inches (10 -4 -4 = 2). By Falling Damage rules (see page 43), he must make an ARM Roll to overcome a Damage 10 hit.

Falling and AROs
Enemies may react normally in ARO to an activated trooper’s free fall movement, even if the fall causes the active trooper to move farther than his MOV.

REMEMBER
When declaring the use of Super-Jump, you must specify the exact trajectory the trooper will follow, so that the opponent may declare the appropriate AROs.
Troopers have a LoF arc of 360º while they are moving.
SUPER-JUMP EXAMPLE
In the Super-Jump Example Diagram, you can see the three most common situations for this Special Skill. The protagonist is Tarik Mansuri, who has Super-Jump, MOV 6-4, Wounds 2 and Silhouette 5.

A - An obstacle of the same height as the trooper (for simplicity’s sake, 1 inch tall). Tarik may move straight through it, traversing the entirety of this first MOV value (Graphic A).

B - An obstacle of the maximum height Tarik can jump and still execute another Short Skill (such as BS Attack). During Tarik’s 6-inch jump, and while he is peeking over the obstacle to make a BS Attack, he cannot benefit from Cover MODs. The 4-inch fall is harmless to Tarik, as it is shorter than the sum of his MOV values (Graphic B).

C - A more complex situation. Tarik is overlooking a 12-inch drop, and he has several possible declarations, depending on how daring he feels today.

Avoid risking an ARM Roll. To do so, Tarik has several options:

Just declaring a Super-Jump Short Skill + BS Attack or Move after hitting the ground, Tarik can:

To jump vertically downwards to the ground (Graphic C-1).

Jump diagonally down up to point W (Graphic C-2).

By declaring a single Super-Jump adding both his MOV values (6 + 4= 10), Tarik can jump diagonally down up to point Z (Graphic C-3).

Choosing Jump + Move would have the same effect as declaring a single Super-Jump in one direction. It would also allow Tarik to Move into a more beneficial position after landing.

Either way, enemies who see Tarik falling may declare AROs.

Risk an ARM Roll. In this situation Tarik has several options:

To jump horizontally up to the point X declaring a Super-Jump Short Skill + BS Attack or Move after hitting the ground. The height of the falling will force Tarik to make a Fall Damage ARM Roll (Graphic C-4).

By declaring a single Super-Jump adding both his MOV values (6 + 4= 10), Tarik can:

To jump horizontally up to the point Y that signals the longest possible forward jump, a horizontal leap. Tarik will be forced to make a Fall Damage ARM Roll (Graphic C-5).

To jump vertically. If Tarik jumps upwards beyond an 22-inch height, then he will fall to his Death because the accumulated Damage would exceed what Tarik could overcome with an ARM Roll (Graphic C-6).

As before, enemies who see Tarik falling may declare AROs.
Urban combat is characterized by its vertical development, so having mobility options that bypass obstacles and clear gaps when walkways and ledges have fallen to the crossfire is an unquestionable advantage. For this reason, many avenues of research into improved personal tactical gear include short-range retro-propulsion units, most of which allow soldiers to literally advance by leaps and bounds on the battlefield. Irregular assets of Antipodean origin, and many of the Dog-Warrior hybrids, require little to no training to control the trajectory of their powerful pounces, relying instead on their instincts. But nothing catches the eye quite like the results of certain Super-Soldier programs—namely Runiureka, meaning Destructor—developed behind closed doors at certain Haqqislamite biotech labs. These fascinating experiments give us a glimpse of what may be Humanity’s next evolutionary step.
**SURPRISE SHOT**

Using this Special Skill, a trooper can open fire upon unsuspecting enemies, making them fumble to respond.

**SURPRISE SHOT L1**

**SHORT SKILL**

**BS Attack, Optional**

**REQUIREMENTS**

- In addition to Surprise Shot, the user must be able to use one of the Special Skills CH: Camouflage, CH: Limited Camouflage, CH: TO Camouflage, Impersonation or any other that explicitly allows its user to make Surprise Shots.

- The user of this Special Skill must be in a Marker state (Camouflaged, TO, Impersonation-1...) or in the Hidden Deployment state at the time when he receives an Order and activates.

**EFFECTS**

- In a Face to Face Roll between the user’s BS Attack or Hacking Attack and an enemy, the enemy suffers a -3 MOD to the relevant Attribute. This -3 MOD is added to other MODs caused by Camouflage and Hiding, Range, Cover, etc. If the Roll is a Face to Face Roll, the resolution is similar to BS Attack or Hacking Attack.

- The user of this Special Skill cannot declare Surprise Shot again until he regains the Marker state.

The special training undergone by all operatives with concealment, camouflage and disguise backgrounds invariably includes setting up effective ambushes and making the most of an unforeseen fire vector with lightning attacks. After an attack so quick that the befuddled victims can do nothing to save themselves, the operative is free to relocate onto a new vantage point.

**TERRAIN**

Troopers with this Special Skill have superior reaction capabilities, packing as much of a punch in ARO as on the offense.

**TERRAIN**

**AUTOMATIC SKILL**

**Optional**

**REQUIREMENTS**

- The Type of Terrain on the game table must match the Type of Terrain printed on the user’s Troop Profile.

**EFFECTS**

- Troopers with this Special Skill can move normally through their appointed Type of Terrain, ignoring the all usual restrictions to Movement imposed by Difficult Terrain and Very Difficult Terrain (see MOV Difficulty, page 162).

**TOTAL REACTION**

Troopers with this Special Skill have superior reaction capabilities, packing as much of a punch in ARO as on the offense.

**TOTAL REACTION**

**OPTIONAL**

**EFFECTS**

- The user may use the full Burst (B) of his weapon against a single target in ARO.

Notes on Total Reaction

If the BS Roll is a Normal Roll, make as many Rolls as the weapon’s B value, like you would in Active Turn.

If the BS Roll is a Face to Face Roll, the resolution is similar to firing in Active Turn, but taking more dice into account. Players make all BS Rolls and then compare them. All modified results that are better than the opponent’s best Roll hit their mark and force the target to make an ARM Roll.

**TOTAL REACTION EXAMPLE**

Fusilier Angus is standing on open ground, 12 inches away from a Total Reaction-enabled Yaökông Húsòng Remote. In his Active Turn, Angus declares a BS Attack against the Yaökông Húsòng. The Remote reacts by declaring a BS Attack ARO. With its Total Reaction Special Skill, the Yaökông Húsòng shoots four times (his HMG has B4) instead of just once.

Angus’ Combi Rifle has B3, so he makes three Face to Face BS Rolls against the Remote’s four. Angus has B3. With his Combi Rifle’s Range MOD (-3), his modified Attribute is 12 -3 = 9. Angus rolls and gets a 3 (success), a 17 (failure) and an 8 (success). The Yaökông has a modified BS of 11 + 3 (Range MOD). His four dice show a 2 (success), a 14 (Critical hit), a 13 (success) and a 20 (failure). The Yaökông Húsòng gets to hit with all dice better than Angus’ best (an 8). That means the Remote hits twice, with his 14 and his 13. As a result, Angus loses one point from his Wounds Attribute automatically (for the Critical) and must make one single ARM Roll.

With the help of special servos, response time enhancements and mobility systems, some units are capable of reacting faster and more accurately to threats, giving them an invaluable offensive-defensive edge. This feature is common among robotic units designed for surveillance and security, but anti-sniper units also exhibit similar capabilities.

**TRANSFORMATION**

This Special Skill represents the user’s ability to transform into a different type of trooper with its own Attributes and Skills. The most illustrative example is a Dogface’s transformation into a Dog-Warrior.

**TRANSFORMATION**

**AUTOMATIC SKILL**

**Obligatory**

**REQUIREMENTS**

- For this Special Skill to activate, the user must lose his first point of Wounds/STR.

**EFFECTS**

- The user substitutes his Troop Profile with the alternative version indicated on the Army List.

- Replace the user’s model with his alternate form at the end of the Order in which he lost the first point of his Wounds/STR Attribute. From that moment on, the user adopts his alternate form’s Troop Profile.

- If the user does not have an alternate form model, place a Transmuted Marker (TRANSMUTED), or the specific Marker required by the user's alternate form, next to the user’s model to represent his new status.

- For example, use a Transmuted Marker (TRANSMUTED) to mark that a Fractaa has adopted her Survival Form.

- If the user lost more than one point of his Wounds/STR Attribute during the Order, deduct the remainder from the new profile at the end of the Order.
SPECIAL SKILLS

VALOR LEVEL 1. COURAGE

This trooper is unafraid of death and ready to lay down his life in the execution of his duty.

EFFECTS

- V: Courage allows its user to choose the outcome of any of his own Guts Rolls.
- Troopers with the V: Courage Special Skill are unaffected by the Retreat! state, acting normally until the end of the game.
- However, even in a Retreat! situation, troops possessing V: Courage are affected by Loss of Lieutenant.

VALOR LEVEL 2. DOGGED

Some soldiers show such utter disregard for their own lives that even the most crippling injuries will not keep them from reaching their goal.

EFFECTS

- Troopers with this Special Skill have a special form of Unconscious state called Dogged.

DOGGED (STATE)

ACTIVATION

- The trooper entered the Unconscious state and his player announced he would activate the Special Skill Dogged, whether in an Active or Reactive Turn.

EFFECTS

The Unconscious state of troopers using the Special Skill Dogged has the following special rules:

- Instead of placing an Unconscious Marker next to the trooper, place a V2 Marker.
- To activate the state, the player must announce the trooper uses Dogged when he falls Unconscious.
- Dogged temporarily alters the Unconscious state of the user, removing the Null Label.
- This means that Dogged allows the trooper to ignore the effects of the Unconscious state, treating it like the Normal state instead, but only for the rest of that Player Turn.
- At the end of the Turn, the trooper in the Dogged state automatically falls Dead and is removed from play.
- If the trooper in this state loses one or more further points of his Wounds Attribute, he enters the Dead state directly and is removed from play.
- Once activated, this state prevents the trooper from being healed by Special Skills or Equipment such as Doctor, AutoMedikit, MediKit, Regeneration...).
- This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

- The Dogged state is automatically cancelled when the trooper loses another point from his Wounds or the Player Turn ends. In either case, he falls Dead and is removed from play.

TRANSMUTATION EXAMPLE

Mikhail, a stone-cold, badass Dogface, receives three simultaneous hits. He makes his three ARM rolls and fails one of them, so he loses 1 point from his current Wounds Attribute. His player replaces the Dogface model with a Dog-Warrior model, and Mikhail swaps his Troop Profile for a Dog-Warrior’s, which comes into being with Wounds 2.

Imagine the fierce Mikhail had failed two of his ARM rolls and lost two points of his Wounds Attribute. Mikhail would then subtract one single point of Wounds from his Dogface profile, replace his profile with the Dog-Warrior form, and subtract the other point from the Wounds Attribute of his new profile. Mikhail is still standing, but his current Wounds Attribute is 1 instead of a Dog-Warrior’s initial 2.

If Mikhail had had the misfortune to fail his three ARM Rolls, he would suffer the loss of three points of his Wounds Attribute. Mikhail would then subtract one single point of Wounds from his Dogface profile, replace his profile with the Dog-Warrior form, and subtract the remaining two points from the Wounds Attribute of his new profile. Mikhail’s Dog-Warrior profile is left with Wounds 0 instead of the original 2 (2-2=0 Wounds), so he would enter the Unconscious state, represented by an Unconscious Marker next to the Dog-Warrior model.

Despite numerous open avenues of research, modern science has yet to crack the secrets of the radical physiological changes undergone by creatures capable of Transmutation. For the transformation to take place, the subject must experience severe stress, such as that produced by physical trauma. The combination of pain and fear results in a discharge of adrenaline and the CTH hormone responsible for fight or flight responses. This discharge is orders of magnitude more intense than that of normal human subjects, and sets off a cascade of cellular reactions that completely transforms the subject’s physique.

- CHIEF TAHARAT, WARRIOR OF THE UNSTOPPABLE HOST

During the Age of the Flail, Second Morat Era.

VALOR (V)

This Special Skill codifies a soldier’s courage and determination in combat. There are three Levels of Valor, each representing a different level of tenacity, commitment to duty, and endurance to pain.

“There is no virtue greater than bravery. Courage is the substance of heroes that urges us to accomplish impossible deeds. Valor is the only pathway to godhood.”

Chieftain Taharat, warlord of the Unstoppable Host during the Age of the Flail, Second Morat Era.
VALOR LEVEL 3. NO WOUND INCAPACITATION

This soldier has a super-human capacity to endure pain and maintain consciousness in the face of terrible injuries.

**Special Skill:**

- **Unconscious:** State

**Activation**

- The trooper entered the *Unconscious* state and his player announced he would activate the Skill, No Wound Incapacitation, whether in an Active or Reactive Turn.

**Effects**

- Instead of placing an Unconscious Marker next to the trooper, place a V3: NWI Marker.
- To activate the skill, the player must announce the trooper uses No Wound Incapacitation when he falls *Unconscious*.
- No Wound Incapacitation alters the *Unconscious* state of the user, removing the *Null* label.
- This means that No Wound Incapacitation allows the trooper to ignore the effects of the *Unconscious* state, treating it like the Normal state instead.
- However, if the trooper in this state loses one further point of his *Wounds* Attribute, he enters the *Dead* state directly and is removed from play.
- This state does not affect Automatic Special Skills or Automatic Equipment.

**Cancellation**

- The No Wound Incapacitation state is automatically cancelled when the trooper loses a further point from his *Wounds* Attribute. He then falls *Dead* and is removed from play.
- The No Wound Incapacitation state may also be cancelled by healing the affected trooper (using Special Skills or Equipment such as *Doctor*, *AutoMediKit*, *MediKit*, *Regeneration*...), making it recover at least one point of its *Wounds* Attribute and returning it to the Normal state.
- If the Roll to heal a trooper in the No Wound Incapacitation state fails, the trooper automatically enters the *Dead* state and is removed from play.

---

VETERAN

This soldier has survived years of active duty in the thick of the fight, and has picked up more than a few tricks along the way.

These are battle-hardened veterans, and they can overcome any kind of pain and smell a sniper before he pulls the trigger. Any veteran who has been forged by the heat of the fray is worth three soldiers trained in simulators or detailed to low-conflict areas. Once you’ve seen the gritty horror of war, once you’ve felt the icy gasps of death real close... Once you’ve been through that, the rest is gravy.

**Special Skill:**

- **Unconscious:** State

**Activation**

- The veteran entered the *Unconscious* state and his player announced he would activate the Skill, No Wound Incapacitation, whether in an Active or Reactive Turn.

**Effects**

- Instead of placing an Unconscious Marker next to the trooper, place a V3: NWI Marker.
- To activate the skill, the player must announce the trooper uses No Wound Incapacitation when he falls *Unconscious*.
- No Wound Incapacitation alters the *Unconscious* state of the user, removing the *Null* label.
- This means that No Wound Incapacitation allows the trooper to ignore the effects of the *Unconscious* state, treating it like the Normal state instead.
- However, if the trooper in this state loses one further point of his *Wounds* Attribute, he enters the *Dead* state directly and is removed from play.
- This state does not affect Automatic Special Skills or Automatic Equipment.

**Cancellation**

- The No Wound Incapacitation state is automatically cancelled when the trooper loses a further point from his *Wounds* Attribute. He then falls *Dead* and is removed from play.
- The No Wound Incapacitation state may also be cancelled by healing the affected trooper (using Special Skills or Equipment such as *Doctor*, *AutoMediKit*, *MediKit*, *Regeneration*...), making it recover at least one point of its *Wounds* Attribute and returning it to the Normal state.
- If the Roll to heal a trooper in the No Wound Incapacitation state fails, the trooper automatically enters the *Dead* state and is removed from play.
CC SPECIAL SKILLS

CC Special Skills are Specials Skills that can be used while engaged in Close Combat.

All Skills included in the group of CC Special Skills share a few common traits:

» Their use is optional.

» They are only usable in Close Combat, so a trooper must be in base to base contact with an enemy in order to use them.

» CC Special Skills, as well as all MODs provided by them, work and are applied in both Active and Reactive Turns, unless otherwise specified.

» If a trooper has more than one CC Special Skill, he can use them all and combine their effects. For instance, a trooper with Berserk and Martial Arts can apply both and combine the MODs provided by the former with the MODs of one of the Levels of the latter.

If a CC Special Skill is an exception to these rules, it is stated explicitly in its description.

HOW TO READ CC CHARTS

Some CC Special Skills give a trooper a series of MODs and advantages that are displayed in Charts with the following elements:

» Attack MOD: A MOD to the CC Attribute of the user when making a CC Attack.

» Opponent MOD: A MOD applied to the Attribute of an enemy when making a Face to Face Roll.

» Damage MOD: A MOD to the PH Attribute of the user to determine the Damage of a successful CC Attack.

» Burst MOD: A MOD to the B value of the user's CC Weapon (Knife, CC Weapon, Pistol...) when making a CC Attack.

» Type of Damage: Special effects applied to the Damage done in CC by the user.

» Special: General special effects the user can apply.

ASSAULT

Certain troopers, highly trained in assault techniques, are capable of making the most of the momentum gained when charging headfirst towards the enemy, diving into melee with unstoppable force.

ASSAULT

EFFECTS

» Assault is an Entire Order made up of the Short Movement Skill Move + CC Attack.

» The user can declare Assault to add up the two values of his MOV Attribute into a single Short Movement Skill that lets him enter base to base contact with an enemy.

» Assault also applies an Attack MOD, as shown in the Assault Chart.

» This CC Special Skill applies the Movement General Conditions and also the Movement and Measurement Sidebar of the Move Common Skill.

REQUIREMENTS

» The target must be within the user's LoF when this CC Special Skill is declared.

» The target must be within a maximum distance equal to or smaller than the sum of the user's two MOV values.

IMPORTANT: MEASURING ASSAULT

When a trooper declares Assault as an Entire Order, players must check whether the target is within range of the Assault charge, that is, the sum of the two values of the user's MOV Attribute, by measuring immediately after the Assault declaration is made and before the Reactive Player declares AROs.

If the distance to the target is bigger than the sum of the two MOV values of the user, then the user will only Move the distance and trajectory declared.

ASSAULT

<table>
<thead>
<tr>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>Damage MOD</th>
<th>Burst MOD</th>
<th>Type of Damage</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>--</td>
<td>*</td>
</tr>
</tbody>
</table>

NOTE *: Allows the user to perform the Assault CC Special Skill.
CC SPECIAL SKILLS

BERSERK

A berserk trooper is overcome with bloodlust or such single-minded determination that all concern for personal safety is cast aside in an attempt to annihilate the opponent.

IMPORTANT!
Troopers with the Berserk Special Skill automatically have the V: Courage Special Skill even when not in Close Combat.

BERSERK AUTOMATIC SKILL
Optional, CC Special Skill

REQUIREMENTS
» The user must enter or be in base to base contact with an enemy. This Special Skill can be used in both Active and Reactive Turns.

EFFECTS
» The user of this CC Special Skill can choose between two CC Combat Modes, as shown in the Berserk Chart (see page 101).
» The user can choose to use either CC Combat Mode, but not both, as their effects do not combine.
» When declaring the use of Berserk, the user can only choose one CC Combat Mode.
» The player must indicate to his adversary which CC Combat Mode will be in use when he declares the use of Berserk.

EXAMPLE OF BERSERK ATTACK
A Highlander from the 45th Highlander Rifles is in base to base contact with a Svalarheimia Nisse. The Highlander declares a CC Attack with his Berserk Special Skill, so he applies the effects of Berserk Attack. The Nisse declares a CC Attack in response. Due to the special effect of Berserk Attack, they both make one Normal CC Roll and not a Face to Face Roll with their CC as they would normally. However, the Highlander can add the +6 MOD to his CC provided by his Berserk Attack. If both were to pass their respective Normal CC Rolls, they would each have to make an ARM Roll.

DUAL WIELD

Troopers with this CC Special Skill have been specially trained to be able to effectively wield a Close Combat weapon in each hand.

DUAL WIELD AUTOMATIC SKILL
Optional, CC Special Skill

REQUIREMENTS
» The user must enter or be in base to base contact with an enemy. This Special Skill can be used in both Active and Reactive Turns.

EFFECT
» This CC Special Skill allows the user to combine the effects of the Special Ammunitions of two different CC Weapons.

EXAMPLE OF DUAL WIELD
Miyamoto Mushashi, Mercenary duelist with the Dual Wield Special Skill, has succeeded in a Face to Face CC Roll against a PanOceanian Swiss Guard. Since Miyamoto has an AP CC Weapon as well as an EXP CC Weapon, the Swiss Guard must make three ARM Rolls (caused by the EXP Special Ammunition) and apply the effect of the AP Special Ammunition (halving the ARM value of the target) to each of them.

MARTIAL ARTS

Thanks to meditation, rigorous discipline and intense training, troopers with this Special Skill have superior hand-to-hand skills that translate into advantages to their Close Combat abilities.

IMPORTANT!
Troopers with any Level of Martial Arts automatically have the Surprise Attack, Stealth and V: Courage Special Skills, even when not in Close Combat.

MARTIAL ARTS AUTOMATIC SKILL
Optional, CC Special Skill

REQUIREMENTS
» Either in an Active or Reactive Turn, a trooper must reach or be in base to base contact with an enemy in order to be able to use this Special Skill.

EFFECTS
» Each Level of Martial Arts gives a series of specific MODs and advantages to CC, as shown in the Martial Arts Chart (see page 101).
» If a trooper has a Level of Martial Arts, it automatically has all lower Levels. However, you cannot combine the advantages of different Levels of this Special Skill.
» When using Martial Arts, a trooper can employ only one Level from those at its disposal.
» A player must indicate which Level of Martial Arts will be in use when he declares the use of this Special Skill.

Martial Arts LS ARO against Coordinated Orders and Antipodes
During the Reactive Turn, in a Face to Face Roll against the Spearhead of a Coordinated Order or Antipodes if the trooper with Martial Arts LS declares a CC Attack his B will always be equal to the B of his adversary.

EXAMPLE 1. MARTIAL ARTS LS IN ACTIVE TURN
During his Active Turn, Miyamoto Mushashi, a Mercenary with Martial Arts LS, uses the first Short Skill of his Order to enter base to base contact with three Fusiliers. Each of the three reacts in ARO by declaring a CC Attack. As the second Short Skill of his Order, Miyamoto also declares a CC Attack and announces he will use the fifth Level of his Martial Arts. This means he can make one CC Attack against each of the Fusiliers. Three separate Face to Face CC Rolls are made (Miyamoto against each one of the three Fusiliers). In each of these Face to Face Rolls, the Fusilier involved has to apply a MOD of -6 to his CC due to Miyamoto’s Level 5 Martial Arts.

EXAMPLE 2. MARTIAL ARTS LS IN REACTIVE TURN
If the three Fusiliers had been in their Active Turn and one of them had declared a CC Attack against Miyamoto, the attacking Fusilier would have applied a MOD of +1 to his B in Close Combat for each allied trooper in base to base contact with Miyamoto. In this case,
the Fusilier would have B 3 in Close Combat (his usual B 1 plus a +2 MOD provided by the other two Fusiliers in base to base contact with Miyamoto).

However, thanks to his Level 5 Martial Arts, Miyamoto can react in Close Combat by matching the B of the CC Attack against him, so he has B 3 in Close Combat as well. Thus, a Face to Face Roll is made using CC, but the Fusilier must apply a MOD of CC-6 due to Miyamoto’s Martial Arts L5.

**EXAMPLE 3. MARTIAL ARTS L5 VS MARTIAL ARTS L3**

Assume that, during their Active Turn, the three Fusiliers declared a Coordinated Order consisting of Movement + CC Attack.

In a Coordinated Order, the three Fusiliers move in unison and enter base to base contact at the same time. Only the Fusilier designated as Spearhead can perform the CC Attack, getting a MOD of +2 to his B by each other Fusilier participating in the Coordinated Order. However, Miyamoto can make use of his Level 5 Martial Arts, which allows him to react returning attacks with the same B as the Spearhead.

**EXAMPLE 4. ACTIVE TURN: MARTIAL ARTS L5 VS MARTIAL ARTS L3**

Miyamoto Mushashi, the relentless duelist, is now in base to base contact with three Shaolin monks. In his Active Turn, Miyamoto uses his Martial Arts L5 to declare a CC Attack against all of them. The Shaolin monks react by declaring CC Attack in response. Three separate Face to Face CC Rolls are made (Miyamoto against each of the three Shaolin monks). The Shaolin monks have Martial Arts L3 and decide to use the third Level of that Special Skill. Consequently, each Shaolin applies the CC+3 MOD for this Level to his Face to Face Roll, minus the CC-6 MOD for Miyamoto’s Level 5 (CC MOD: 3 - 6 = -3). Miyamoto, in turn, must apply a -3 MOD to his CC in each of his Face to Face Rolls because of the Martial Arts L3 of the Shaolin Monks.

**EXAMPLE 5. REACTIVE TURN: MARTIAL ARTS L5 VS MARTIAL ARTS L3**

This time Miyamoto is in his Reactive Turn and it is one of the three Shaolin monks who decides to declare a CC Attack against him. The Shaolin Monk uses Level 3 of his Martial Arts but, in addition to the MODs from this Special Skill, he applies a MOD of +1 to his B in Close Combat for each allied trooper in base to base contact with Miyamoto. In this case, the Shaolin monk has B 3 in Close Combat (his normal B 1 plus a +2 MOD from the other two monks in base to base contact with Miyamoto).

However, thanks to his Level 5 Martial Arts, Miyamoto can react in Close Combat by matching the B of the CC Attack against him, so he has B 3 in Close Combat as well. A Face to Face CC Roll is then made, but the Shaolin monk must apply not only the +3 MOD to his CC from his Martial Arts L3, but also the -6 MOD to his CC from Miyamoto’s Martial Arts L5 (CC MOD: 3 - 6 = -3). Miyamoto must take a -3 MOD to his CC from the attacking monk’s Martial Arts L3.

**POISON**

Thanks to advanced biomodifications, or due some evolutionary advantages, the trooper is able to secrete a neurotoxin which makes his blows highly lethal.

**POISON**

**EFFECTS**

- In **Close Combat**, this Special Skill forces the target to make an extra BTS Roll for each successful CC Attack declared by the user.
- The extra BTS Roll must be made regardless of the CC Weapon or Special Ammunition used in the CC Attack.
- The Damage of this BTS Roll is determined by the user’s PH Attribute and the type of CC Weapon (Knife, CC Weapon...) used in the CC Attack.
- A Critical hit in the CC Attack Roll has no effect on the extra BTS Roll imposed by this Special Skill.
- Troopers with a **Structure (STR)** Attribute instead of **Wounds** are immune to the effects of this Special Skill.

---

**MARTIAL ARTS**

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>Damage MOD</th>
<th>Burst MOD</th>
<th>Type of Damage</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>-3</td>
<td>+1</td>
<td>0</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>0</td>
<td>+3</td>
<td>0</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>3</td>
<td>+3</td>
<td>-3</td>
<td>0</td>
<td>0</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+1</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
<td>-6</td>
<td>0</td>
<td>0</td>
<td>--</td>
<td>*</td>
</tr>
</tbody>
</table>

**NOTE**: Level 5. During the **Active Turn**, by declaring one Short Skill of an Order, this Level allows the user to make a CC Attack against each enemy in base to base contact with him, and in Engaged state. During the **Reactive Turn**, in a Face to Face Roll when the user declares a CC Attack his B will always be equal to the B of his adversary.
Some creatures have venom glands that turn their claws, teeth or spines into powerful offensive weapons. With these as a model, military biotech has developed enhanced glands that can be grafted onto a subject to have him generate lethal or incapacitating toxins. The effects of these synthetic toxins vary widely from manufacturer to manufacturer, but their mechanism ranges from blocking cellular metabolism—causing a quick, painful death—, to causing respiratory paralysis, to death by rapid cardiovascular collapse... The list goes on. Whatever its flavor, the purpose of a poisoned weapon is to cause a terrible, ineluctable death.

In times of war, the soldier’s behavior is often less than exemplary. This is a fact that we must take into account, if by no means tolerate. Further, some acts of war are so repulsive that they echo some of the darkest moments of human history. Some units, in a show of poor discipline, abandon their duties to scavenge anything of value from the fallen, cutting the throats of those victims with enough strength left in them to protest. The actions of these carrion birds, pure cruelty behind a thin veneer of pragmatism, fly in the face of our humanitarian duties and any conceivable military code, and are subject to punishments up to and including summary execution.

STEALTH

The user of this Special Skill has received special training with a focus on silent movement, the art of remaining undetected, and the capacity to strike an unsuspecting enemy with unrelenting close combat attacks from out of the blue.

STEALTH AUTOMATIC SKILL

CC Special Skill, Optional

REQUIREMENTS
- The user of this Special Skill must be in his Active Turn.

EFFECTS
- Allows the user to make Cautious Movements inside the Zone of Control of an enemy.
- A trooper with Stealth that declares a Short Movement Skill or Cautious Movement within the Zone of Control of one or more enemies but outside their LoF does not grant AROs to those enemies, even if he reaches base contact with them.
- However, if the second Short Skill of the Order is any non-Movement Skill, then those enemies can react normally in ARO.
- If the Movement of the trooper with Stealth ends in base to base contact with an enemy and declares any non-Movement Short Skill, then the enemy can only declare CC Attack, Dodge, Reset, or those Skills that can be used in Engaged state.

Stealth, Sixth Sense and Deployable Equipment

This Special Skill is not effective against troopers with the Sixth Sense Special Skill nor, for obvious reasons, against Deployable Weapons or Equipment (Mines, E/Maulers...).

SURPRISE ATTACK, STEALTH AND CH: CAMOUFLAGE AND HIDING / IMPERSONATION

If a trooper has access to these three Special Skills, it can combine their effects to obtain further advantages to its maneuvers. There are some game examples of this on page 71.
**SURPRISE ATTACK**

Using this Special Skill, a trooper can fall upon an unsuspecting enemy with sudden Close Combat attacks that are not easily countered.

**SURPRISE ATTACK**

**SHORT SKILL**

**Attack:** CC Special Skill.

**REQUIREMENTS**

To be able to use Surprise Attack, the trooper must fulfill all the following Requirements:

- In addition to Surprise Attack, the user needs to be able to use one of the CH: Camouflage, CH: Ambush Camouflage, CH: Limited Camouflage, CH: TO Camouflage, Impersonation Special Skills or another Special Skill that explicitly allows the user to make a Surprise Attack.

- The user of this Special Skill must be in Marker state (Camouflage, TO, Impersonation-1...) or in Hidden Deployment state when he is assigned an Order and activates.

- The user of this CC Special Skill must enter base to base contact with the target in the course of the same Order its use is declared.

**EFFECTS**

- If all requirements are satisfied, the user of this CC Special Skill can apply the Surprise Attack MOD when in Close Combat, as shown in the Surprise Attack Chart.

- The user of this CC Special Skill cannot use Surprise Attack again until it regains the Marker state.

“There is but one dagger more lethal than that which you cannot see, and is the one you see in the hands of someone you thought a friend.”

Hassassin proverb.

---

**SURPRISE ATTACK AND CH: CAMOUFLAGE AND HIDING / IMPERSONATION**

If a trooper has access to both these Special Skills, it can combine their effects to obtain further advantages to its maneuvers. There are some game examples of this on page 71.

**EXAMPLE OF STEALTH + SURPRISE ATTACK**

During her Active Turn, a Ninja advances on an unsuspecting Orc Trooper. The Ninja is in a state of TO Camouflage Marker thanks to her CH: TO Camouflage Special Skill, and she declares that both Short Skills of her Order will be to Move get close to the Orc Trooper.

The Ninja chooses the route of her Movement so that it avoids the LoF of a nearby Fusilier, but crosses his Zone of Control. The Fusilier cannot react by Changing Facing nor Alerting as it might normally do, because the CH: TO Camouflage Special Skill gives the Ninja the additional Stealth Special Skill, which prevents the Fusilier from noticing her.

In her next Order the Ninja declares that the first Short Skill will be to Move to enter base to base contact with the Orc Trooper. The Ninja’s movement also avoids the LoF of the Orc Trooper, but as the movement ends in base to base contact, the Orc Trooper can react with a CC Attack without having to Change Facing first. The Ninja, smiling under her mask, declares that she will make a CC Attack on the Orc as the second Short Skill of her Order.

Having declared a Movement that ends in base to base contact, the TO Camouflage Marker is automatically replaced by her figure. However, when the Ninja was activated she was still a TO Marker and, even though the Movement was made as a figure and not a Marker, the Ninja can use the CC Surprise Attack Special Skill to give her opponent a -6 MOD to his CC. In addition, the Ninja also has Martial Arts L3, another CC Special Skill that can be combined with Surprise Attack. The Ninja chooses to use the second Level of her Martial Arts, which gives her a +3 MOD to the Damage of her CC Weapon. All told, in the Face to Face Roll the Orc must take a MOD of -6 to his CC from the Surprise Attack and, if he were to lose the Roll, the Ninja would enjoy a +3 MOD to the Damage of her AP CC Weapon.

Even if he lost the Face to Face Roll, the Orc Trooper could only lose one point from his Wounds Attribute, and he has two. So, with her next Order, the Ninja declares CC Attack again to end him once and for all. However, since the Ninja is now a figure and not a TO Camouflage Marker, she is unable to make another Surprise Attack and must rely on her CC prowess and her Martial Arts L3.
WEAPONRY AND EQUIPMENT
In the trade of war, weapons are a soldier’s tools. The world of Infinity has an enormous variety of fighting implements, from the futuristic and sophisticated to the basic and rudimentary. In the right hands, any of them can be absolutely lethal.

Each weapon in Infinity has its own game profile, and some of them have special rules. This chapter will teach you how to read these profiles, and explain each individual weapon’s rules. This rulebook also contains a Weapons Chart (see page 251) for you to refer to during games.

**WEAPON PROFILE**

All usable weapons have their own profile. To explain how to read a weapon’s profile, we will look at a Combi Rifle, the most common weapon in Infinity.

### COMBI RIFLE

**Ranges**

<table>
<thead>
<tr>
<th></th>
<th>0</th>
<th>8</th>
<th>16</th>
<th>32</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Short</strong></td>
<td>+3</td>
<td>+3</td>
<td>-3</td>
<td>-6</td>
<td>-6</td>
<td>-6</td>
</tr>
<tr>
<td><strong>Medium</strong></td>
<td>+3</td>
<td>+3</td>
<td>-3</td>
<td>-6</td>
<td>-6</td>
<td>-6</td>
</tr>
<tr>
<td><strong>Long</strong></td>
<td>-3</td>
<td>-3</td>
<td>-3</td>
<td>-3</td>
<td>-3</td>
<td>-3</td>
</tr>
<tr>
<td><strong>Maximum</strong></td>
<td>-6</td>
<td>-6</td>
<td>-6</td>
<td>-6</td>
<td>-6</td>
<td>-6</td>
</tr>
</tbody>
</table>

**Damage:** 13
**Burst:** 3
**Ammunition:** N
**Traits:** Suppressive Fire

### RANGE

This indicates the range of the weapon in inches, and how effective it is when firing against a target at different distances. Weapons have four possible Ranges: Short, Medium, Long and Maximum.

In the table, each Range has two values. The first is the upper distance limit, in inches, for that Range. The second is the Modifier (MOD) applied to attacks within that Range.

**BS Attacks** against a target farther than the Maximum Range of the weapon fail automatically without a Roll.

**EXAMPLE**

A Combi Rifle firing against a target at Short Range (from 0.01” to 8”) applies a +3 MOD to the shooter’s BS Attribute.

At Medium Range (8.01” to 16”), it applies a +3 MOD to the shooter’s BS.

At Long Range (16.01” to 32”), the Combi applies a -3 MOD to the shooter’s BS.

Finally, at Maximum Range (32.01” to 48”), the Combi Rifle applies a -6 MOD to the shooter’s BS. Any BS Attack made with this weapon against a target farther than 48 inches fails automatically.

### DAMAGE

The weapon’s destructive potential. The higher a weapon’s Damage value, the more dangerous it is. Use the Damage value to calculate the difficulty of ARM/BTS Rolls against that weapon (see page 42).

### BURST (B)

The B value is the number of shots the weapon is capable of firing in a single BS Attack Skill declaration. This value only applies during the Active Turn.

**During the Reactive Turn, the B value is reduced to 1.**

When firing, you can distribute the weapon’s Burst amongst any number of enemies within LoF. Choose this distribution when declaring the Short Skill BS Attack.

This means that when you declare a BS Attack with a Combi Rifle, you can make three BS Rolls - each one an attempt to hit a target - because the weapon’s Burst is 3.

### TRAITS

Most weapons and Equipment have special features, called Traits.

Traits usually relate to Common or Special Skills, or to specific effects that make these weapons or pieces of Equipment special. Some of them are self-explanatory, but here is a list of all major Traits for reference purposes:

- **Anti-materiel.** This weapon’s Special Ammunition can affect structures and pieces of scenery.
- **ARO.** This weapon or piece of Equipment is only usable in ARO.
- **Attack.** The use of this piece of Equipment is a form of Attack.
- **CC.** This weapon can make CC Attacks.
- **Comms Equipment.** The technology of this piece of Equipment depends on signals and communications. This Equipment is vulnerable to the effects of certain Hacking Programs and Special Ammunition.
- **Concealed.** This weapon or piece of Equipment benefits from some or all the effects of the Special Skill CH: Camouflage (Camouflage Marker, -3 BS, etc.). Refer to the description of the weapon or Equipment for more details.

Camouflage Markers concealing a weapon or a piece of Equipment have a Silhouette (S) value of 2.

- **Deployable.** The user of this weapon or piece of Equipment can place it on the battlefield—but never on a vertical surface—whereupon it becomes an independent element.

Deployable weapons and Equipment have their own profile with Attributes, and are targetable by Attacks and Skills.
The placement of Deployable weapons and Equipment cannot violate the Deployment rules or any restrictions on deployment put forth by the rules of the scenario being played.

In the Active Turn, the trooper can deploy the Deployable weapon or Equipment in base contact or, if he moved, in base contact with any part of his route. In the Reactive Turn, the trooper must deploy the Deployable weapon or Equipment in base contact.

A Deployable weapon or Equipment is not considered deployed until the Conclusion of the Order.

» Direct Template. This weapon or piece of Equipment uses the Direct Template rules, firing the Template indicated in brackets.

» Disposable. This weapon or Equipment has a limited amount of ammunition or uses, and one is expended every time you declare its use, regardless of the success or failure of the Roll involved. The profile indicates, by means of a figure in brackets after the Disposable trait, the number of uses for that weapon or Equipment.

» Dodge. This weapon can be used as a Special Dodge, page 111.

» Duration. Indicates the duration of the effect of this weapon or piece of Equipment. Turn means the effect ends automatically at the end of that Player Turn. 2 Turns, for example, indicates the effect ends automatically at the end of the next Player Turn.

» Fire-Sensitive. Fire Special Ammunition affects this weapon or piece of Equipment.

» Guided. In Active Turn, this weapon can make a BS Attack against a target in the Targeted state, ignoring LoF and making a BS+6 Roll (This includes the Targeted MOD). Apply no other MODs for Range, Cover; CH: Camouflage, etc.).

Resolve the Attack with a Face to Face Roll if it used an Impact Template Weapon, or if the target had LoF to the attacker.

When using the Guided Trait, the weapon’s B is always 1, ignoring all possible bonuses and Modifiers.

The Guided Trait is limited to 5 Attacks per Active Turn.

Guided projectiles are Hackable and can be neutralized by ECM.

» Heavy MULTI. This is a multipurpose weapon capable of utilizing different types of Heavy Special Ammunition. Heavy MULTI weapons have 2 Fire Modes:

» Burst Mode. AP or Shock Special Ammunition. The shooter chooses which of these types of Ammunition to use. The whole Burst must use the same type of Ammunition. This Mode allows the use of the Suppression Fire Trait.

» Anti-materiel Mode. Using this Fire Mode, the shooter fires EXP Special Ammunition. The Burst value of the weapon is reduced to 1. This Mode possess the Anti-materiel Trait.

» Impact Template. This weapon or piece of Equipment places a Template on the point of impact. The specific type of Template used is indicated in brackets.

» Indiscriminate. This weapon or piece of Equipment is usable or deployable even if there is a Camouflage and Hiding Marker in its Area of Effect, and even if there is no valid target nearby.

» Intuitive Attack. This weapon can make Intuitive Attacks.

» Light MULTI. This is a multipurpose weapon capable of utilizing different types of Light Special Ammunition. Light MULTI weapons have 2 Fire Modes:

» Burst Mode. AP or Shock Special Ammunition. The shooter chooses which of these types of Ammunition to use. The whole Burst must use the same type of Ammunition. This Mode allows the use of the Suppression Fire Trait.

» Anti-materiel Mode. Using this Fire Mode, the shooter fires DA Special Ammunition. The Burst value of the weapon is reduced to 1. This Mode possess the Anti-materiel Trait.

» Medium MULTI. This is a multipurpose weapon capable of utilizing different types of Medium Special Ammunition. Medium MULTI weapons have 2 Fire Modes:

» Anti-tank Mode. AP Special Ammunition. The shooter can only use this type of Ammunition.

» Anti-materiel Mode. DA Special Ammunition. The shooter can only use this type of Ammunition. This Mode possess the Anti-materiel Trait.

» NFB (Negative Feedback). Like the Label of the same name, the use of this piece of Equipment is incompatible with any other piece of Equipment or Special Skill possessing the same Label or Trait (see Labels, page 50).

» Non-Lethal. This weapon or piece of Equipment utilizes a Type of Ammunition that does not cause Damage, or does not require its target to make ARM or BTS Rolls when hit.

» Non-Lootable. This weapon or piece of Equipment cannot be looted with the Special Skill Scavenger.

» Prior Deployment. You must place this weapon or piece of Equipment on the game table during the Deployment Phase.

» Reflective. The effects of this weapon will be also applied to troopers equipped with a Multispectral Visor of any Level, or any other piece of Equipment that specifies the same.

» Silent. If you use this weapon or piece of Equipment to make an Attack while outside the target’s LoF, that target cannot react by Changing Facing or apply the Warning! rule unless he survives the Attack (that is, isn’t in a Null state after the Attack is resolved).

Additionally, enemies without LoF in whose Zone of Control the Attack took place or was declared cannot declare AROs or apply the Warning! rule unless the target survives the Attack. This means that these enemies must delay their ARO declaration until after the Attack is resolved.
> Speculative Fire. This weapon can perform Speculative Fire.

> State. This weapon or piece of Equipment can cause the target to enter the state indicated by the profile

> Suppressive Fire (SF). This weapon can engage in Suppressive Fire, substituting its usual profile with the SF Mode profile.

> Targetless. This weapon utilizes a Special Ammunition capable of firing without designating an enemy as a target.

> Technical Weapon. This weapon can make BS Attacks, but uses the WIP Attribute in place of BS. When using this weapon, consider all rules and MODs that would affect the trooper’s BS as affecting his WIP Attribute instead.

> Throwing Weapon. This weapon can make BS Attacks, but uses the PH Attribute in place of BS. When using this weapon, consider all rules and MODs that would affect the trooper’s BS as affecting his PH Attribute instead.

> Zone of Control (ZoC). The Area of Effect of this weapon or piece of Equipment is equivalent to the user’s Zone of Control (a radius of 8 inches).

AMMUNITION

The Class of Ammunition used by the weapon. There are two Classes of Ammunition: Normal (N) and Special.

Ammunition Categories
Categories are a way to classify Ammunition depending on its properties. There are three Categories:

> Standard: The Special Skill Immunity: Total affects this Ammunition.

> Exotic: This Ammunition ignores the effects of the Special Skill Immunity: Total.

> Bio-Munition: The Special Skill Bioimmunity affects this Ammunition.

NORMAL (N) AMMUNITION

Normal Ammunition is the conventional form of ammunition, and has no special effects.

Category
Standard.

Roll
Normal (N) Ammunition forces its target to make one ARM Roll per impact suffered.

Effects
> Each ARM Roll failed against Normal (N) Ammunition causes the target to lose one point from his Wounds/STR Attribute.

> Critical hits with Normal Ammunition cause the target to lose 1 point directly from his Wounds/STR Attribute, bypassing the usual ARM Roll.

TYPES OF SPECIAL AMMUNITION

Certain weapons can fire ammunition with effects that differ from the standard Normal Ammunition. Listed below are the different Types of Special Ammunition and their effects.

COMBINING SPECIAL AMMUNITION

Weapons with two or more Special Ammunition types in brackets separated by the ‘plus’ symbol (AP+DA, for example) apply the effects of both in each of their Attacks.

Certain Special Skills, such as Dual Wield, allow the user to combine the effects of two or more types of Special Ammunition.

In either case, when the combined effects involve the same Attribute (ARM, for example), apply both in the same Roll. For example, in the case of AP+DA, two Special Ammunition types that affect ARM, each successful attack would cause the target to make two ARM Rolls (due to DA Special Ammunition) with his ARM value halved (due to AP Special Ammunition) in both Rolls.

Otherwise—if the Special Ammunition affects different Attributes—then their effects are not combined, but applied separately, forcing the target to make a separate Roll for each affected Attribute. For example, in the case of AP+E/M, the target must make a halved ARM Roll (due to AP Special Ammunition) and, additionally, a halved BTS Roll (due to E/M Special Ammunition).

ADHESIVE (ADH) SPECIAL AMMUNITION

This Ammunition projects a charge of extremely strong, ultra-fast-hardening cement designed to immobilize the target.

Category
Exotic.

Roll
After a successful attack using Adhesive Special Ammunition, the target must make a PH-6 Roll.

Effects
> If the target fails the PH-6 Roll, it enters the Immobilized-2 state. Place an Immobilized-2 Marker (IMM-2) next to it.

> Troops who failed the PH-6 Roll and are rendered Immobilized-2 cannot make the subsequent Guts Roll.

> Critical hits with Adhesive Special Ammunition cause the target to enter the Immobilized-2 state directly, bypassing the PH-6 Roll.

Adhesive Ammunition is a kind of multi-purpose, non-lethal armament. It is an inexpensive alternative to standard armor-piercing ammunition as an anti-tank solution, halting and immobilizing almost any kind of vehicle regardless of the strength of its armor plating. However, by far the most common use of his special ammunition is as an anti-riot and crowd control measure, where it is particularly useful for its capacity to subdue and detain targets quickly and without severe or permanent damage to them.
ARMOR-PIERCING (AP) SPECIAL AMMUNITION

A type of ammunition designed to penetrate even the thickest armor plating.

Category
Standard.

Roll
After a successful attack using AP Special Ammunition, the target must make an ARM Roll using half his ARM value.

Effects
- AP Special Ammunition reduces the ARM value of its target to half of its original value, rounding up. Consequently, any ARM above 0 cannot be reduced below 1.
- The effects of AP Special Ammunition apply only to the ARM value of the target, and not to the Partial Cover MOD, which remains unaltered.
- Each ARM Roll failed against AP Special Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- Critical hits with AP Special Ammunition cause the target to lose 1 point from his Wounds/STR Attribute directly, bypassing the usual ARM Roll.

AP projectiles have one of several different types of anti-armor technology capable of boring through most physical protections like a hot knife through butter: Edged weapons and other melee weapons can be classified as AP if they are used as a deployment system for nanomachines with specific anti-armor capabilities, or if they are manufactured using Teseum, a neomaterial with excellent armor-piercing properties.

BREAKER SPECIAL AMMUNITION

A type of ammunition devised to pierce the biotechnological protections of troops and vehicles.

Category
Standard.

Roll
After a successful attack with Breaker Special Ammunition, the target must make a BTS Roll using half his BTS value.

Effects
- Breaker Special Ammunition reduces the BTS value of its target to half of its original value, rounding up.
- The effects of Breaker Special Ammunition apply only to the BTS value of the target, and not to the Partial Cover MOD, which remains unaltered.
- Each BTS Roll failed against Breaker Special Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- Critical hits with Breaker Special Ammunition cause the target to lose 1 point from his Wounds/STR Attribute directly, bypassing the usual BTS Roll.

Breaker’ is an umbrella term for a number of types of ammunition designed to pierce the defensive barriers of modern bio-technological shielding (Chemical, Biological, Radiological and Nuclear). The name references the technical expression ‘Breakthrough time’, a criterion used in the evaluation of CBRN protection that measures the time until the hazardous agent reaches the body. Breaker ammunition can have a variety of different operational mechanisms—nanotechnological, chemical, biological, electromagnetic, etc.—but the design philosophy is always to pierce or degrade the materials that constitute the target’s defenses.

DOUBLE ACTION (DA) AMMUNITION

This Special Ammunition uses high-impact light caliber projectiles.

Category
Standard.

Roll
After a successful attack using DA Special Ammunition, the target must make two separate ARM Rolls.

Effects
- Double Action (DA) Special Ammunition forces its target to make two ARM Rolls per impact suffered.
- The second ARM Roll is mandatory, even if the target fails the first one or falls Unconscious.
- Each ARM Roll failed against DA Special Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- Critical hits with DA Special Ammunition cause the target to lose 1 point directly from his Wounds/STR Attribute, bypassing the first ARM Roll (the target must still make the remaining Roll).

DA ammo and terrain
DA Special Ammunition can affect structures and pieces of scenery that have a profile with Attributes and have been identified as possible targets by previous agreement or by the scenario rules.

ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Double Action ammunition was developed recently in order to cover a military need for lightweight ordnance that maximizes stopping power while remaining compatible with standard-issue infantry weapons.
DOUBLE TROUBLE (DT) SPECIAL AMMUNITION

The name of this Special Ammunition identifies several types of wide-spectrum, high-impact munitions.

Category
Standard.

Roll
After a successful attack using DT Special Ammunition, the target must make two separate BTS Rolls.

Effects
» Double Trouble (DT) Special Ammunition forces its target to make two BTS Rolls per impact suffered.

» The second BTS Roll is mandatory, even if the target fails the first one or falls Unconscious.

» Each BTS Roll failed against DT Special Ammunition causes the target to lose one point from his Wounds/STR Attribute.

» Critical hits with DT Special Ammunition cause the target to lose 1 point directly from his Wounds/STR Attribute, bypassing the first BTS Roll (the target must still make the remaining Roll).

ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Double Trouble is a very broad descriptive term for a variety of munitions that, using very different technologies, nonetheless have the identical effect of being highly toxic. Due to its increased lethality, DT ammunition is categorized as military-use only. Access to this type of ammunition is nigh-impossible outside the military, and civilian possession is a severe crime everywhere in the Sphere.

ELECTROMAGNETIC (E/M) SPECIAL AMMUNITION

This ammunition emits a high-energy electromagnetic pulse upon activation or upon impact, with the intent of disabling the target’s electronics.

Category
Exotic.

Roll
After a successful attack using E/M Special Ammunition, the target must make a BTS Roll using half his BTS value.

Effects
» E/M Special Ammunition reduces the BTS value of its target to half of its original value, rounding up.

» Failing a BTS Roll against E/M Special Ammunition causes the target to enter the Isolated state, preventing it from receiving Orders from the Order Pool. In that case, place an Isolated Marker next to the affected figure.

If, at the start of his following Active Turns, the trooper is still Isolated, then he is considered to be Irregular and it does not add his Order to that Turn’s Order Pool.

» If the target fails the BTS roll and is Heavy Infantry (HI), a TAG, a Remote (REM) or a Vehicle, then it is rendered Immobilized-2 in addition to Isolated. In that case, place an Immobilized-2 Marker (IMM-2) next to it in addition to the Isolated Marker.

» If the target fails the BTS and has one or more pieces of Equipment with the Comms Equipment Trait, then that equipment enters the Disabled state (in addition to the Isolated and Immunobilized states, if applicable). In that case, place a Disabled Marker (DISABLED), in base to base contact with it.

» A trooper who receives an impact from E/M Special Ammunition and fails the BTS Roll must make the usual Guts Roll.

The exception to this are HIs, TAGs, Remotes and Vehicles that, having failed the BTS Roll, are now Immobilized-2 and cannot make Guts Rolls. Also, troopers possessing the V: Courage Special Skill or an equivalent can ignore this rule.

» Critical hits with E/M Special Ammunition cause the target to suffer its effects (Isolated, etc.) directly, bypassing the usual BTS Roll.

E/M Special Ammunition and CC Weapons
Close Combat Weapons that use E/M Special Ammunition cause Normal damage in addition to the E/M effect. Critical hits in CC are always applied to the E/M effect.

Consequently, the target must make an ARM Roll in addition to the BTS Roll (with half its usual BTS value). For both Rolls, the CC Weapon’s Damage is the trooper’s PH Attribute.

E/M AMMO QUICK REFERENCE CHART

<table>
<thead>
<tr>
<th>BTS Attribute</th>
<th>Value Against E/M Ammo</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>9</td>
<td>5</td>
</tr>
</tbody>
</table>

EXAMPLE OF E/M SPECIAL AMMUNITION

Fusilier Angus is resting against Partial Cover, when an E/M Grenade suddenly explodes nearby. Since the Grenade’s Circular Template affects Angus, he must make a BTS Roll. He predictably fails his Roll, so now an Isolated Marker (ISOLATED) is placed beside him. Next, Angus must make a Guts Roll.

Meanwhile, Fusilier Spencer, who was behind Angus and the Cover, was also affected by the Circular Template, so he makes his BTS Roll, the BTS Roll is successful, but he still has to make a Guts Roll if he wants to stay put.

The well-aimed Grenade also affected Father-Knight Bernhardt, who failed his BTS Roll. He now gets an Isolated Marker (ISOLATED) and, even worse, his armor suit shuts down, leaving him Immobilized-2 and trapped inside. This is signaled by placing an Immobilized-2 Marker (IMM-2) beside him.

ATTENTION: This Special Ammunition affects Cubes and its use is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

109
Despite not causing direct physical damage to living organisms, E/M Ammunition is extremely useful against heavier support or offensive units, disabling them and stopping their movement. Electromagnetic pulses are currently one of the most common offensive elements in the realm of electronic warfare. Their potential for disabling electronic and quantronic components is crucial when communications are essential in maximizing the operational effectiveness of infantry soldiers. E/M Ammunition can reduce modern-day hyper-sophisticated enemy soldiers to warriors of antiquity, leaving them stranded from the rest of their combat force.

**EXPLOSIVE (EXP) SPECIAL AMMUNITION**

A type of ordnance designed to cause massive damage to the target by detonating on impact.

**Category**

Standard.

**Roll**

After a successful attack using Explosive Special Ammunition, the target must make three separate ARM Rolls.

**Effects**

- Explosive Special Ammunition forces its target to make three ARM Rolls per impact suffered.
- The three ARM Rolls are mandatory, even if the target fails one of them or falls Unconscious.
- Each ARM Roll failed against EXP Special Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- **Critical** hits with Explosive Special Ammunition cause the target to lose 1 point directly from his Wounds/STR Attribute, bypassing the first ARM Roll (the target must still make the remaining two Rolls).

**Exp ammo and terrain**

Explosive Special Ammunition can affect structures and pieces of scenery that have a profile with Attributes and have been identified as possible targets by previous agreement or by the scenario rules.

**ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.**

Explosive Ammunition combines the devastating effects of a hollow point and a nano-enhanced HE (High Explosive) core in a single projectile. Hand-to-hand combat weapons classified as Explosive have advanced proprietary military technology and are very rare. These weapons utilize similar mechanisms to electro-thermal ammunition: the edge or head of the weapon is covered in micro-grooves filled with superconducting gel. Kinetic impact from the strike turns the gel into ionized plasma, creating a small but potent directed blast.

**FLASH SPECIAL AMMUNITION**

A variety of non-lethal weapons and devices capable of temporarily incapacitating a target by overloading his visual receptors.

**Category**

Exotic.

**Roll**

After a successful attack using Flash Special Ammunition, the target must make a BTS Roll.

**Effects**

- Failing the BTS Roll causes the target to enter the Blinded state, placing a Blinded Marker (BLINDED) beside him.
- Additionally, failing the BTS Roll causes the target to fail the subsequent Guts Roll for having survived an attack, unless he has the Special Skill V: Courage or an equivalent.
- The target remains Blinded until the end of the Player Turn in which he entered the state.
- **Critical** hits with Flash Special Ammunition cause the target to enter the Blinded state directly, bypassing the usual BTS Roll.

Flash Special Ammunition emits focused beams of light and sound to stun the target. This term is also used for concentrated bursts of data capable of jamming a target’s sensory ports. Generally speaking, the overwhelming Flash interferes with the target’s eyes and sensors, causing temporary blindness and disorientation. Against organic beings, it can also affect the inner ears, provoking vertigo and nausea. Against inorganic troops, the sensory overload cascades into the control systems, causing similar effects.

**FIRE SPECIAL AMMUNITION**

A variety of flamethrowers and incendiary ammunitions that damage the target by saturating the area around it with long-lasting flames and heat.

**Category**

Standard.

**Roll**

After a successful attack using Fire Special Ammunition, the target must make an ARM Roll.
Since the dawn of time, fire has been the epitome of a terrible, destructive force. This still holds true today. Modern advances in flammable materials capable of long-lasting, accelerated deflagration have made fire-based weapons even more cruel and fearsome than ever.

**SMOKE SPECIAL AMMUNITION**

Smoke Special Ammunition is a non-lethal ammunition used to block enemy lines of fire, allowing allied forces to advance and maneuver. This type of ammunition is governed by special rules.

**Category**

*Exotic.*

**Effects**

- Smoke Special Ammunition generates a *Zero Visibility Zone* (see: *Visibility Conditions*, page 164) the size of a Circular Template and with infinite height.

- The Smoke Template remains on the table until the end of the *Player Turn* in which it was placed.

- Smoke Special Ammunition is a non-offensive ammunition, so it does not require an enemy—or, in fact, any trooper at all—as a target, and can be thrown at any point on the table.

- Shooting or throwing Smoke Special Ammunition is a Special Dodge.

- Critical hits with Smoke Special Ammunition have no additional effect.

**Smoke and Special Dodge**

Unlike other Special Ammunition, Smoke can be used to avoid enemy Attacks, but only if those Attacks require LoF and a Roll, and their LoF is blocked by the Smoke Circular Template being placed.

Smoke has the special property of being able to stop an Attack in the same Order it was declared. For this reason, using this Special Ammunition is a Special Dodge.

However, a trooper who throws Smoke in ARO cannot move up to 2 inches the way a normal Dodge would allow.

Bear in mind that Special Dodge and the Dodge Skill are different things with different rules.

**Smoke and Template Weapons**

The fact that using Smoke is a Special Dodge affects the rules governing Template Weapons in two separate ways:

- When, as part of an Order or ARO, the trooper throwing Smoke is facing off against several enemies, his Roll is used against all eligible Face to Face Attack Rolls, but he will need to win every single Face to Face Roll in order to leave the Smoke Template on the table.

- Enemies affected by the *Area of Effect* of the Smoke Template that declare Dodge as an ARO to abandon said Area of Effect make a Normal Roll and not a Face to Face Roll against the Smoke-throwing trooper.

**Smoke and Speculative Fire**

Certain weapons that use Smoke Special Ammunition allow the user to use the Speculative Fire Common Skill. In that case, the Common Skill Speculative Fire works normally, even though it is a Special Dodge and not an Attack.

**Smoke and Surprise Shot**

This Ammunition is usable as part of a Surprise Shot despite being a Special Dodge.

**EXAMPLE OF IMPACT**

**TEMPLATE WEAPONS AND SMOKE**

In his Active Turn, a Shaolin Monk decides to lob a Smoke Grenade at a few Fusiliers in order to sneak up on them. The Shaolin declares a Special Dodge with his Smoke Grenade and places the Template on the table. A total of 3 Fusiliers are affected by the Template’s Area of Effect.

Two of them declare BS Attack as their ARO against the Shaolin’s declaration. This means there are two Face to Face BS Rolls against the one PH Roll made by the Shaolin.

The third Fusilier does not have LoF to the Shaolin but, being affected by the Area of Effect, he can react with a Dodge in ARO. He declares Dodge so that, if he passes his Roll, he can move outside the Template. In this situation, the Fusilier must make a Normal PH-3 Roll to Dodge.

The dice roll, and the Shaolin does better than the two firing Fusiliers, so he gets to leave his Smoke Circular Template on the table and avoid both attacks.

Meanwhile, the Dodging Fusilier passes his Normal PH-3 Roll and moves 2 inches to get outside the Circular Template.

Imagine that one of the Fusiliers who declared a BS Attack loses his Face to Face Roll against the Shaolin, but the other Fusilier who declared a BS Attack wins it. In that case, the Shaolin would avoid the first Fusilier’s Attack, but would be forced to make an ARM Roll by the second Fusilier’s BS Attack. In addition, the owner of the Shaolin would have to remove the Smoke Template from the table.
Smoke is a non-harmful form of munition with extensive tactical applications. From visual signaling, to defense, to offensive uses, Smoke can be a soldier’s best friend or his worst enemy. Smoke screens are routinely employed to conceal allied movement and maneuvers in exposed or otherwise sensitive areas. Smoke clouds can as easily cloak the advance of assault troops as a tactical withdrawal. However, the most effective use of smoke is in joint operations with ‘seek and destroy’ or high offensive profile units, using it as a key element to blind the enemy while eliminating high-priority targets by using Multispectral Visors.

**WEAPONRY**

K1 Special Ammunition and Cover

K1 ammunition is the result of extensive parallel research into the scenario rules identified as possible targets by previous agreement or by high offensive profile units, using it as a key element to blind the enemy while eliminating high-priority targets by using Multispectral Visors.

**K1 SPECIAL AMMUNITION**

High-technology ordnance designed to penetrate even the densest armor plating currently in use.

**Category**

*Exotic.*

**Roll**

After a successful attack using K1 Special Ammunition, the target must make an ARM Roll.

**Effects**

- K1 Special Ammunition ignores the armor of the target, treating his ARM Attribute as 0.
- K1 Special Ammunition has a fixed Damage value of 12, regardless of the weapon used to fire it. This Damage 12 can *never* be altered by bonuses or Modifiers (MODs) from Special Skills (such as Martial Arts L2), Equipment, scenario rules, etc., unless otherwise specified.
- Each ARM Roll failed against K1 Special Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- Critical hits with K1 Special Ammunition cause the target to lose 1 point from his Wounds/STR Attribute directly, bypassing the usual ARM Roll.

**K1 Special Ammunition and Cover**

K1 Special Ammunition has no effect on Cover Modifiers, which apply normally.

**K1 Ammo and terrain**

K1 Special Ammunition can affect structures and pieces of scenery that have a profile with Attributes and have been identified as possible targets by previous agreement or by the scenario rules.

K1 ammunition is the result of extensive parallel research into an armor-piercing projectile small enough to be fired from light, small-bore weapons, giving foot soldiers the capacity to eliminate fortified or heavy units without special-purpose supplies. The exact mechanism behind this ammunition is classified as Top Secret, Level Alpha-1. However, some say its development was made possible by reverse-engineering an alien munition classified as VoodooTech. Although K1 ammunition allows the arms industries of the Sphere to move away from Teseum as an anti-tank solution, the technology involved and the high cost of producing a single K1 round mean that it will remain a rare sight on the battlefields for the foreseeable future.

**MONOFILAMENT SPECIAL AMMUNITION**

Monofilament technology is very sophisticated and used to cut through any material with minimal effort.

**Category**

*Exotic.*

**Roll**

After a successful attack using Monofilament Special Ammunition, the target must make an ARM Roll.

**Effects**

- Monofilament Special Ammunition ignores the armor of the target, treating his ARM Attribute as 0.
- Monofilament Special Ammunition has a fixed Damage value of 12, regardless of the weapon used to fire it. This Damage 12 can *never* be altered by bonuses or Modifiers (MODs) from Special Skills (such as Martial Arts L2), Equipment, scenario rules, etc., unless otherwise specified.
- Critical hits with Monofilament Special Ammunition cause the target to Die and be removed from the game, bypassing the usual ARM Roll.

**Monofilament Special Ammunition and Cover**

Monofilament Special Ammunition has no effect on Cover Modifiers, which apply normally.

Monofilament weapons use a weaponized monomolecular wire - that is, a single-molecule-thick edge stabilized by a faint E/M field. Monofilament devices are the absolute cutting edge of cutting edges, an extremely sophisticated and experimental technology too costly to see widespread use.

**NANOTECH SPECIAL AMMUNITION**

A military-use technology based on the short-range dispersal of microscopic robots programmed to destroy the target.

**Category**

*Standard.*

**Roll**

After a successful attack using Nanotech Special Ammunition, the target must make a BTS Roll.

**Effects**

- Each BTS Roll failed against Nanotech Special Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- Critical hits with Nanotech Special Ammunition cause the target to lose 1 point directly from his Wounds/STR Attribute, bypassing the usual BTS Roll.
Nanotech Ammunition sprays a cloud of weaponized nanobots, microscopic robots with full-lethality attack programming. The metabolic effect on the target differs depending on their specific programming, but the final result is always the same: crippling pain and severe tissue damage.

**NIMBUS SPECIAL AMMUNITION**

Nimbus is a non-lethal ammunition used to obscure enemy lines of fire and reduce the firepower of any BS Attack that crosses the area.

**Category**
- Exotic.

**Effects**
- Nimbus Special Ammunition generates an area with the effects of both a Low Visibility Zone and a Saturation Zone (see Visibility Conditions and Saturation, page 164) the size of a Circular Template and with infinite height.

  » The MODs of Low Visibility Zone due to Nimbus Special Ammunition will be also applied to troopers equipped with a Multispectral Visor of any Level, or any other piece of Equipment that specifies the same.

  » The Nimbus Template remains on the table until the end of the Player Turn in which it was placed.

  » Firing Nimbus Special Ammunition is an Attack.

  » Nimbus Special Ammunition is a non-offensive ammunition, so it does not require an enemy—or, in fact, any trooper at all—as a target, and can be thrown at any point on the table.

  » Critical hits with Nimbus Special Ammunition have no additional effect.

Nimbus Special Ammunition is a non-lethal application of military nanotechnology, whose localized deployment abides by the restrictions in nanotech proliferation imposed by international law after the Nanotech Wars debacle. Nimbus ammunition is a double-purpose nanotechnological system. On one hand, it blocks and interferes with both visual and signal information with a nanobot cloud thick enough to reduce visibility and the penetration rate of radiation. On the other hand, the nanobot screen serves as a firepower dampening system, reacting to penetration with a localized increase in thickness that can divert or deflect ten to fifty percent of overall projectiles. Nimbus technology was developed as a cover element for tactical groups, and has been successful in increasing their survival rates in the field.

**NIMBUS PLUS SPECIAL AMMUNITION**

Nimbus Plus Special Ammunition is a more advanced and potent application of Nimbus technology.

**Category**
- Exotic.

**Effects**
- Nimbus Plus Special Ammunition works identically to Nimbus Special Ammunition, but the area generated is both a Poor Visibility Zone and a Saturation Zone (see Visibility Conditions and Saturation, page 164).

  » The MODs of Poor Visibility Zone due to Nimbus Plus Special Ammunition will be also applied to troopers equipped with a Multispectral Visor of any Level, or any other piece of Equipment that specifies the same.

Nimbus Plus Special Ammunition is the next generation of Nimbus munitions. Thanks to recent advancements, these nanobots can form a thicker screen, further reducing transparency to light and other signals.
**WEAPONRY**

**PLASMA SPECIAL AMMUNITION**

This sophisticated Special Ammunition has a double effect, forcing its target to make both an ARM and a BTS Roll.

**Category**
Standard.

**Roll**
After a successful attack using Plasma Special Ammunition, the target must make an ARM Roll and a BTS Roll.

**Effects**
- Plasma Special Ammunition uses the Small Teardrop Impact Template.
- Each ARM Roll failed against Plasma Special Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- Each BTS Roll failed against Plasma Special Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- **Critical** hits with Plasma Special Ammunition cause the target to lose 1 point directly from his Wounds/STR Attribute, bypassing the usual ARM Roll (the target must still make the BTS Roll). The effect of a Critical hit only applies to the target of the attack, and not to other figures affected by the Impact Template.

This type of ammunition is named after the plasma-like ionized gas it holds by means of electromagnetic fields. Upon impact, the E/M containment field dissipates, causing the plasma to expand explosively. A hallmark of VoodooTech, the technology of the alien Ur Rationalists, Plasma is the most sophisticated technology on the battlefields of Paradiso. Until the alien invasion, this ammunition was confined to science fiction novels and Maya serials, but now it is part of the reality of warfare in the Human Sphere. Weapons capable of generating these hyper-advanced projectiles, typically carried only by the most elite troops of the EI, are invaluable technological treasures.

**SHOCK SPECIAL AMMUNITION**

This Special Ammunition is designed to kill rather than simply incapacitate enemy combatants.

**Category**
Bio-Munition, Standard.

**Roll**
After a successful attack using Shock Special Ammunition, the target must make an ARM Roll.

**Effects**
- Each ARM Roll failed against Shock Special Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- If the target has a Wounds Attribute of 1 on his profile and fails an ARM Roll against Shock Special Ammunition, then he enters the Dead state directly, bypassing the Unconscious state.
- This specific special effect does not apply to:
  - Units whose Wounds Attribute is higher than 1 on their profile (such as Heavy Infantry).
  - Troopers who, during the course of the game, increased their Wounds Attribute above 1.
  - Units with a Structure (STR) Attribute instead of a Wounds Attribute, such as Remotes, TAGs, Vehicles, etc. Against these, Shock Special Ammunition has the same effects as Normal Ammunition.

<table>
<thead>
<tr>
<th>Special Ammunition</th>
<th>Type of Roll</th>
<th>Number of Rolls</th>
<th>Special Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adhesive</td>
<td>PH-6</td>
<td>1</td>
<td>Immobilized-2</td>
</tr>
<tr>
<td>AP</td>
<td>ARM</td>
<td>1</td>
<td>Halved ARM</td>
</tr>
<tr>
<td>Breaker</td>
<td>BTS</td>
<td>1</td>
<td>Halved BTS</td>
</tr>
<tr>
<td>DR</td>
<td>ARM</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>DT</td>
<td>BTS</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>E/M</td>
<td>BTS</td>
<td>1</td>
<td>Halved BTS Isolated Immobilized-2 (HI, REM, TAG)</td>
</tr>
<tr>
<td>EXP</td>
<td>ARM</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Fire</td>
<td>ARM</td>
<td>1+</td>
<td>Roll until success, Burnt</td>
</tr>
<tr>
<td>Flash</td>
<td>BTS</td>
<td>1</td>
<td>Blinded</td>
</tr>
<tr>
<td>K1</td>
<td>ARM</td>
<td>1</td>
<td>ARM = 0</td>
</tr>
<tr>
<td>Monofilament</td>
<td>ARM</td>
<td>1</td>
<td>ARM = 0, Dead</td>
</tr>
<tr>
<td>Nanotech</td>
<td>BTS</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Nimbus</td>
<td>-</td>
<td>-</td>
<td>Low Visibility Zone Saturation Zone</td>
</tr>
<tr>
<td>Nimbus plus</td>
<td>-</td>
<td>-</td>
<td>Poor Visibility Zone Saturation Zone</td>
</tr>
<tr>
<td>Plasma</td>
<td>ARM + BTS</td>
<td>One of each</td>
<td>Small Teardrop Template</td>
</tr>
<tr>
<td>Shock</td>
<td>ARM</td>
<td>1</td>
<td>Dead (troops with Wounds 1)</td>
</tr>
<tr>
<td>Smoke</td>
<td>-</td>
<td>-</td>
<td>Zero Visibility Zone</td>
</tr>
</tbody>
</table>
IMPORTANT!
Shock Special Ammunition cancels the effects of the target's Special Skills Valor L2: Dogged and Valor L3: No Wound Incapacitation.
Shock Special Ammunition also cancels the effects of the Spawn-Embryo part of the Shasvasti Special Skill.

ATTENTION: Use of this Special Ammunition is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Shock Special Ammunition is designed to cause a strong hydrostatic shock in its target’s body, maximizing internal damage after penetration. Shock mechanisms depend on the manufacturer. The cheapest alternatives are hollow-point bullets that shatter into tiny metal fragments once inside the body, tearing internal organs. Melee Shock weapons typically have their edges covered with a rapid-action, selective neurotoxin of synthetic manufacture.
TYPES OF WEAPONS

ADHESIVE LAUNCHER (ADHL)
A non-lethal BS Weapon designed to immobilize targets without inflicting damage on them.

Range

<table>
<thead>
<tr>
<th>Range</th>
<th>BS Gain</th>
</tr>
</thead>
<tbody>
<tr>
<td>Short</td>
<td>+3</td>
</tr>
<tr>
<td>Medium</td>
<td>0</td>
</tr>
<tr>
<td>Long</td>
<td>-3</td>
</tr>
<tr>
<td>Maximum</td>
<td>-6</td>
</tr>
</tbody>
</table>

Damage: -  B: 1  Ammunition: Adhesive  Traits: Non-Lethal

Due to the size of the self-propelled canisters of ultra-rapid setting liquid cement, these weapons are usually loaded via large-bore rotary drum magazines. Adhesive Launchers are most often used as an anti-vehicle weapon, immobilizing enemy vehicles so they can be safely disabled. Adhesive Launchers cannot be used to kill, but they are economical to use and can disable even the most well-armed and armored enemies. TAGs and vehicle drivers have learned to fear the immobilizing goo and what comes next. An accurate shot with an Adhesive Launcher can render the most terrible war machine completely defenseless.

BARE-HANDED
Troopers without CC Weapons can attempt to fight in CC using their fists or other parts of their body to inflict damage on their opponent.

Damage: PH - 2  B: 1  Ammunition: N  Traits: CC

It is uncommon for modern troops to find themselves without a weapon to use in hand-to-hand combat, but nonetheless they all receive a modicum of bare-handed combat training as part of the “comprehensive soldier” training philosophy. Certain troops, such as TAGs, do not need weapons at all to deal massive amounts of damage in melee combat. Thanks to their size and weight, a bare-fisted strike can be as destructive as an artillery volley.

CC WEAPON
The term “Close Combat (CC) Weapon” covers all full-sized melee weapons (swords, sabers, axes, spears...) an Infinity soldier might carry. CC Weapons can use the Special Ammunitions stated in their Weapons Table profile.

<table>
<thead>
<tr>
<th>NAME</th>
<th>DAMAGE</th>
<th>B</th>
<th>AMMUNITION</th>
<th>TRAITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CC Weapon</td>
<td>PH</td>
<td>1</td>
<td>N</td>
<td>CC</td>
</tr>
<tr>
<td>AP CC Weapon</td>
<td>PH</td>
<td>1</td>
<td>AP</td>
<td>CC</td>
</tr>
<tr>
<td>DA CC Weapon</td>
<td>PH</td>
<td>1</td>
<td>DA</td>
<td>Anti-materiel, CC</td>
</tr>
<tr>
<td>E/M CC Weapon</td>
<td>PH</td>
<td>1</td>
<td>N + E/M*</td>
<td>CC</td>
</tr>
<tr>
<td>EXP CC Weapon</td>
<td>PH</td>
<td>1</td>
<td>EXP</td>
<td>Anti-materiel, CC</td>
</tr>
<tr>
<td>Monofilament CC</td>
<td>12</td>
<td>1</td>
<td>Mono-filament</td>
<td>CC</td>
</tr>
<tr>
<td>Shock CC Weapon</td>
<td>PH</td>
<td>1</td>
<td>Shock</td>
<td>CC</td>
</tr>
</tbody>
</table>

NOTE*: ARM Roll + BTS Roll; Damage = PH.

NOTE
The skill and training of certain elite units make them capable of using a combat knife with the effectiveness of a full-sized CC Weapon. In these cases, their profile says 'CC Weapon' even if their miniature carries a knife.

Though often overlooked as an option, those who follow the Way of the Sword know that, at close range, a sharp blade can be as deadly as any high-tech alternative. The array of bladed weapons (machete, katana, high-grade steel blade, Teseum blade...) considered standard issue by the armies of the Sphere is too wide to list. The Master says: "Honor your blade and guard against your enemy’s."

CHAIN RIFLE
A Direct Template BS Weapon, very useful within Large Teardrop range and against large groups, where its low Burst is offset by a big Area of Effect.

Damage: 13  B: 1  Ammunition: N  Traits: Direct Template (Large Teardrop), Intuitive Attack.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The Chain Rifle uses a length of chain as ammunition, firing it as a cone of red-hot shrapnel via an electric mechanism. It was developed to arm untrained militias in Third World campaigns. A Chain Rifle’s wide firing arc makes it devastating at short ranges, where missing is almost impossible. The low production cost and deadly effectiveness of this weapon made it a resounding success in conflicts all over the Human Sphere.
**D-CHARGES**

Demolition (or simply D) Charges is the generic name for any number of remotely detonated explosive charges. As a weapon, they have been designed to demolish structures, objectives and terrain alike, but they can also be used in *Close Combat*.

**REQUIREMENTS**

- The user must be in or enter base to base contact with the target.

**EFFECTS**

Using D-Charges is a two-step process: Planting and Detonating.

- **Planting a D-Charge on an enemy figure.** The user, in base to base contact, spends one Short Skill of an Order or ARO, and passes a Face to Face Roll using his CC.
- **Planting a D-Charge on a piece of scenery or an Unconscious or Immobilized enemy.** In base to base contact, spend one Short Skill of an Order or an ARO. No Roll needed.
- **Detonating a D-Charge.** The user, or another friendly trooper with D-Charges or the Special Skill Engineer, spends one Short Skill of an Order or an ARO. No Roll needed.
- D-Charges can only be detonated if they have been previously planted.

**Damage:** 14 **B:** 1  
**Ammunition:** AP + EXP  
**Traits:** Anti-materiel, CC, Deployable, Disposable (3).

D-Charges have been designed to cause a controlled, directed detonation capable of penetrating a target’s armor. They have a directional cover over a hollow charge, so the explosion affects only the surface to which they are attached. This limits collateral damage and allows the operator to detonate them while in the proximity of the target. As their name implies, D-Charges are typically used for demolition purposes and they are particularly useful in destroying and dismantling vehicles, structures and walls.

---

**DROP BEARS**

“Drop Bear” is the colloquial name used in the military for a thrown version of the Anti-Personnel Mine. The operator of this weapon can throw it, even over an obstacle, or alternatively can deploy it within arm’s reach like an old-fashioned mine.

**REQUIREMENTS**

- In the Reactive Turn, LoF to the Active trooper is required.

**EFFECTS**

- This weapon is a modified version of Anti-Personnel Mines and has two different in-game uses, each with its weapon profile: as a *Throwing Weapon* and as a *Deployable Weapon*. When you use your Drop Bear, use the appropriate profile for your chosen method of deployment.
- As a *Throwing Weapon*. A Drop Bear can be tossed or thrown, becoming a regular Anti-Personnel Mine when it touches the ground.
- You do not need a target to throw a Drop Bear as a *Throwing Weapon*, simply point the desired location and make the corresponding Roll. If you pass the Roll, the Drop Bear is successfully deployed, placing a Mine Marker (MINE) at the Conclusion of the Order, and becomes an Anti-Personnel Mine.
- This means that a Drop Bear never detonates during the same Order in which it is thrown as a *Throwing Weapon*.
- As a *Deployable Weapon*. Using this deployment option, Drop Bears are identical to Anti-Personnel Mines, with the single peculiarity that they are placed on the table as a Mine Marker (MINE), not as a Camouflage Marker.

**IMPORTANT!**

- Deploying a Drop Bear as a *Throwing Weapon* can never be an Intuitive Attack. Consequently, they cannot be thrown if there is a Camouflage or TO Marker inside the Trigger Area, unless a valid target is also inside it.
- In order to make an Intuitive Attack using a Drop Bear, you must deploy it as a Deployable Weapon.
- If you fail the PH Roll to throw a Drop Bear, it is lost and expended.
- Troopers carry three Drop Bears, and expend one of them each time they declare their use, either as a *Throwing Weapon* or a *Deployable Weapon*.  

---

---
Dodging a Detonating Drop Bear:
Drop Bears are Template Weapons and Deployable Weapons, so their effect can be Dodged by passing a PH-3 Roll.

<table>
<thead>
<tr>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

DROP BEAR AS A THROWING WEAPON
Range

<table>
<thead>
<tr>
<th>Damage:</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>+3</td>
<td>-3</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Ammunition
- Disposable (3), Speculative Fire, Targetless, Throwing Weapon.

DROP BEARS AS A DEPLOYABLE WEAPON
Damage: 13

Ammunition: Shock

Traits: Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The first troops to receive the new Mk3 Multi-Purpose Mines developed by Armatech Solutions were the Neoterran units of the Darwin Military Base, notoriously proud of their Australian cultural heritage. Due to the plump design of the mines themselves and the ease with which they could be made to rain down upon the enemy with deadly consequences, the Neoterran troops dubbed them Drop Bears after a fictitious koala-like predator said to lurk in Australian treetops.
**E/Mauler**

The E/Mauler is a deployable weapon that uses E/M Special Ammunition. As a weapon, it is useful to disrupt and isolate techno-dependent professional troops.

### REQUIREMENTS

» In the Reactive Turn, LoF to the Active trooper is required.

### EFFECTS

E/Maulers work exactly like Anti-Personnel Mines (see page 123), with the following exceptions:

» E/Maulers use E/M Special Ammunition and have Damage 13.

» Replace the E/Mauler’s Camouflage Marker with an E/Mauler Marker when it is Discovered by an enemy.

**REMEmber**

E/Maulers and Intuitive Attacks:

This weapon allows the user to make Intuitive Attacks: by passing a WIP Roll, you can lay an E/Mauler even if an enemy Camouflage and Hiding Marker is inside the Trigger Area.

**Dodging an E/Mauler:**

E/Maulers are Template Weapons and Deployable Weapons, so their effect can be Dodged by passing a PH-3 Roll.

<table>
<thead>
<tr>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

**Damage:** 13  
**B:** 1  
**Ammunition:** E/M

**Traits:** Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack.

**ATTENTION:** This weapon disables Cubes and its use is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

E/Maulers are hybrid-design weapons, a mix between a pulse device and a Mine. They are equipped with a motion detector and an IFF, both of them connected to a single use E/M pulse emitter. E/Mauler design is a Nomad patent, but Ariadna bought an ample supply of them during the Commercial Conflicts.

**Electric Pulse**

A contact-activated, electricity-based CC Weapon.

### REQUIREMENTS

» Base to base contact.

### EFFECTS

» Electric Pulse is a weapon that does not require a CC Roll to use.

» When an enemy in base to base contact declares a CC Attack or a Dodge against the user of an Electric Pulse, this CC weapon applies a -6 MOD to that enemy’s CC or PH for the appropriate Normal Roll.

» If the opponent fails his CC or PH Roll with a Failure Category equal to or less than 6 (that is, if he fails his CC or PH Roll due to the -6 MOD), then that enemy is rendered Immobilized-2 (with his correspondent IMM-2 Marker) for 2 Turns (the state is Cancelled automatically at the end of the next Player Turn).

» Electric Pulse can be used proactively by declaring a CC Attack with it, but the effect only applies if the enemy declares an ARO.

**Damage:** B: 1  
**Ammunition:** E/M

**Traits:** 2 Turns, CC, IMM-2, Non-Lootable, Non-Lethal.

An Electric Pulse is a defensive system that can be installed in vehicles and secured areas. It generates an electric discharge strong enough to incapacitate an opponent or intruder without killing them.

**Flamethrower (FT)**

A BS Weapon that places a Direct Template using FIRE Special Ammunition.

**ATTENTION:** Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Flamethrowers are an elementary assault weapon whose successful design has evolved very little in recent decades. Current flamethrowers are smaller and lighter, safer and generally easier to use, but the basic premise behind their tactical role is the same: to create a tongue of fire with which to clear a path or, with a pull of the trigger, clear enclosed areas of hostile elements.

**Variants**

**Heavy Flamethrower (Heavy FT)**

A heavy duty version of the Flamethrower, with a longer and hotter stream.

**Damage:** 14  
**B:** 1  
**Ammunition:** Fire

**Traits:** Direct Template (Large Teardrop), Intuitive Attack.
ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The Heavy Flamethrower is, in essence, an apocalyptic weapon. The mere vision of their use can instill fear in the heart of a seasoned soldier: a massive tongue of fire that devours everything it encounters, leaving nothing but ash and devastation in its wake.

Light Flamethrower (Light FT)
A lightweight, portable Flamethrower that sacrifices some effective range and power for a compact design.

**Damage:** 13  **B:** 1  **Ammunition:** Fire  
**Traits:** Direct Template (Small Teardrop), Intuitive Attack.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Safety advances and added features in the design of light flamethrowers have popularized them as secondary weapons for assault troops in all armies of the Human Sphere. These advances are two-pronged: the fear of a user's lethal immolation caused by accidental or hostile puncture of the fuel tanks was removed with the use of neutral combustion agents, which were also optimized and highly concentrated, giving the operator maximum rates of fire with minimum encumbrance. Added safety and mobility rekindled the popularity of flamethrowers, making them a staple of modern warfare, used mainly during confrontations in enclosed areas, such as spaceships, orbital stations and urban environments.

**FLASH PULSE**
A BS Weapon designed to incapacitate the target briefly without causing lasting damage.

**Range**

```
<table>
<thead>
<tr>
<th>Range</th>
<th>Damage</th>
<th>B</th>
<th>Ammunition</th>
</tr>
</thead>
<tbody>
<tr>
<td>SHORT</td>
<td>+3</td>
<td>1</td>
<td>Flash</td>
</tr>
<tr>
<td>MEDIUM</td>
<td>-3</td>
<td></td>
<td>N</td>
</tr>
<tr>
<td>LONG</td>
<td>-6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MAXIMUM</td>
<td>96</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**Damage:** 13  **B:** 1  **Ammunition:** Flash  
**Traits:** Non-Lootable, Technical Weapon.

Modern armies give primacy to mobility criteria: the key to modern operations is to outmaneuver the enemy, dictating when to get close, how to use the battlefield for your benefit, and when to retreat. As a consequence, reducing the maneuverability of the enemy is a priority, and the most effective way to do this is by using hostile fire. Assault troops respond to this staple of modern warfare with Smoke Grenades that give them the opportunity to advance toward the enemy to take a position or engage in close quarters combat by blocking the field of vision of enemy combatants. But the usefulness of Smoke Grenades does not end with assaults. A good tactician will be able to rely on smoke-wielding assets as essential elements of any combat strategy, using the cover they provide to maneuver slower troops and specialists into key positions.

**GRENADES**
A BS Throwing Weapon, useful at short range against groups of enemies or obscured targets.

**Range**

```
<table>
<thead>
<tr>
<th>Range</th>
<th>Damage</th>
<th>B</th>
<th>Ammunition</th>
</tr>
</thead>
<tbody>
<tr>
<td>SHORT</td>
<td>+3</td>
<td>1</td>
<td>N</td>
</tr>
<tr>
<td>MEDIUM</td>
<td>-3</td>
<td></td>
<td>Special Dodge</td>
</tr>
<tr>
<td>LONG</td>
<td>-6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MAXIMUM</td>
<td>96</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**Damage:** 13  **B:** 1  **Ammunition:** Special Dodge  
**Traits:** Impact Template (Circular), Non-Lethal, Special Dodge, Speculative Fire, Targetless, Throwing Weapon.

**VARIANTS**
Smoke Grenades
A non-Lethal variant of hand grenades that uses Smoke Special Ammunition.

**Range**

```
<table>
<thead>
<tr>
<th>Range</th>
<th>Damage</th>
<th>B</th>
<th>Ammunition</th>
</tr>
</thead>
<tbody>
<tr>
<td>SHORT</td>
<td>+3</td>
<td>1</td>
<td>Smoke</td>
</tr>
<tr>
<td>MEDIUM</td>
<td>-3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LONG</td>
<td>-6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MAXIMUM</td>
<td>96</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**Damage:** -  **B:** 1  **Ammunition:** Smoke  
**Traits:** Impact Template (Circular), Non-Lethal, Special Dodge, Speculative Fire, Targetless, Throwing Weapon.
E/M Grenades
This version of the standard Grenade emits a strong E/M pulse that can render enemy communication systems inoperative and is highly effective against high tech targets.

**Range**

<table>
<thead>
<tr>
<th>0</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>-3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 13  
**B:** 1  
**Ammunition:** E/M

**Traits:** Impact Template (Circular), Speculative Fire, Throwing Weapon.

**ATTENTION:** This weapon disables Cubes and its use is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

In modern warfare, electronics and quantronics are a key component of virtually all arms systems and combat information devices. For this reason, electronic warfare, formerly managed in command centers via satellites, has descended to the tactical level, where it is surgically applied in Close Quarters Battle. Portable weapons like E/M Grenades can be used to disable enemy gear and weapons, and even reduce a TAG to little more than a pile of incredibly expensive junk.

Nimbus Grenades
A non-lethal variant that produces a cloud of Nimbus Special Ammunition nanobots.

**Range**

<table>
<thead>
<tr>
<th>0</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>-3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 13  
**B:** 1  
**Ammunition:** Nimbus

**Traits:** Impact Template (Circular), Non-Lethal, Reflective, Speculative Fire, Targetless, Throwing Weapon.

Nimbus Grenades create localized areas that obstruct visual and communication signals and reduce the accuracy and firepower of the enemy. Their tactical usefulness in the field is evident, but these non-lethal tools have even further utility in covert missions carried out by elite operatives.

Nimbus Plus Grenades
Non-Lethal hypertech weapons that deploy Nimbus Plus Special Ammunition, a more up-to-date version of Nimbus technology.

**Range**

<table>
<thead>
<tr>
<th>0</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>-3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 13  
**B:** 1  
**Ammunition:** Nimbus Plus

**Traits:** Impact Template (Circular), Non-Lethal, Reflective, Speculative Fire, Targetless, Throwing Weapon.

Nimbus Plus Grenades are a technological step forward from the already advanced Nimbus models. The functionality of these non-lethal devices is identical to their predecessors, but these have a much higher rate of effectiveness. The nanobot cloud produced by Nimbus Plus is thicker, creating a more effective visual obstruction that significantly adds to the survival rate of the user.

**GRENADE LAUNCHER (GL)**
A BS Weapon capable of accepting different types of projectiles (explosive, smoke, E/M...) and using Speculative Fire.

Grenade Launchers give soldiers the power to bombard enemy positions with grenades while standing safely outside their direct line of fire. They are particularly useful against tight groups of enemies and as a way to cover the advance of friendly troops.

**VARIANTS**

**Light Grenade Launcher (Light GL)**
The light version of the weapon has a reduced range, but enough firepower to command respect.

**Range**

<table>
<thead>
<tr>
<th>0</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>32</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>+3</td>
<td>-3</td>
<td>-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 13  
**B:** 1  
**Ammunition:** N

**Traits:** Impact Template (Circular), Speculative Fire.

There are still single-purpose Light Grenade Launchers on the market, but nowadays these weapons are typically attached to rifles and other infantry firearms in modern armies. This simple attachment greatly increases the versatility of the foot soldier, who can act as a grenadier to provide his comrades with fire support in combat.

**Light E/M Grenade Launcher (Light E/M GL)**
A variant of the light GL model that fires projectiles using E/M Special Ammunition.

**Range**

<table>
<thead>
<tr>
<th>0</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>32</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>+3</td>
<td>-3</td>
<td>-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 13  
**B:** 1  
**Ammunition:** E/M

**Traits:** Impact Template (Circular), Speculative Fire.

The versatility of Grenade Launchers comes from the variety of munitions they can accept without modification, serving a wide array of purposes depending on the projectiles they are fed. Grenade Launchers loaded with E/M ammunition are used in electronic warfare environments to make the most of the disruptive capabilities of these pulse-emitting projectiles.

**Light Nimbus Grenade Launcher**
Light version of the tactical Grenade Launcher that fires projectiles loaded with the advanced Nimbus Special Ammunition.

**Range**

<table>
<thead>
<tr>
<th>0</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>32</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>+3</td>
<td>-3</td>
<td>-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 13  
**B:** 1  
**Ammunition:** Nimbus

**Traits:** Impact Template (Circular), Non-Lethal, Reflective, Speculative Fire, Targetless.

The Light Grenade Launcher is the most suitable tactical platform to increase the operational range of the consistently effective Nimbus Grenades. Their utility in special actions, where support resources are frequently limited due to operational needs, is always outstanding.
WEAPONRY

**Light Smoke Grenade Launcher (Light Smoke GL)**
This variant fires only non-lethal Smoke Special Ammunition.

Range

<table>
<thead>
<tr>
<th>SHORT</th>
<th>MEDIUM</th>
<th>LONG</th>
<th>MAXIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>-3</td>
<td>-6</td>
</tr>
</tbody>
</table>

Damage: - B: 1 Ammunition: Smoke
Traits: Impact Template (Circular), Non-Lethal, Special Dodge, Speculative Fire, Targetless.

The remarkable range of Grenade Launchers compared to hand grenades makes them ideal for the deployment of smoke-generating canisters. Using this weapon, a soldier can easily provide cover for his allies to maneuver behind without abandoning his rearguard position. Smoke GLs are also employed by fast-moving units who need to traverse long stretches of the battlefield. Certain light transports and single-rider motorcycle models have this weapon integrated into their structural design.

**Heavy Grenade Launcher (Heavy GL)**
The heavy variant of this weapon has a longer effective range, but no greater firepower than more conventional models.

Range

<table>
<thead>
<tr>
<th>SHORT</th>
<th>MEDIUM</th>
<th>LONG</th>
<th>MAXIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>0</td>
<td>-3</td>
<td>-6</td>
</tr>
</tbody>
</table>

Damage: 14 B: 1 Ammunition: N
Traits: Impact Template (Circular), Non-Lootable, Speculative Fire.

The added weight and size of Heavy GL projectiles make these support weapons too cumbersome for foot soldiers. They are conceived as mobile artillery guns, and mounted on TAGs, vehicles and support Remotes, or carried by units with extreme physical strength.

**HEAVY MACHINE GUN (HMG)**
A powerful long-range support BS weapon with a high Burst value.

Range

<table>
<thead>
<tr>
<th>SHORT</th>
<th>MEDIUM</th>
<th>LONG</th>
<th>MAXIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
</tr>
</tbody>
</table>

Damage: 15 B: 4 Ammunition: N
Traits: Suppressive Fire.

Considered by some to be the “mother of all support weapons”, the range, destructive power and high rate of fire of the HMG makes it a force to be reckoned with on any battlefield.

**VARIANTS**

**AP HMG**
A Heavy Machine Gun loaded with AP Special Ammunition.

Range

<table>
<thead>
<tr>
<th>SHORT</th>
<th>MEDIUM</th>
<th>LONG</th>
<th>MAXIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
</tr>
</tbody>
</table>

Damage: 15 B: 4 Ammunition: AP
Traits: Suppressive Fire.

No other weapon exemplifies the advantages of access to abundant Teseum deposits like the Ariadnan AP HMG. The copious amount of Teseum mined by Ariadna allows it to level the technological playing field with carefree bursts of one of the most expensive ammunitions known to man.

**MULTI HMG**
The main advantage of the MULTI HMG is its capacity to fire Heavy MULTI Ammunition, giving the user the chance to choose between two different Shooting Modes on the fly.

**MULTI HMG (BURST MODE)**

Range

<table>
<thead>
<tr>
<th>SHORT</th>
<th>MEDIUM</th>
<th>LONG</th>
<th>MAXIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
</tr>
</tbody>
</table>

Damage: 15 B: 4 Ammunition: AP/Shock
Traits: Heavy MULTI, Non-Lootable, Suppressive Fire.

**MULTI HMG (ANTI-MATERIEL MODE)**

Range

<table>
<thead>
<tr>
<th>SHORT</th>
<th>MEDIUM</th>
<th>LONG</th>
<th>MAXIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
</tr>
</tbody>
</table>

Damage: 15 B: 1 Ammunition: EXP
Traits: Anti-materiel, Heavy MULTI, Non-Lootable.

Conceived as heavy support weapons, MULTI HMGs are auto-cooled, allowing their operator to fire continuously for longer periods of time without fear of heat damage to the barrel or the firing mechanisms. Multiple feeding magazines and preprogrammed systems give this weapon more versatility by enabling the operator to choose the ammunition best suited to the variable conditions of battle.

**HYPER-RAPID MAGNETIC CANNON (HMC)**
A support BS Weapon that shoots Light MULTI Ammunition, giving the user the chance to choose between two different Shooting Modes on the fly. H-Magnetic Cannons have one of the highest Burst values on the Infinity Weapons Table.

**HMC (BURST MODE)**

Range

<table>
<thead>
<tr>
<th>SHORT</th>
<th>MEDIUM</th>
<th>LONG</th>
<th>MAXIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>0</td>
<td>+3</td>
<td>0</td>
</tr>
</tbody>
</table>

Damage: 15 B: 5 Ammunition: AP/Shock
Traits: Light MULTI, Non-Lootable, Suppressive Fire.
The Hyper-Rapid Magnetic Cannon uses a Gatling-style array of railguns—cannons that use electrically-induced magnetism to accelerate a projectile to hypersonic speeds—to achieve incredible fire rates. The projectiles launched by this weapon are 3mm metal shards, but their kinetic energy is far superior to normal bullets, making their penetration capabilities and effective range on par with a HMG. Due to their size and weight, HMCs are mounted weapons used exclusively by armored units.

**KNIFE**

A small bladed weapon, usually less capable of inflicting damage than bigger CC Weapons, but more easily concealed and more precise for silent takedowns.

**Damage:** PH -1 **B:** 1 **Ammunition:** Shock **Traits:** CC, Silent.

The comparatively small blade of a knife makes it a last-resort weapon for a soldier, or the perfect tool for a covert assassination. However, modern combat knives, despite differences in design and manufacture, are multi-purpose tools: they are attachable as a bayonet, lightweight and balanced for hand-to-hand combat, and trustworthy and sharp enough to be used as survival tools.

**MINES**

Mines are a type of Deployable Weapon used to control small areas of the battlefield and influence the movement of enemy troops.

International law banned the manufacture of mines designed to incapacitate single targets. These cheap, easily deployable landmines created difficult post-conflict situations and caused numerous civilian casualties and collateral damage. Current designs are bigger and easier to spot, and also more expensive to manufacture, making scattering them indiscriminately over an area impractical. Modern mines have complex IFF systems and tracking devices that allow friendly troops to easily reclaim them once the conflict is over. Despite these advances, anti-personnel mines are still considered cruel contraptions that pose unacceptable risks to civilian populations, so they remain banned by the Concilium Convention.

**VARIANTS**

**Anti-Personnel Mines**

This is the standard design for Mines, capable of exploding in an arc of Shock Special Ammunition.

**MINES**

**Attack**

**REQUIREMENTS**

- In the Reactive Turn, LoF to the Active trooper is required.

**EFFECTS**

- By spending a Short Skill or ARO, the user places a Camouflage Marker (CAMO) on the game table to represent the camouflaged Mine. This action is an Attack.

- In the Active Turn, the trooper can deploy the Camouflage Marker in base contact or, if he moved, in base contact with any part of his route. In the Reactive Turn, the trooper must deploy the Camouflage Marker in base contact.

- Mines or Camouflage Markers are not considered deployed until the Conclusion of the Order.

- Replace the Camouflage Marker with a Mine Marker (MINE) when it is Discovered by an enemy.

- Mine Markers retain the beneficial MODs provided by the CH: Mimetism Special Skill (BS-3).

- Mines have a 360º LoF arc.

- Mines ignore all Visibility Conditions.

- Once on the game table, Mines must trigger when an enemy figure or Marker declares or executes an Order or ARO inside their Trigger Area.

- As a Direct Template Weapon, when a Mine triggers it places a Small Teardrop Template with Damage 13 and Shock Special Ammunition.

- The Small Teardrop Template must be placed so that it affects the enemy figure or Marker that triggered the Mine.

- A Mine never triggers if the Small Teardrop Template also affects an ally, even if that ally is Unconscious.

- Impersonation Markers (IMP-1 and IMP-2) do not trigger enemy Mines.

- Once a Mine triggers, it is removed from play.

**REMEMBER**

A Mine cannot be placed if there is an enemy Camouflage or TO Marker inside its Trigger Area. This rule does not apply if there is a valid, non-camouflaged enemy inside the Trigger Area, or if the Mine is deployed as an Intuitive Attack.
WEAPONRY

DODGING A MINE:

Mines are Template Weapons and Deployable Weapons, so their
effect can be Dodged by passing a PH-3 Roll.

<table>
<thead>
<tr>
<th>MINE (ANTI-PERSONNEL/MONOFILAMENT)</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARM</td>
</tr>
<tr>
<td>-----</td>
</tr>
<tr>
<td>0</td>
</tr>
</tbody>
</table>

**ARM**: Body

**BTS**: Head

**STR**: Leg

**S**: Stationary

**Damage**: 13

**B**: 1

**Ammunition**: Shock

**Traits**: Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack.

**ATTENTION**: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The design of modern anti-personnel mines has its roots in the mid-20th century Claymore models. The function of this weapon is to propel large quantities of shrapnel in a narrow arc toward the enemy who triggered it, potentially injuring more than one enemy soldier. The complex, quasi-intelligent IFF mechanisms of modern mines ensure that they will under no circumstances affect a member of the army who laid them. These systems facilitate the process of deployment and, just as importantly, removing friendly mines once the conflict is over, thus reducing the cost in resources of mine-clearing operations and collateral civilian damage.

**MONOFILAMENT MINES**

The most sophisticated version of this weapon, it uses Monofilament Special Ammunition to great effect.

<table>
<thead>
<tr>
<th>MONOFILAMENT MINES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SHORT SKILL/ARO</strong></td>
</tr>
<tr>
<td><strong>ATTACK</strong></td>
</tr>
<tr>
<td><strong>REQUIREMENTS</strong></td>
</tr>
<tr>
<td>In the Reactive Turn, LoF to the Active trooper is required.</td>
</tr>
<tr>
<td><strong>EFFECTS</strong></td>
</tr>
<tr>
<td>Monofilament Mines follow the same rules as Anti-Personnel Mines, but using Monofilament Special Ammunition instead of Shock.</td>
</tr>
</tbody>
</table>

**Damage**: 12

**B**: 1

**Ammunition**: Monofilament

**Traits**: Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack.

**ATTENTION**: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Monofilament Mines are the stuff of nightmares for any soldier: a deadly puff of monomolecular wires too thin to be seen with the naked eye, but nonetheless capable of cutting through metal like it was air. The devastating effects of the dense but short-lived monofilament weave discharged by these exotic mines make them an invaluable tool against heavily armored opponents.

**TRIGGER AREA**

The Trigger Area of a Mine (whether it is a Camouflage or a Mine Marker) is the area within the radius of the Small Teardrop Template extended out from the edge of the base of the Mine.

The Trigger Area excludes any areas in Total Cover from the Blast Focus of the Small Teardrop Template.

**MISSILE LAUNCHER (ML)**

A support BS Weapon that fires self-propelled explosive ordnance. Missile Launchers have been designed for use in long-range combat against armored targets or clusters of enemies.

Modern portable Missile Launchers fire Needle projectiles, micromissiles whose small size does not offset their offensive capabilities. Needle micromissiles give ML operators the chance to carry their own spare ammunition for sustained fire without depending on another soldier to reload. Alternatively, spare ammunition for a shoulder-fired missile launcher can be spread between the members of a squad without significantly altering the weight of their gear. Tactical Missile Launchers have a double effect. The projectile penetrates the armor of the enemy, maximizing internal damage, then the projectile explodes in a fiery conflagration that shrouds the target’s surroundings in a ball of fire.
**WEAPONRY**

**VARIANTS**

**Missile Launcher, ML.**
This is a very powerful support weapon due its high Damage value and the Special Ammunition it loads. The Missile Launcher possesses two different Shooting Modes from which players can choose.

**Blast Mode** possess the Impact Template (Circular) Trait and applies the EXP Special Ammunition across the whole Area of Effect of the Circular Template. Meanwhile, the **Antitank Mode** lacks the Impact Template Trait, but applies the combined effects of the AP and EXP Special Ammunition.

**Missile Launcher (Blast Mode)**

**Range**

- **Damage:** 14  
- **Ammunition:** EXP  
- **Traits:** Anti-materiel, Impact Template (Circular).

**Missile Launcher (Antitank Mode)**

**Range**

- **Damage:** 14  
- **Ammunition:** AP + EXP  
- **Traits:** Anti-materiel.

The Blast Mode of the Tactical Missile Launchers has a double effect. Its projectiles have been conceived to maximize the internal damage on its target, exploding in a fiery conflagration that shrouds the target's surroundings in a real inferno. However, with the Antitank Mode, the projectile does not explode, avoiding collateral damages, and focusing all the damage in the target so its armor is easily penetrated.

**Smart Missile Launcher (Smart ML)**

Smart Missile Launchers are a lighter and more advanced version of the Missile Launcher, possessing two different Shooting Modes from which players can choose.

Guided Mode applies the Guided Trait that allows its projectiles home in on a target previously flagged by a Forward Observer. Meanwhile, the Auto-Aim Mode possesses a weapon profile with improved accuracy.

Like regular Missile Launchers, this version applies both Special Ammunitions across the whole Area of Effect of the Circular Template.

**Smart Missile Launcher (Guided Mode)**

- **Damage:** 14  
- **Ammunition:** AP + DA  
- **Traits:** Anti-materiel, Guided, Impact Template (Circular).

**Smart Missile Launcher (Auto-Aim Mode)**

**Range**

- **Damage:** 14  
- **Ammunition:** AP + DA  
- **Traits:** Anti-materiel, Impact Template (Circular).

Smart Missile Launchers fire intelligent homing projectiles that find their target using data provided by a remote Forward Observer and updated via satellite tracking. The guidance system of Needle micromissiles can use different target acquisition programs, or can be disconnected altogether for satellite-assisted direct fire, thus neutralizing the possibility of Hacker or ECM interference.

**NANOPULSER**

A hyper-tech BS Weapon that fires a Direct Template of Nanotech Special Ammunition.

- **Damage:** 13  
- **Ammunition:** AP + EXP  
- **Traits:** Direct Template (Small Teardrop), Intuitive Attack, Non-Lootable.

**ATTENTION:** Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

Operating a Nanopulser is very straightforward. Nanobots have short-range propulsion and are shot in a wide arc, making aiming aids redundant. For this reason, Nanopulsers are usually integrated/implanted into the operator’s torso or body armor and can be fired instantly without extending the collapsible barrel at the cost of reduced range. An entirely invisible, silent weapon, it is military-use only and its possession is prohibited across the Human Sphere.

**OJOTNIK**

Mid/long range precision BS weapon available only to certain elite Ariadnan troops.

**Range**

- **Damage:** 14  
- **Ammunition:** AP + DA  
- **Traits:** Anti-materiel.

The Ojotnik is the military version of an Ariadnan big-game hunting rifle. It is more potent than a conventional assault rifle, but its rate of fire is lower. What gives the Ojotnik an edge is its ammunition, manufactured using Teseum for fearsome armor-piercing capabilities. The stock of an Ojotnik is made out of wood from trees native to Ariadna, very lightweight and durable, and the bore is covered in Teseum. These precision weapons use the best scopes available in Ariadna, comparable to the ones used by long-range sniper rifles. Ojotniks are entirely hand-crafted, and are a prized heirloom that passes from parent to child and from marksmen to their most talented pupils. Rare and treasured, these rifles have become a symbol of status in the Ariadnan society, and a source of pride for the Scouts of the Cossack Spetsnaz Corps.

**PANZERFAUST**

A disposable BS weapon that fires rocket-propelled explosive projectiles at long range.

**Range**

- **Damage:** 14  
- **Ammunition:** AP + EXP  
- **Traits:** Anti-materiel, Disposable (2).
Panzerfausts are the light anti-tank weapon of choice for infantry. Thanks to their reduced weight and collapsible tube design, transport is not an issue, and any foot soldier can be outfitted with a Panzerfaust without sacrificing other important pieces of gear.

**PISTOL**

A BS weapon useful both at short range and in CC.

<table>
<thead>
<tr>
<th>Range</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>LONG</th>
<th>24</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>+3</td>
<td>0</td>
<td>-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Damage</td>
<td>11</td>
<td>B: 2 (1 in CC)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ammunition</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Pistols are standard-issue sidearms capable of burst fire. An evolution of civilian-use handguns, almost every soldier carries a Pistol for use in close combat and at point-blank range.

**VARIANTS**

**Breaker Pistol**

A Pistol model capable of loading Breaker Special Ammunition.

<table>
<thead>
<tr>
<th>Range</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>LONG</th>
<th>24</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>+3</td>
<td>0</td>
<td>-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Damage</td>
<td>12</td>
<td>B: 2 (1 in CC)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ammunition</td>
<td>Breaker</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Each of the many types of Breaker Pistols available in the arms market is based on a different proprietary technology, from nanotechnological, to viral, to electromagnetic, etc. However, they are all alike in their ability to reduce the effectiveness of the target’s biotech defenses, thus increasing the lethality of their projectiles. This sidearm is restricted to military and law enforcement officials, but the cheaper Breaker Pistol models are widespread across the black markets and can be found in the inventory of freelance arms dealers everywhere in the Sphere.

**Heavy Pistol**

A variant of the standard Pistol that can inflict more Damage.

<table>
<thead>
<tr>
<th>Range</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>LONG</th>
<th>24</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>+3</td>
<td>0</td>
<td>-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Damage</td>
<td>14</td>
<td>B: 2 (1 in CC)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ammunition</td>
<td>Shock</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The term “Heavy Pistol” refers to a diversity of large-caliber handguns, sometimes used for big-game hunting, and to the short-range secondary weapons certain TAGs use for close quarters combat in enclosed areas.

**AP Heavy Pistol**

A variant of the Heavy Pistol that fires AP Special Ammunition.

<table>
<thead>
<tr>
<th>Range</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>LONG</th>
<th>24</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>+3</td>
<td>+3</td>
<td>-3</td>
<td>12</td>
<td>MED</td>
<td>-5</td>
<td></td>
</tr>
<tr>
<td>Damage</td>
<td>14</td>
<td>B: 2 (1 in CC)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ammunition</td>
<td>AP</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The AP Heavy Pistol is the anti-armor variant of the popular Heavy Pistol. The characteristic Ariadnan Teseum stockpiles allow for the manufacture of large-caliber ammunition for handguns capable of functioning as a short-range anti-armor solution despite the weapon’s small size. However, actually firing one of these weapons with any accuracy requires intense training and considerable strength to compensate for their extraordinary recoil.

**PLASMA CARBINE**

A cut-down version of the Plasma Rifle. Like its Rifle counterpart, this is a hyper-technological alien weapon that uses Plasma Special Ammunition. This version sacrifices fire rate and accuracy in favor of a bigger payload.

The Plasma Carbine possesses two different Shooting Modes from which players can choose.

**Blast Mode** possess the Impact Template (Small Teardrop) Trait and applies the Plasma Special Ammunition across the whole Area of Effect of the Teardrop Template. Meanwhile, the **Hit Mode** lacks the Impact Template Trait, but it possesses a higher Damage value.

**PLASMA CARBINE (BLAST MODE)**

<table>
<thead>
<tr>
<th>Range</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>LONG</th>
<th>32</th>
<th>40</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>+3</td>
<td>+3</td>
<td>-3</td>
<td>-3</td>
<td>MED</td>
<td>-5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Damage</td>
<td>13</td>
<td>B: 2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ammunition</td>
<td>Plasma</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Traits</td>
<td>Impact Template (Small Teardrop)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**PLASMA CARBINE (HIT MODE)**

<table>
<thead>
<tr>
<th>Range</th>
<th>SHORT</th>
<th>8</th>
<th>MEDIUM</th>
<th>16</th>
<th>LONG</th>
<th>32</th>
<th>MED</th>
<th>40</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>+3</td>
<td>+3</td>
<td>-3</td>
<td>-3</td>
<td>MED</td>
<td>-5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Damage</td>
<td>14</td>
<td>B: 2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ammunition</td>
<td>Plasma</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Traits</td>
<td>-</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The Plasma Carbine is the short-barreled, mass-produced version of the Plasma Rifle, a tour de force of the industrial capacity of VoodooTech, whose capabilities go beyond merely pioneering the design of next-generation weaponry. The firepower of a Carbine is similar to that of the Plasma Rifle by virtue of generating a projectile with the same incandescent plasma content. The energy output, however, is inferior to that of its big sister. As a standard-issue weapon for certain Combined Army troops, the Plasma Carbine is regarded as a lower-quality, more economical weapon. This is made patently...
clear by its lower fire rate, its stronger recoil and its higher reload times. The Plasma Carbine may not be as scary as its Rifle counterpart, but it is an expeditious, decisive weapon capable of terminating several targets with a single shot.

**PORTABLE AUTOCANNON**

A high-powered Support BS weapon with a long-range window of effectiveness. The combined effect of its two Special Ammunitions (AP + EXP) make up for its reduced Burst.

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>8</th>
<th>16</th>
<th>32</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage:</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
<td>-6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 15  \(B: 2\)  \textbf{Ammunition:} AP + EXP  
**Traits:** Anti-materiel.

The Portable Autocannon is a compact, lightweight version of the main weapon mounted on primitive light armored vehicles of the mid-21st century. Ariadnan technicians have been able to reduce the size of the feed and report suppression systems. To achieve maximum portability, this cannon has been designed with a manual firing mechanism and an optical aiming system. Despite its archaic look, this weapon packs an undeniable punch that can neutralize even the heaviest ground units in the Human Sphere.

**RIFLE**

The rifle is the standard BS weapon. A versatile firearm, it has considerable power and is most effective at medium range. Due to its success as a standard-issue gun, it is the basis for a profusion of variants.

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>8</th>
<th>16</th>
<th>32</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage:</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
<td>-6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 13  \(B: 3\)  \textbf{Ammunition:} N  
**Traits:** Suppressive Fire.

The rifle is the inseparable companion of the infantry soldier: conceived for mass combat, it is now the most common weapon in the battlefields of the Sphere. Recent technological advances have made it more lightweight and accurate, making it viable for covert operatives.

Nowadays, both normal rifles and their more modern Combi and MULTI counterparts have standardized modular attachments that can be used to install the mechanism and ammunition of the light version of a shotgun, a flamethrower or a grenade launcher. This external module is usually a single piece, barely altering the external aspect or the weight of the weapon. These attachments are connected to the trigger mechanism for ease of use, making reactive fire a possibility. Armies with the budget and technology to afford these modules make frequent use of them for their undeniable versatility.

**VARIANTS**

**AP Rifle**

The main feature of this variant of the Rifle is that it uses AP Special Ammunition.

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>8</th>
<th>16</th>
<th>32</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage:</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
<td>-6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 13  \(B: 3\)  \textbf{Ammunition:} AP  
**Traits:** Suppressive Fire.

Armor-Piercing Ammunition is frequently manufactured using Teseum, a costly neomaterial that is lightweight but very resistant to deformation, making it perfect for armor penetration. Teseum is the only reason why light weapons such as Rifles can load and fire Armor-Piercing rounds effectively. Any other material would deteriorate the accuracy and fire rate of the weapon. The abundance of Teseum ore in the soil of planet Dawn gives the Ariadnan military forces a steady supply of this powerful Special Ammunition that other armies in the Sphere can only dream of.

**Breaker Rifle**

This version of the conventional Rifle uses Breaker Special Ammunition.

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>8</th>
<th>16</th>
<th>32</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage:</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
<td>-6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 13  \(B: 3\)  \textbf{Ammunition:} Breaker  
**Traits:** Suppressive Fire.

Breaker Ammunition is named after its ability to break through its target’s Biotech shielding. As a technical munition, its development is closely tied to an advanced understanding of biotechnological and pharmaceutical sciences. The Haqqislamite military industry has, unsurprisingly, pioneered the application of these technologies to multipurpose medium calibers. Despite its initial success, manufacturing Rifle-useable Breaker Ammunition is still too expensive a procedure to consider for mass production, so its use is restricted to select units.

**Combi Rifle**

A more modern variant of the Rifle, this weapon is less cumbersome and more accurate at close ranges, giving it a positive MOD at Short Range.

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>8</th>
<th>16</th>
<th>32</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage:</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
<td>-6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Damage:** 13  \(B: 3\)  \textbf{Ammunition:} N  
**Traits:** Suppressive Fire.

The Combi Rifle is a lightweight, easy to handle firearm, perfect for the dynamic demands of a modern warfare environment. Its design maximizes recoil suppression and aim optimization, giving it excellent accuracy both at close and medium ranges.
Breaker Combi Rifle
A version of the Combi Rifle that employs Breaker Special Ammunition.

Range

<table>
<thead>
<tr>
<th>Damage</th>
<th>B:</th>
<th>Ammunition: Breaker</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>3</td>
<td>Suppressive Fire</td>
</tr>
</tbody>
</table>

Breaker Combi Rifles are categorized as advanced weapons because their ammunition, called Breaker for its capacity to break through a soldier’s BTS, is an example of the most sophisticated military technology in the Human Sphere.

K1 Combi Rifle
A version of the Combi Rifle customized to use K1 Special Ammunition.

Range

<table>
<thead>
<tr>
<th>Damage</th>
<th>B:</th>
<th>Ammunition: K1</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>3</td>
<td>Anti-materiel, Suppressive Fire</td>
</tr>
</tbody>
</table>

A complex process of customization allows these Combi Rifles to fire the dreaded K1 ammunition, projectiles capable of penetrating the thickest armor with negligible loss of momentum.

Plasma Rifle
A hyper-technological variant of the Combi Rifle that fires Plasma Special Ammunition. This exotic, alien weapon is the rarest Rifle used on the battlefields of the Human Sphere.

The Plasma Rifle possesses two different Shooting Modes from which players can choose.

Blast Mode possess the Impact Template (Small Teardrop) Trait and applies the Plasma Special Ammunition across the whole Area of Effect of the Teardrop Template. Meanwhile, the Hit Mode lacks the Impact Template Trait, but it possesses a higher Damage value.

Plasma Rifle (Blast Mode)

Range

<table>
<thead>
<tr>
<th>Damage</th>
<th>B:</th>
<th>Ammunition: Plasma</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>3</td>
<td>Impact Template (Small Teardrop), Suppressive Fire</td>
</tr>
</tbody>
</table>

Plasma Rifle (Hit Mode)

Range

<table>
<thead>
<tr>
<th>Damage</th>
<th>B:</th>
<th>Ammunition: Plasma</th>
</tr>
</thead>
<tbody>
<tr>
<td>14</td>
<td>3</td>
<td>Suppressive Fire</td>
</tr>
</tbody>
</table>

The Plasma Rifle is the best example of the quality and the level of sophistication of VoodooTech, the high technology of the Ur Rationalists. Human scientists study and analyze these guns tirelessly, hoping to crack the secrets of their mechanisms to reproduce them with human technology. Members of very select special forces are occasionally allowed to use weapons captured from the enemy, so it is conceivable that some human troops would use these Rifles for black ops. Plasma Rifles are valuable loot for any soldier able to get their hands on one, and they have been known to fetch very high prices in clandestine scientific operations and the black market of weapons.

MULTI Rifle
MULTI Rifles are variants of the Combi Rifle that give their user the ability to choose between two different Shooting Modes on the fly.

MULTI Rifle (Burst Mode)

Range

<table>
<thead>
<tr>
<th>Damage</th>
<th>B:</th>
<th>Ammunition: AP/Shock</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>3</td>
<td>Light MULTI, Supressive Fire</td>
</tr>
</tbody>
</table>

MULTI Rifle (Anti-Materiel Mode)

Range

<table>
<thead>
<tr>
<th>Damage</th>
<th>B:</th>
<th>Ammunition: DA</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>1</td>
<td>Anti-materiel, Light MULTI</td>
</tr>
</tbody>
</table>

The MULTI Rifle is a modern version of the Combi Rifle, a very complex machine available only to the more technologically or financially blessed armies of the Sphere. The MULTI Rifle is given only to specially prepared troops who have received both extensive tactical training—to make the most of the versatility of this costly weapon—and technical education—to be able to perform the daily maintenance of its complex machinery. What few contest is the effectiveness of this type of gun, one of the best tools any soldier could receive to maximize his output of lethal damage against any enemy.
SEPSITOR

A Direct Template BS Weapon that uses VoodooTech to induce the Sepsitorized state in troops with a Cube or a similar Back-up Characteristic. There are different versions of this technology, depending on their power.

Sepsitor technology, which name comes from Classic Greek septos (corruption), is the epitome of VoodooTech applied to combat: a short-range discharge of memetic viral vectors. It allows powerful computer minds to infiltrate inferior systems and networks and take control of them. The most insidious application of this technology is intruding into memory Cubes, corrupting them and ultimately possessing their wearer, taking complete command of their cognitive functions. Troops that succumb to the terrifying effects of a Sepsitor renounce their former loyalties, and their sole aim seems to be achieving the goals of the intelligence that sepsitorized them.

VARIANTS

Sepsitor

The standard application of Sepsitor technology, this Disposable Weapon is limited to 2 uses.

SEPSITOR SHORT SKILL/ARO

BS Attack

EFFECTS

This weapon uses the Direct Template Weapon rules, with these differences:

» This weapon’s Damage is equal to its operator’s WIP value.

» Upon receiving a successful attack with Sepsitor Special Ammunition, the target must make a BTS Roll.

» If the target fails the BTS Roll, it automatically enters the Sepsitorized state.

Damage: WIP B: 1 Ammunition: -
Traits: Direct Template (Large Teardrop), Disposable (2), Intuitive Attack, Non-Lootable

Sepsitor Plus

A more potent version of this fearsome weapon, without any limitations on the number of times it can be fired in battle.

SEPSITOR PLUS SHORT SKILL/ARO

BS Attack

EFFECTS

» This weapon uses the same rules as a Sepsitor, but it is not a Disposable Weapon, so it can be fired indefinitely.

Damage: WIP B: 1 Ammunition: -
Traits: Direct Template (Large Teardrop), Intuitive Attack, Non-Lootable

SHOTGUN

There are different kinds of shotguns, but all are short-range BS weapons, packing quite a punch despite their comparatively low Burst.

VARIANTS

Boarding Shotgun

A more advanced, powerful Shotgun that offers two different Shooting Modes from which players can choose.

Blast Mode possess the Impact Template (Small Teardrop) Trait. Meanwhile, the AP Mode lacks the Impact Template Trait, but applies the AP Special Ammunition.

BOARDING SHOTGUN (BLAST MODE)

Range

<table>
<thead>
<tr>
<th>Damage: 14</th>
<th>B: 2</th>
<th>Ammunition: N</th>
</tr>
</thead>
<tbody>
<tr>
<td>Traits: Impact Template (Small Teardrop).</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

BOARDING SHOTGUN (AP MODE)

Range

<table>
<thead>
<tr>
<th>Damage: 14</th>
<th>B: 2</th>
<th>Ammunition: AP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Traits: -</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The Boarding Shotgun was developed according to specs defined by naval assault units, who needed a close-quarters firearm capable of working reliably in thin-atmosphere environment and even in a vacuum. However, the design of the Boarding Shotgun was also aimed at making use of the qualities of the different types of projectiles that these weapons can fire. The final result was a versatile weapon capable of firing flechette rounds like a Light Shotgun, useful in assault and close combat situations, and high-powered slugs capable of penetrating the protection of armored combatants. A Boarding Shotgun is the ultimate tool to end any confrontation in a definitive way.
**Heavy Shotgun**
A higher-Damage variant of the Boarding Shotgun that offers two different Shooting Modes from which players can choose.

**Blast Mode** possesses the Impact Template (Small Teardrop) Trait. Meanwhile, the **AP Mode** lacks the Impact Template Trait, but applies the AP Special Ammunition.

**Heavy Shotgun (Blast Mode)**

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>Short</th>
<th>8</th>
<th>Medium</th>
<th>16</th>
<th>Long</th>
<th>24</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>15</td>
<td>B: 2</td>
<td>Ammunition: N</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Traits: Impact Template (Small Teardrop).</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Heavy Shotgun (AP Mode)**

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>Short</th>
<th>8</th>
<th>Medium</th>
<th>16</th>
<th>Long</th>
<th>24</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>15</td>
<td>B: 2</td>
<td>Ammunition: AP</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Traits: -</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Light Shotgun**
The basic shotgun model, useful at short ranges.

**Range**

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>Short</th>
<th>8</th>
<th>Medium</th>
<th>16</th>
<th>Long</th>
<th>24</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>13</td>
<td>B: 2</td>
<td>Ammunition: N</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Traits: Impact Template (Small Teardrop).</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**SNIPER RIFLE**
A BS Weapon capable of great accuracy at extreme distances.

**Range**

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>Short</th>
<th>8</th>
<th>Medium</th>
<th>16</th>
<th>Long</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>15</td>
<td>B: 2</td>
<td>Ammunition: Shock</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Traits: -</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Sniper Rifles are precision weapons with such long-range accuracy that they can dominate an entire battlefield. A well-placed marksman armed with one of these weapons can potentially deter the advance of a whole army.

**VARIANTS**

**AP Sniper Rifle**
A variant of the Sniper Rifle that fires AP Special Ammunition.

**Range**

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>Short</th>
<th>8</th>
<th>Medium</th>
<th>16</th>
<th>Long</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>15</td>
<td>B: 2</td>
<td>Ammunition: AP</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Traits: -</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Each and every soldier ever deployed on Dawn, the Ariadnan home planet, has earned to fear their sharpshooters. Due to the proliferation of Sniper Rifles capable of using armor-piercing ammunition, not even heavily armored units are safe against them. All foreign troops know that at any given moment they might be the target of a sniper armed with one of these powerful guns, and the last thing they feel would be a projectile penetrating their personal armor like a hot knife through butter.

**Plasma Sniper Rifle**
This might be the most advanced Sniper Rifle ever created, firing Plasma Special Ammunition.

The Plasma Sniper Rifle possesses two different Shooting Modes from which players can choose.

**Blast Mode** possess the Impact Template (Small Teardrop) Trait and applies the Plasma Special Ammunition across the whole Area of Effect of the Teardrop Template. Meanwhile, the **Hit Mode** lacks the Impact Template Trait, but it possesses a higher Damage value.

**Plasma Sniper Rifle (Blast Mode)**

**Range**

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>Short</th>
<th>8</th>
<th>Medium</th>
<th>16</th>
<th>Long</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>14</td>
<td>B: 2</td>
<td>Ammunition: Plasma</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Traits: Impact Template (Small Teardrop).</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Plasma Sniper Rifle (Hit Mode)**

**Range**

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>Short</th>
<th>8</th>
<th>Medium</th>
<th>16</th>
<th>Long</th>
<th>48</th>
<th>96</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>15</td>
<td>B: 2</td>
<td>Ammunition: Plasma</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Traits: -</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Perhaps the most fearsome addition to the Plasma family, this long-range Sniper Rifle has been seen covering the battlefields of Paradiso with high-powered Plasma blasts, much to the dismay of human troops. Plasma Sniper Rifles blend the accuracy of other sniper weapons with the strongest power of any Plasma weapon in use by the Combined Army. This weapon is a clear example of the superiority of VoodooTech arms, which Humanity can only aspire to imitate, and that only if they can reverse-engineer its workings first.

**K1 Sniper Rifle**
This advanced version of the Sniper Rifle has been customized to fire K1 Special Ammunition.

<table>
<thead>
<tr>
<th>Range</th>
<th>SHORT</th>
<th>MEDIUM</th>
<th>LONG</th>
<th>MAXIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
</tr>
</tbody>
</table>

**Damage:** 12  
**B:** 2  
**Ammunition:** K1  
**Traits:** Anti-materiel.

Only select troops from the more industrially advanced armies have access to the powerful K1 ammunition, a sophisticated form of ammunition capable of penetrating any form of armor like it was not even there. A Sniper Rifle firing K1 projectiles can rule over an entire battlefield, stopping even the most heavily armored enemy troops in their tracks.

**MULTI Sniper Rifle**
A modernized, more versatile version of the standard Sniper Rifle, it can fire a range of Medium MULTI Special Ammunitions that give their user the ability to choose between two different Shooting Modes on the fly.

**MULTI Sniper Rifle (AP Mode)**

<table>
<thead>
<tr>
<th>Range</th>
<th>SHORT</th>
<th>MEDIUM</th>
<th>LONG</th>
<th>MAXIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
</tr>
</tbody>
</table>

**Damage:** 14  
**B:** 2  
**Ammunition:** AP  
**Traits:** Medium MULTI.

**MULTI Sniper Rifle (Anti-materiel Mode)**

<table>
<thead>
<tr>
<th>Range</th>
<th>SHORT</th>
<th>MEDIUM</th>
<th>LONG</th>
<th>MAXIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
</tr>
</tbody>
</table>

**Damage:** 15  
**B:** 2  
**Ammunition:** DA  
**Traits:** Anti-materiel, Medium MULTI.

The MULTI Sniper Rifle is the next evolutionary step in long-range precision firearms. The versatility of this weapon stems from its munition selector. Basic models have multiple magazines and interchangeable or rotating systems, while the more sophisticated versions use adaptive ammunition that is altered in-chamber to suit the needs of the operator. Carrying only a MULTI Sniper Rifle, a sharpshooter can switch seamlessly between an anti-tank gun capable of piercing thick armor, and an anti-personnel weapon that can neutralize even the most resilient targets.
SPITFIRE

A support BS Weapon particularly useful at medium ranges thanks to its signature high Burst value.

Range

<table>
<thead>
<tr>
<th>Damage: 14</th>
<th>B: 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ammunition: N</td>
<td></td>
</tr>
</tbody>
</table>

Traits: Suppressive Fire.

NOTE: This profile replaces the one introduced in the rulebook Infinity. Human Sphere, and is the only officially sanctioned Spitfire profile for ITS events.

The Spitfire is a mid-range machine gun designed for close quarters and urban combat. Regardless of its specific incarnation, this type of weapon has carved its way into the history of weapons due to its high fire rate and notable accuracy. Internationally known by different iterations of the name “Fire Spitter”, it is widely regarded as the ‘most effective automatic firearm in the Sphere’. Compared to its big sister, the Heavy Machine Gun, a Spitfire barrel is shorter and its ammunition lighter, two factors that define its usefulness as assault and support weapon in urban combat environments. Coupled with its sturdy build and ease of use, the Spitfire has all the features of a legendary weapon.

SUPPRESSIVE FIRE MODE

In the hands of a trained soldier providing Suppressive Fire, a gun becomes an area-denying tool, burning through magazines at a rate that makes accuracy irrelevant. The only goal is to saturate the area with projectiles so that the enemy is forced to keep his head down or face a storm of lead.

Range

<table>
<thead>
<tr>
<th>Damage:</th>
<th>B: 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ammunition:</td>
<td></td>
</tr>
</tbody>
</table>

Traits:

NOTE*: use original weapon values.

Trained soldiers know how to use the automatic fire option of their weapons to saturate an area with a hail of bullets. When doing this, the other tactical specs of their guns are beside the point, and the window of effectiveness is reduced to the specific task at hand. Precision is no longer a concern for the shooter, whose goal is simply to prevent the desire of enemy combatants to stand in the crossfire.

TACTICAL BOW

This close-combat, hand-operated BS weapon remains relevant for its capacity to make silent attacks from a distance.

Range

<table>
<thead>
<tr>
<th>Damage: PH</th>
<th>B: 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ammunition: DA</td>
<td></td>
</tr>
</tbody>
</table>

Traits: Anti-materiel, Silent.

The Tactical Bow is a modern twist on this traditional weapon, better suited to the needs of the contemporary warfare environment. Compared to present-day firearms, the range of a Tactical Bow is short, but it can deliver enough of a blow to remain relevant, particularly in situations where the report of a firearm would be counterproductive.

On Dawn, the use of bows as a widespread warfare tool came about as a result of USAriadnan settlers’ experiences against bow-wielding Antipodes. The stopping power of these weapons, coupled with the scarcity of traditional ammunition in the more remote settlements beyond the Eastern and Southern borders, rekindled their manufacture and use beyond big game hunting. But, as the design was refined and optimized, the Tactical Bow became more than a self-defense weapon every borderlands USAriadnan could use. It became a tool for the hunting of the most dangerous game: intelligent, hostile beings. Both Antipode hunters and manhunters started using bow and arrow in their ambushes, learning how to make the most of the thick foliage of Ariadnan woods, where a well-hidden archer is impossible to spot.
In Infinity, game-relevant pieces of materiel and gear are collectively called Equipment. Their use is usually non-offensive, but they give their users special abilities and bonuses that improve their prospects of survival on the battlefield.

**EQUIPMENT: LABELS AND TRAITS**

Like Special Skills, all pieces of Equipment have one or more Labels that quickly mark them as having certain game features. You can refer to the full list of Labels on page 50.

In the Labels section of some pieces of Equipment you can also find Traits like the ones used for Weapons. The full list of Traits is on page 105.

**EQUIPMENT: LEVELS**

Like Special Skills, certain pieces of Equipment are divided into several alphabetic or numeric Levels (see page 65) that represent grades of effectiveness and refinement of the same basic technology.

### 360° VISOR

This piece of Equipment expands the user’s LoF arc.

**360° VISOR**

**Obligatory.**

**EFFECTS**

» This Visor gives the user a 360º LoF arc, instead of the usual 180º.

Whether technological or evolutionary in origin, a 360° visor gives its wearer the ability to perceive his surroundings as an encompassing sphere. The great challenge of the ‘Thousand Eyes’ technology wasn’t giving the user eyes on the back of his head, as wearable micro-cameras and other miniature sensors have been commonplace and inexpensive for years. The hurdle was presenting that comprehensive information in a way that was comprehensible to the user. It was not enough to merely restructure the subject’s nervous system with new circuitry to connect the sensors to his brain’s sensory centers (visual, auditory and, olfactory). Specific neural interface software had to be developed from scratch for subjects to make sense of the incoming data flood. Fortunately, the research needed to create artificial bodies and biosynthetic brains for Lhosts could be repurposed, leading to the current invasive, yet benign, surgical procedure. For those users without the capacity or willingness to undergo the necessary bodily modifications, there are available ‘hard’ versions of our products that present the user with a holographic representation of the visual data via superimposed screens. Naturally, hardware-only three-sixty visors are not as intuitive as their wetware counterparts, and users may need longer training periods to be able to process the data quickly and instinctively.

### ANTIPODE CONTROL DEVICE

This piece of Equipment allows the user to deploy and control the Antipodes of an Ariadnan Assault Pack.

**ANTIPODE CONTROL DEVICE**

**Automatic Equipment**

**EFFECTS**

» A Requirement for enlisting and deploying an Assault Pack.

**REMEMBER**

If the Control Device user falls Unconscious or Dead, or is rendered Isolated by the effect of E/M Special Ammunition or the Blackout Hacking Program, refer to the Antipode rules (see page 68).

Much like K-9 unit handlers, Antipode Handlers are responsible not only for commanding these creatures while on duty, but also for their training and conditioning. Despite the inevitability of Handlers establishing affective ties with their appointed Antipodes, they are encouraged to remain relatively detached, particularly given the high casualty rates of the creatures, which must be replaced regularly. Handlers issue verbal commands to their Antipodes via radio, and reinforce them with RF or microwave signals that activate electrodes inside the creatures’ crania. The electrodes generate electrical impulses that can regulate the intensity of the Antipodes’ response, achieving acceptable levels of obedience and compliance even while under the effects of their characteristic state of bloodlust.
AUTOMEDIKIT

This piece of Equipment allows users to heal themselves, recovering from the *Unconscious* state without intervention from Doctors or Paramedics.

**Requirements**
- The user of this piece of Equipment must be in *Unconscious* state.
- The user of AutoMediKit must spend one Entire Order and then make a *PH* Roll.
- If the *PH* Roll is successful, the user recovers one point of *Wounds* automatically, canceling the *Unconscious* state and removing the Unconscious Marker from the game.
- If the *PH* Roll fails, the user enters the *Dead* state directly and must be removed from the game.
- Using AutoMediKit, troopers can recover from the *Unconscious* state as many times as desired, as long as they keep declaring Entire Orders and passing their *PH* Rolls.

An AutoMediKit is a nano-medical device integrated into the personal tactical gear of certain select units. It is an incredibly sophisticated contraption used only by the most technologically advanced armies. In addition to monitoring the wearer’s vitals, it responds to injury by injecting a fast-acting nanorepair serum that stabilizes the soldier long enough to continue serving as a combat asset or evacuate to a field hospital for further treatment.

DEACTIVATOR

This device is capable of deactivating traps and automated weapons deployed by the enemy.

**Requirements**
- The user of this piece of Equipment must have *LoF* to the target.
- Deactivator may be used only against enemy weapons deployed on the game table, and never against Camouflage Markers.

**Effects**
- Deactivator allows the user, by passing a Normal *WIP* Roll, to deactivate enemy D-Charges or Deployable Weapons (Mines, E/Maulers...) within *LoF*.
- The *WIP* Roll is only Modified by *Range*, never by Special Skills (*CH: Mimetism*, for example), Equipment (such as *ODD: Optical Disruptor*) or Cover.
- If the user passes the *WIP* Roll, the enemy weapon is removed from play.

Deactivators are a widespread tool amongst Combat Engineers. They are used to safely demine an area and clear it of booby traps and other static offensive elements. Deactivators are very useful to safeguard personnel and materiel traffic through roads suspected of enemy foul play.
DEFLECTOR (DEFLECTOR)

This anti-hacking protection system merges several different technologies to safeguard its bearer and all members of his Fireteam (See Infinity: Human Sphere).

In the modern warfare environment, many key troops require extra protection from hostile Tactical Hackers. Deflectors merge several different technologies to create a defensive umbrella that protects the user and all linked troops in his vicinity from cyber attacks. Combining an advanced NDIS system with an architecture that includes a proprietary blend of Honeypots (baits for cyber attacks) a Deflector can seamlessly safeguard the user from the pernicious effects of software assault.

DEFLECTOR LEVEL 1

**EFFECTS**

» Allows the user to deploy with an active Deflector, which requires no Orders or Rolls.

» Any Hacking Attack against the user of a Deflector, or against the associated trooper if the user is not carrying the Deflector himself (for example, if he has a TinBot) or, by extension, against any member of the user's Fireteam (see Infinity: Human Sphere) must apply a -3 MOD to the Attribute used to perform the Hacking Attack.

DEFLECTOR LEVEL 2

**EFFECTS**

» This level of Deflector works exactly like Level 1, but applies a -6 MOD to the Attribute used by the Hacking Attack.

DEPLOYABLE REPEATER

This is a hacking range amplifier designed for deployment onto the battlefield.

**DEPLOYABLE REPEATER SHORT SKILL, ARO**

**Attack, Comms Equipment, Deployable, Disposable (3), Indiscriminate, Zone of Control**

**REQUIREMENTS**

» LOF with the Active trooper should be ‘LoF to the Active trooper

**EFFECTS**

» By spending a Short Skill or ARO, the user places a Deployable Repeater Marker (REPEATER) on the game table. This action is an Attack.

» In the **Active Turn**, the trooper can deploy the Deployable Repeater Marker in base contact or in any point of his Movement, if he declared any. In **Reactive Turn**, the trooper will deploy the Deployable Repeater Marker in base contact.

» Players will place the Deployable Repeater Marker at the **Conclusion** of the Order.

» Once placed on the table, the Deployable Repeater starts functioning in the following Orders.

» A Deployable Repeater is a piece of Equipment that contains a Repeater.

» A deployed Repeater remains on the table until the end of the game or until it is destroyed.

**DEPLOYABLE REPEATER**

<table>
<thead>
<tr>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

Deployable Repeater is a generic name for portable hacking range amplifiers. Manufactured by a plethora of telecom hardware companies with defense contracts, all models of this type of Repeater meet almost identical specs, to the point that the logo is sometimes the only distinctive feature in what is an almost standard design. Deployable Repeaters have been conceived so that they can be planted in a static position to cover a specific area with the signals generated by field infowar specialists. Nowadays, Deployable Repeaters are a staple of any strategy for infoelectronic supremacy, as they give non-specialist soldiers the ability to extend the operative area for tactical Hackers to ply their craft.
EQUIPMENT

ECM

Electronic Counter-Measures are systems installed on vehicles and TAGs with the goal of disrupting and deactivating enemy guided projectiles.

Standard ECM include fire detection radars that can pinpoint the location and course of enemy ordnance, and a small battery of short-range micromissiles that deploy nanotechnological chaff. The chaff interferes with the guiding systems, deviating enemy projectiles and making them detonate harmlessly out of range. Ariadnan ECM are similarly effective, but bulkier. Instead of nanotech micromissiles, their ECM fire a battery of rockets that create a wall of shrapnel to destroy enemy projectiles.

ECM EXAMPLE:

In its Active Turn, a Son-Bae Yaókòng Remote, equipped with a Smart Missile Launcher, declares a BS Attack against a Drãgao TAG that had previously been Targeted by a Forward Observer.

The Drãgao, outside the LoF of the Yaókòng Remote, can still declare an ARO because the Attack uses an Impact Template, and also because the attack is Guided and the TAG has ECM. The Drãgao must choose between Dodging the Template [Face to Face PH-9 Roll (TAG Dodging -6 to PH, and Impact Template out of LoF -3 to PH) against the Remote’s BS+6], or activating his ECM (thus canceling the +6 MOD to the Remote’s BS Roll).

After weighing his chances, the Drãgao pilot chooses the ECM option. The Yaókòng Remote fails its unmodified Normal BS Roll, and the projectile is innocuously lost.

ADVANCED ECM

REQUIREMENTS

› This Automatic Equipment only activates against BS Attacks that benefit from the Guided Trait.

EFFECTS

› Allows its user to react with ECM in ARO against any BS Attacks against him that benefit from the Guided Trait, even if the user cannot draw LoF to the attacker.

› ECM cancel the +6 MOD to BS granted by the Guided Trait.

REMEMBER

If a trooper declares ECM as an ARO, he cannot attempt to Dodge as well; the ARO against that Order is spent activating the ECM.

This Automatic Equipment only activates against BS Attacks that benefit from the Guided Trait.

A TAG equipped with an Escape System provides its Order to the player who fielded it until its Operator enters a Null state (Unconscious, Dead, Seppositorized...).

› If the Operator would be vulnerable to Hacking or Ammunition, he cannot be Hacked or harmed by E/M until after its model is placed on the game table.

ESCAPE SYSTEM EXAMPLE:

The mercenary Jenny Molina, piloting her Anaconda TAG, faces several foes in her active turn. The dice roll unfavorably for the Anaconda, who receives a Critical plus an additional impact whose ARM roll it fails. Jenny’s TAG just lost 2 STR. At the end of that Order, after the ARM and Guts Rolls, the Anaconda’s Escape System activates. Her player places Jenny’s model in base to base contact with the Anaconda, and then
replaces the Anaconda with a Smoke Circular Template. The Operator is thus protected by a Zero Visibility Zone. Jenny might have lost her Anaconda, but she still has her Spitfire and a lot of fight in her.

If the confrontation had resulted in Jenny's Anaconda receiving a Critical hit and failing two additional ARM Rolls, then the Anaconda would have lost 2 STR points and Jenny would have subtracted 1 point from her Wounds Attribute. Note that all Rolls would have used the Anaconda’s ARM value. In that case, the Anaconda’s Escape System would have activated anyway, and evacuated an Unconscious Jenny in base to base contact with the TAG, which would then be replaced by a Smoke Circular Template. Hopefully there is a Doctor nearby who can save her. If the same Anaconda had received a Critical hit and failed three additional ARM Rolls, then Jenny would have lost 2 Wounds and entered the Dead state. In that case, there would be no need to place her model on the table, but the Smoke Circular Template would still be placed.

The Escape System is the simplest and lightest personal evacuation device for ground units in the market. The system includes a mechanism for emergency opening of the cockpit via a series of “detonating cord” charges, in tandem with an expulsion device that propels the whole seat outwards using guide rails to safely and swiftly remove the user from the endangered unit. Simultaneously, a number of smoke generators cover the evacuation area in a thick smokescreen that protects the user from hostile fire. The Escape System was designed to safeguard the user under high-risk conditions brought about by critical malfunction of the unit or direct enemy fire.

**FastPanda**

The Fast Panda is a self-propelled hacking range amplifier designed for short-range remote deployment to key areas of the battlefield.

**FastPanda**

*SHORT SKILL, ARO*

**Requirements**

» In the **Active Turn**, **LoF** with the Active trooper is required.

**Effects**

» By expending one Short Skill or one ARO, without any Rolls needed, the user of this piece of Equipment can deploy the FastPanda model a maximum of 8 inches from his base.

» To deploy a FastPanda, place it next to the user’s base and then move it as if it had declared the Short Movement Skill Move with one single **MOV** value of 8 inches.

» FastPandas are placed at the **Conclusion** of the Order.

» The Short Skill Deploy FastPanda is an **Attack**.

» Enemies can react in **ARO** to the declaration in **Active Turn** of the Short Skill Deploy FastPanda, but only against the figure activated by the Order and not against the FastPanda itself, as troopers cannot react to a FastPanda.

» The FastPanda is a piece of Equipment that contains a **Repeater**.

» Once deployed, the FastPanda becomes a static element and cannot move or be moved.

» A deployed FastPanda remains on the table until the end of the game or until it is destroyed.

---

**FastPanda Example:**

During her *Active Turn*, the wicked Interventor Morgana is standing inside a room when she decides to **Deploy FastPanda** to place it outside. However, the Nomad Interventor forgot that the door is a Security Gate and requires one **Short Skill** to open. The FastPanda can do nothing except the one **Short Movement Skill Move**, so when it reaches base to base contact with the door it cannot continue. To the chagrin of the wicked Morgana, the FastPanda remains deployed by the door.

Had the Security Gate been open, the FastPanda would have moved up to its **MOV** 8 and deployed where the Interventor wanted. Even if there had been several enemies with **LoF** to the FastPanda as it dashed to its resting point, none of them could have reacted against it, since it is not a figure activated by an Order but a piece of Equipment. However, all enemies with **LoF** to Morgana could have reacted to her declaring **Deploy FastPanda**.

The unquestionable value of Repeaters in the modern Infowar environment has only underscored the need for safer deployment methods. Recent advances in the field of robotics have made it possible to manufacture pseudo-humanoid devices with limited off-road mobility. The ADRD-02 (Autonomous-Deployment Repeater Device) designed by PraxiTec and manufactured under license by a number of companies Spherewide, is undoubtedly the most recognizable model thanks to its effective use in the hands of the Nomad Military Force. Following cost-of-production criteria, and due to the dominant paradigm that these devices are disposable once deployed, PraxiTec decided on a low-capacity, high-output battery for its design. The limited range propulsive unit is depleted after its first ignition, making the delivery system effectively one-use only. The speed with which the ADRD-02 reaches its designated location, coupled with the pudgy design and the black and white pattern of the test units, made the Nomad military researchers come up with the iconic code name that has spread so fast across the Human Sphere.
MediKits are Special Equipment that can help allies regain consciousness. The MediKit is the injury treatment medical device used by all Paramedics.

**Requirements**
- MediKits can only be used on Unconscious friendly troopers.
- A MediKit can be used in one of two ways:
  - To use it remotely, the user must have LoF to the target.
  - To use it as contact equipment, the user must be in base to base contact with the target.

**Effects**
- Used remotely, a MediKit is a piece of Equipment that acts as a Non-Lethal BS Weapon. If the user spends one Short Skill and passes a BS Roll with all applicable MODs (Range, Cover, Camouflage and Hiding, ODD...), the target gets to make just a PH-3 Roll.
- The MediKit can also be used in base to base contact simply by spending one Short Skill. This gives the target the chance to make a PH-3 Roll.
- If the target passes the PH-3 Roll, he recovers 1 point of its Wounds Attribute, automatically recovering from Unconsciousness.
- If the target fails the Roll, he immediately enters the Dead state and is removed from play.
- Using a MediKit never causes the target to make an ARM Roll or a Guts Roll.
- Using a MediKit, troopers can be recovered from the Unconscious state as many times as desired, as long as they keep passing their PH-3 Rolls.

**Remember**
MediKits can only be used to heal friendly troopers in the Unconscious state, and they can recover only 1 point of their Wounds Attribute at a time. MediKits cannot heal more than 1 point of Wounds, and they have no effect on non-Unconscious troopers.

**Motorcycle**

Motorcycles are single-person light transport capable of great maneuverability and top speeds. For game purposes, Motorcycles are not a Vehicle (VH).

**Effects**
- Units equipped with a Motorcycle have two separate pairs of MOV values in their profile. Use the first MOV pair when the trooper is riding his Motorcycle and the second pair when the trooper dismounts and moves on foot.
- Likewise, any trooper with a Motorcycle has two different Silhouette (S) Attributes. Use the first Silhouette Template when the trooper is riding his Motorcycle and the second type of Silhouette Template when he dismounts and moves on foot.
- When a trooper on a Motorcycle declares the Short Skill Move and announces he will Dismount, replace the mounted figure by a Motorcycle Marker (MOTORCYCLE) or a piece of scenery of similar diameter. Place the trooper's model in base to base contact with the Motorcycle Marker, or measure his movement from the edge of the Marker's base, as you prefer.

A Motorcycle Marker has these Attributes:

<table>
<thead>
<tr>
<th>Armor</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>4</td>
</tr>
</tbody>
</table>

**Important!**
- While mounted on a Motorcycle, troopers have a -3 MOD to their PH when attempting to Dodge, Change Facing or Engage.
- Troopers mounted on a Motorcycle cannot go Prone.
- Troopers mounted on a Motorcycle cannot Climb.
- Troopers mounted on a Motorcycle cannot Jump vertically or diagonally upward; they can only Jump horizontally (as in Jump Example 3, page 59) and vertically or diagonally downward.
- Troopers mounted on a Motorcycle cannot benefit from MODs for Partial Cover.

MediKit and Marker troopers
Using MediKit on a remote target is not an Attack, but it nonetheless reveals the user if he was in a Marker state (Camouflage, TO, Impersonation...). By far the most widespread nano-injection medical device in the military, the MediKit has had many incarnations throughout the years. The newest model is handgun sized, and its chamber is surrounded by a magnetic coil. Once the desired nanotreatment capsule is loaded and the electric trigger pulled, the coilgun launches a microprojectile with enough force to penetrate the skin and deliver the treatment. The microprojectile itself is little more than a capsule with a dose of medical nanobots suspended in a liquid nutrient colloid. Less modern versions deliver the treatment via hypodermic needles, which has slightly longer response times, or via archaic pneumatic pistols.

Modern military motorcycles are multi-purpose, all-terrain vehicles for use in a variety of scenarios and environments.
The new models of the Haqqislamite manufacturer Dirayat Ind. have a characteristically compact structure inspired by the old ‘chopper’ style. These bikes are stabilized by a system of gyroscopes and an intelligent suspension that responds to the rider’s shifts in posture. The military-use Dirayat Fatih (Conqueror) is the most widespread model amongst Kum Motorized Troops, but each pilot is allowed a certain degree of customization of his ‘ride’.

**MULTISPECTRAL VISOR**

This piece of Equipment was designed to combat the effects of different military concealment and camouflage technologies.

A Multispectral Visor is any device that augments the visual input of the user into normally invisible wavelengths, giving him a super-human ability to detect concealed enemies. These devices have become commonplace in teams dedicated to internal security details, mobility protection, and perimeter control tasks, but Multispectral Visors are one of the most distinctive elements of units with an operational profile based on “Seek and Destroy” missions. These goggles have become the symbol of military hunting parties.

**MULTISPECTRAL VISOR LEVEL 1**

**EFFECTS**

- This Visor adjusts the CH: Mimetism, CH: Camouflage and Low Visibility Zone MODs suffered by the user from -3 to 0.
- Additionally, it adjusts the CH: TO Camouflage, ODD and Poor Visibility Zone MODs suffered by the user from -6 to -3.

**MULTISPECTRAL VISOR LEVEL 2**

**EFFECTS**

- This Visor adjusts all levels of the Camouflage and Hiding (CH) Special Skill, Optical Disruption Devices (ODD), Low Visibility and Poor Visibility Zones MODs suffered by the user to 0.
- Additionally, it allows the user to draw LoF through Zero Visibility Zones, and ignore the -6 MOD imposed by those Zones on BS Attacks.
- A trooper equipped with this piece of Equipment ignores the Dodge effect of Smoke Special Ammunition.

**MULTISPECTRAL VISOR LEVEL 3**

**EFFECTS**

- The user of this piece of Equipment automatically passes all WIP Rolls to Discover an enemy with any level of the Special Skill Camouflage and Hiding (CH).
- When engaged in CC Combat against an enemy with the Special Skill Camouflage and Hiding (CH), the user of a Multispectral Visor L3 ignores the -6 MOD to his Roll imposed by the Special Skill Surprise Attack.
- When fired upon by an enemy in LoF with the Special Skill Camouflage and Hiding (CH), the user of a Multispectral Visor L3 ignores the -3 MOD to his Roll imposed by the Special Skill Surprise Shot L1.
**ODD: OPTICAL DISRUPTION DEVICE**

A complex photon-bending device that makes it hard to draw a bead on the user.

**ODD LEVEL 1: OPTICAL DISRUPTOR**

**Automatic Equipment**

- **Fire-Sensitive, NFB, Obligatory**

**EFFECTS**

- Allows the user to deploy with an active Optical Disruptor, which requires no Orders or Rolls.
- Enemies suffer a -6 MOD to all BS Attacks against the user of an Optical Disruptor.
- **CC:** Optical Disruptor has no effect in **CC**.

**ODD and Fire Special Ammunition**

If the user of ODD is affected by Fire Special Ammunition, then this piece of Equipment is rendered Burnt, regardless of the result of the ARM Roll. Place a Burnt Marker beside the user, who remains in that state until his Equipment is repaired (usually by an Engineer).

An Optical Disruptor is a device that generates a photon-bending field around the wearer, distorting his outline and apparent position. A sophisticated tactical concealment device, it is only available for elite troops with operational spectra that make such an expense cost-effective. This technology was developed in parallel with TO Camouflage, which prompted a dispute for authorship and patent rights between the PanOceanian company Sparkdyne Research and the Absynth research module of Praxis, in Bakunin. The lawsuit, which remains open in the High Court of O-12, has been plagued by allegations of industrial espionage that have become a bone of bitter contention between PanOceania and the Nomad Nation.

**REPEATER**

This is a range amplifier for Hackers.

**REPEATER**

**Automatic Equipment**

- **Comms Equipment, Obligatory, Zone of Control.**

**EFFECTS**

- **Repeater broadens the Hacking Area of all Hackers in play.**
- **Hackers** in the same **Army List** as the Repeater, and their possible allies in multiplayer games, can hack in the **Zone of Control** (8-inch radius) of the Repeater as if it was their own.

In the same way, they can also react with **Hacking Programs** to enemy Orders declared in the **Zone of Control** of the Repeater as if it were their **Zone of Control**.

- **Hackers** can also attempt to hack through an enemy **Repeater** only if the **Repeater** is inside their **Zone of Control**. By doing this, they can perform hacking attempts against targets inside the **Zone of Control** of the enemy Repeater, and also against any enemy **Hacker**, but they suffer the **Firewall MODs** (a -3 MOD to their **WIP** Roll, while their target gets a +3 MOD to his **BTS**).

**IMPORTANT!**

This piece of Equipment is automatically active and cannot be deactivated by its owner.

**Repeater + Impersonation or Camouflage and Hiding**

Troopers or pieces of Equipment that have Repeater in addition to any Special Skills that allows them to act as Markers instead of figures (Camouflage and Hiding, Impersonation...) reveal themselves automatically if a friendly Hacker attempts to use their Repeater ability.

**Hacker**s cannot use a repeater carried by an enemy trooper in a Marker state.

**Repeater and Hidden Deployment**

Troopers with Repeater who are using **Hidden Deployment** reveal themselves automatically if a friendly Hacker attempts to use their Repeater ability.

**Repeater and ARDs**

Troopers cannot react against a Repeater being used by an enemy **Hacker**. They can only react against the **Hacker** himself, if possible.

Repeaters are sophisticated artifacts that expand the signal emission and reception capabilities of authorized Hacking Devices. The current design philosophy behind military-grade Hacking Devices is centered on security and encryption rather than range and output. Recent disastrous events that included the freezing of entire tactical systems during ongoing battles due to enemy intrusion have showcased the need to limit the signal capabilities of Hacking Devices in order to heighten security. To offset the reduced range of modern Hacking Devices, Repeaters amplify the data signal before forwarding it, reducing signal degradation. With these new Repeaters, military Hackers can act remotely against key enemy assets without compromising their own tactical data network.
Receivers are signal amplifying systems that broaden a Hacker’s area of influence. By opening access points into the virtual battleground, an army can expose its own vulnerabilities to enemy Hackers, who might use them to launch devastating backdoor cyber attacks. This led to the optimization of fire wall technology, capable of crippling a potential intruder’s maneuverability and offensive potential in the virtual realm. Despite this, veteran Hackers know not to overextend themselves by deploying Repeaters en masse. Better to be safe than sorry, particularly in a context where ‘sorry’ means a charred frontal lobe.

**Sniffer**

This is a non-Lethal Deployable device that collects sensory information for using Sensor remotely.

<table>
<thead>
<tr>
<th><strong>SNIFER</strong></th>
<th><strong>SHORT SKILL ARO</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack, Comms Equipment, Deployable, Disposable (3), Indiscriminate, Zone of Control.</td>
<td></td>
</tr>
</tbody>
</table>

**REQUIREMENTS**

- In the Reactive Turn, LOF with the Active trooper is required.

**EFFECTS**

- A Sniffer can be used by friendly troopers with the Special Skill Sensor to declare that Special Skill in the Sniffer’s Zone of Control (an 8-inch radius) as if it were their own.
- Troopers with Sensor need not have LOF to, nor be within a specific distance of, a Sniffer in order to use it.
- A Sniffer can only be used by friendly troopers with Sensor.
- By spending a Short Skill or ARO, the user places a Sniffer Marker (SNIFFER) in on the game table. This action is an Attack.
- In the Active Turn, the trooper can deploy the Sniffer Marker in base contact or in any point of his Movement, if he declared any. In Reactive Turn, the troop will deploy the Sniffer Marker in base contact.
- Players will place the Sniffer Marker at the Conclusion of the Order.
- Once the Sniffer Marker is on the table, the Sniffer is active and, in following Orders, friendly Sensor units can declare their Special Skill in its Zone of Control.
- A deployed Sniffer remains on the table until the end of the game or until it is destroyed.

### Sniffer and Camouflage and Hiding

A trooper with the Special Skill CH: Camouflage or CH: TO Camouflage cannot return to their Camouflaged or TO states inside the Zone of Control of an enemy Sniffer as long as there is a trooper with Sensor in that army that is not in a Null state.

Sniffers scan their immediate surroundings for specific particles or signals, giving operators the chance to ‘sniff’ the area without risking their lives. Thanks to their distant deployment method, these sensors allow small teams to establish wide security perimeters, even in areas outside their field of vision. Sniffers are particularly useful in preventing the intrusion of enemy troops through unguarded allied lines.

**TinBot**

A TinBot is a semi-autonomous piece of Equipment that remains near its owner and provides him with some bonus or benefit.

**TinBot**

**Requirements**

- While the owner of a TinBot is in a Null state (that is, Unconscious, Dead, Sepsitorized… or Isolated), the TinBot ceases to exert its effect.

**Effects**

- During the Deployment Phase, place the TinBot in base to base contact with its owner.
- The TinBot always remains in base to base contact with its owner, and moves alongside him.
- For all game purposes, a TinBot is treated as a Marker and not a figure.
- If the owner of a TinBot falls Dead, remove the TinBot from the game alongside its owner.
- A TinBot can have a variety of Special Skills and pieces of Equipment; use only those specified in its owner’s profile.

**Examples of TinBot profiles**

These are some of the different TinBot models you will find on the Infinity lists:

- TinBot A (Deflector L1)
- TinBot B (Deflector L2)

TinBots are basically a mobile platform for infantry support technologies. The limited scope of their functionality allows for straightforward, cost-effective designs like the ones designed by Moto.tronica and XinHào Tech and manufactured by multiple licenses in different nations. However, what makes TinBots uniquely convenient are their semi-autonomous operational capabilities. They can be seamlessly linked to their user’s comlog and will follow him anywhere using their rudimentary vision and satellite positioning cues from the military data sphere. As a TinBot user, you need not pay any heed to your robotic protector, as it will always be at your side. A TinBot will always have your back with all the technology they can cram into its wee frame.

**X Visor**

This piece of Equipment increases its user’s accuracy at difficult ranges.

**X Visor**

**Requirements**

- This piece of Equipment alters the Range MODs of the user’s BS Weapons, Special Skills, and Equipment from -3 to 0 and from -6 to -3.
- X Visor benefits also apply to Common Skills with range bands, such as Discover and Suppressive Fire.

Technological aids or evolutionary boons give some units the impressive ability to receive visual information at all distances. In combat, an X Visor increases the effective range and accuracy of the user’s aimed gear.
END-GAME CONDITIONS

Depending on the desired length and type of battle, players can choose different ways to decide when an Infinity game is over.

The Infinity game system has a standard end-game condition called Retreat!, designed to be used by default, and a series of alternative end-game conditions that players can use if they agree to beforehand or if they are playing a tournament or special mission that requires them.

STANDARD END-GAME CONDITION: RETREAT!

Under Retreat! rules, the game ends when one of the players has lost all available troops, either because they fell in combat or because they withdrew and abandoned the battlefield.

Retreat! allows Infinity players to continue to play as long as there are survivors on the table, fighting to their last man to turn the game around at the last minute.

In game terms, each player must, at the beginning of their Active Turn, during the Tactical Phase, make a count of their surviving troops. For this purpose, consider any troops that have not yet been placed on the table (Airborne Deployment, Hidden Deployment...) as survivors. If the sum of the survivors’ Cost in points is equal to or less than 25% of the points available for building the Army List, then that army enters a state of Retreat!

<table>
<thead>
<tr>
<th>END-GAME: RETREAT!</th>
<th>Point value of survivors (25% Army points)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Army points</td>
<td></td>
</tr>
<tr>
<td>400</td>
<td>100 Points or less</td>
</tr>
<tr>
<td>300</td>
<td>75 Points or less</td>
</tr>
<tr>
<td>200</td>
<td>50 Points or less</td>
</tr>
<tr>
<td>150</td>
<td>38 Points or less</td>
</tr>
<tr>
<td>100</td>
<td>25 Points or less</td>
</tr>
</tbody>
</table>

An army in Retreat! is automatically considered to be in a state of Loss of Lieutenant.

As long as the army is in Retreat!, its owner cannot name a new Lieutenant. If the state of Retreat! is Cancelled and the army has a Lieutenant, then the Loss of Lieutenant state is Cancelled as well.

When the Retreat! state is declared at the beginning of a player’s Active Turn, that player places a Retreat! Marker (RETREAT!) beside each of his surviving troops.

Troops with a Retreat! Marker (RETREAT!) can only use Short Movement Skills, Cautious Movement, Change Facing, Dodge or Reset (or any Special Skills that allow it explicitly). This Marker can only be removed by canceling the state of Retreat! altogether.

Troops with the Special Skill V: Courage (or any that include its effects, such as Martial Arts, G: Remote Presence, G: Mnemonica...), Religious Troop, or any other Special Skill that protects them from the effects of Retreat! state do not receive a Retreat! Marker (RETREAT!) and ignore all effects of Retreat! state until the end of the game.

REMEMBER

During his Active Turn, a player can expend a Command Token for each trooper he wants to have ignore the effects of Retreat! These troops ignore the effects of the Retreat! state until the end of the game.

In a Retreat! situation, all troops who exit the game table via the widest side of their Deployment Zone are considered to have survived the battle and can be counted as Victory Points by their owner.

When a player in Retreat! has lost or evacuated all troops in his Army List, the battle ends (unless the specific end-game conditions of the scenario being played indicate otherwise).

IMPORTANT!

In a Retreat! situation the Impetuous Phase of the Player Turn is not applied, so those Extremely Impetuous, Impetuous, and Frenzy troopers cannot use their Impetuous Order.
CANCELING THE STATE OF RETREAT!

At the beginning of each of their Active Turns, players can make a count of their surviving troops. If the point cost of the survivors is more than the 25% threshold—because an Unconscious troop was restored to combat readiness, for example—then the Retreat! state is Cancelled, the relevant Retreat! Markers (RETREAT!) are removed, and the Active Turn can be played normally.

If at any point both armies have less than 25% of their Cost in surviving troops, then the victor is the army with a higher percentage of surviving troops. Bear in mind that undeployed troops (Airborne Deployment, Hidden Deployment…) are considered survivors.

END-GAME: SUDDEN DEATH EXAMPLE:
At the end of the PanOceanian player’s turn, both he and his opponent, a Yu Jing player, count the points they have available. PanOceania has a total of 74 points in survivors, from a 300-point Army List, so that player would be automatically Defeated. However, the Yu Jing player has a total of 53 points in surviving troops (19 points for his Zhanshi armed with a HMG and 34 points worth of Ninja still in Hidden Deployment) from a 300-point Army List (meaning Yu Jing suffered 247 points in casualties). This is 21 points less than his opponent, so the PanOceanian player wins the game.

END-GAME: SCENARIO MODE
This end-game mode is used when playing a mission or scenario with explicit end-game conditions. In this case, apply the end-game conditions stated in the scenario rules.

END-GAME: LIMITED TIME FRAME MODE
The Limited Time Frame Mode establishes a time limit for the game. This mode is most often used in tournaments and championships, but can serve as a way for players to increase the difficulty of the game by restricting the time they have to execute their strategy.

In Limited Time Frame Mode, players must be informed beforehand of the total time limit for the game, and also of the time limit for each of their player turns.
Once the game is over, it is time to determine the victor. The player who fulfills all victory conditions wins the game, but the conditions that govern victory—or defeat—depend on the type of game played.

**STANDARD GAME**

In a Standard Game, the players meet on the battlefield with the goal of eliminating the opponent’s forces. There is no specific objective, except destroying the enemy while suffering as few casualties as possible.

At the end of a Standard Game, both players compare their *Victory Points*. In Infinity, *Victory Points* are the player’s *Surviving Troops Points*. That is, the sum of the Cost in points of those troops that survived the battle (by not finishing it in one of the *Null* states). The player with the most *Victory Points* wins the game.

**MISSION OR SCENARIO**

The tactical flexibility and troop variety of Infinity allow for games that go beyond simply destroying the opponent’s forces.

In order to spice things up, or to recreate wartime special operations or high-stakes espionage missions, you can play games with a series of objectives that transcend mere carnage (such as downloading crucial data from a console in the middle of the game table) or that add unusual game conditions (different *Deployment Zones* or variable time limits, for instance). When a game has goals beyond wholesale elimination of the enemy, it becomes a mission, or a scenario.

Missions pose an additional challenge to players, who must prioritize between eliminating the enemy and pursuing the objectives.

Each scenario or mission must specify the objectives players will strive to complete. During the mission, achieving objectives nets players *Objective Points*, at a rate determined beforehand by the mission rules. Missions and scenarios can also have their own Victory Conditions, specified in the *End of Mission* section of their rules. These may include, for example, an objective or objectives that must be accomplished to achieve victory. The player who fulfills all Victory Conditions of the scenario wins the game. If no specific Victory Conditions are stipulated, victory goes to the player with the most *Objective Points* at the end of the game.

The amount of *Victory Points* each player has is always used to *break ties* if both players earn the same amount of *Objective Points* in a scenario.

**PLAYING SCENARIOS**

This Core Book includes a number of scenarios so you can try exciting new game modes, but don’t forget to take a look at the Infinity Tournament System section on the official Infinity website, where you can download the official tournament rules.

**TOURNAMENT GAME**

In a Tournament, Victory Conditions depend on the type of event. In an official ITS tournament, Victory Conditions are determined by the official ITS rules. In a non-ITS event, tournament rules are determined by the organizers.

**ITS RULES**

Remember that the ITS rules, Infinity’s organized play system, are freely available from the Downloads section of the official Infinity website.
Advanced rules bring a new level of interest to Infinity. This chapter gathers all those rules that, even though they are not entirely required in order to play Infinity, complement the game by providing a more strategic, futuristic, and simulative component.

The game mechanics of these Advanced Rules are based on the basic mechanics of Infinity. Therefore, the difficulty level is not greater than that of the basic rules. However, they are presented in a separate chapter to gradually introduce players to the Infinity rules in a specific sequence to make the game easier to learn.

Nevertheless, once a player has tried these Advanced Rules on the game table he will realize how essential they are in order to fully enjoy a good game of Infinity.

**COMMAND TOKENS**

Command Tokens represent the command and control resources at your disposal to support your combat force.

Each player has **four Command Tokens** per game.

Command Tokens have two different gaming use modes: Strategic Use and Tactical Use.

**COMMAND TOKENS: STRATEGIC USE**

The Strategic Use of the Command Tokens has a special and unique nature, reflecting intel defensive actions deployed by Mission Control.

Only the player who has the second **Player Turn** can apply the Strategic Use of the Command Tokens.

The player can only apply the Strategic Use in the *first Turn of the first Game Round*.

Only during the **Tactical Phase** of the enemy **Turn** the player can spend one single Command Token to perform one of the following options:

» Nullify two Regular Orders of the enemy **Order Pool** during that **Turn only**. The player using the Command Token will decide from which **Combat Group or Groups** the nullified Orders will come... The player can only perform this option in the enemy **Tactical Phase**, after the **Order Count**.

» Prevent the adversary from using more than one single **Command Token** during that first **Turn**.

**COMMAND TOKENS: TACTICAL USE**

Players can apply the Tactical Use of the Command Tokens during the game. This reflects the tactical usage of intel resources by Mission Control.

By expending one Command Token, you may do one of the following:

» Permanently move an allied troop to a different **Combat Group**, but respecting the 10 members limit. This option can only be used during the **Order Count in the Tactical Phase** of the **Active Turn**.

» Cancel the Possessed state of a friendly trooper in an **Active Turn** that follows the turn in which the model became Possessed. This option can only be used before the **Order Count in the Tactical Phase** of the **Active Turn**.

» Declare a **Coordinated Order**, expending a Regular Order from the **Order Pool** as well.

» Have an allied troop automatically pass or fail a **Guts Roll**, as desired, ignoring the result on the die and any Special Skills the troop might have.

» Transform the Irregular Order provided by an **Irregular troop** into a single **Regular Order**, substituting the corresponding **Order Marker** but only for that **Player Turn**.

» Have one troop be unaffected by **Retreat!** This troop ignores the effects of the Retreat! situation until the end of the game.

» Reroll a failed **WIP Roll** when trying to use the Special Skill **Doctor** on a troop with a **Cube**. This reroll does not provide a new ARO to the enemy.

» Reroll a failed **WIP Roll** when trying to use the Special Skill **Engineer** on a troop with the **Ghost** Special Skill. This reroll does not provide a new ARO to the enemy.

Except those options that specify the contrary, players may use Command Tokens either at the beginning of their **Active Turn**, during the **Tactical Phase** before making the **Order Pool** count, or at any point during their **Active Turn’s Impetuous Phase** and **Orders Phase**.

Players may expend as many Command Tokens during a single **Active Turn** as they desire, assuming they have enough. Players may also use more than one Command Token for the same effect.

Players cannot expend Command Tokens during their **Reactive Turn**.

**EXAMPLE OF USE OF COMMAND TOKENS: REROLLING**

During her **Active Turn**, a Reverend Healer tries to use her Special Skill **Doctor** to heal the courageous Alguacil Ortega, who is currently Unconscious. She expends one **Short Skill** of her Order, but fails her **WIP Roll**. However, her player uses a Command Token to reroll the **WIP Roll**. Without expending or declaring a new Order, the Reverend Healer rolls her **WIP Roll** again. Sadly, luck is not on her side and she fails again. Still, her player wants to spend a new Command Token and give the Reverend Healer one further opportunity to pass her **WIP Roll** and heal Ortega. This will be her last chance, but only because her player has no more Command Tokens left to spend.
COORDINATED ORDERS

A Coordinated Order is an organized combat action or maneuver carried out by several troopers at once. By acting in unison, they can minimize the enemy’s capacity for hostile reaction and use their superior numbers to safely neutralize a target.

COORDINATED ORDER (REGULAR ORDER + COMMAND TOKEN)

Labels: Attack/Movement

Requirements

» To declare a Coordinated Order, you must spend 1 Regular Order and 1 Command Token.

» Up to 4 troopers can participate in a Coordinated Order.

» When you declare a Coordinated Order, name one of the participating troopers as that Order’s Spearhead, and place a Spearhead Marker (SPEARHEAD) beside him.

» All participating troopers must declare and execute the exact same sequence of Skills.

» If one of the Skills of the Coordinated Order demands a target, all troops must act against the same single target.

» Only troopers with the same Training (Regular/Irregular) and in the same Combat Group can participate in a Coordinated Order.

» You can only declare a Coordinated Order during the Orders Phase of your Active Turn.

Effects

» In a Coordinated Order, the Spearhead trooper uses half the usual Burst (B) of his weapon, including any bonuses, rounded up. All other troopers participating in the Coordinated Order have their B reduced to 1, regardless of their weapon.

» The group of troopers in a Coordinated Order provokes one single ARO to each enemy within LoF or ZoC. Reactive troopers may choose which of the coordinated troopers they will declare their ARO against, and are not obligated to choose the same target.

» If one or more of the participants in the Coordinated Order is unable to complete any of the Short Skills of the Order, then they only complete those they can. However, for the purposes of ARO generation, these troopers count as having declared all Short Skills of the Order.

» In Close Combat, only the Spearhead trooper will perform the CC Roll, getting a MOD of +1 to his B and +1 to the PH Attribute for Damage for each friendly trooper participating in the Coordinated Order engaged with the adversary.

» Other friendly troopers engaged in that CC but not participating in the Coordinated Order don’t provide any Bonus to the Spearhead trooper.

» When the Coordinated Order is finished, the player must remove the Spearhead Marker (SPEARHEAD) from the table.
Coordinating Skills
In a Coordinated Order, all participants must declare the same sequence of Skills, but can perform the same Skills differently. Consequently, in a coordinated BS Attack each participant would be able to choose his own weapon and apply its effects. For example, one of the troopers could use his Combi Rifle, another throw a Grenade, a third one shoot with her Flash Pulse, and the fourth employ his Chain Rifle, since all these count as a BS Attack.

However, in a BS Attack part of a Coordinated Order, none of the participants could declare Speculative Fire or Intuitive Attack, since these Skills are different than a BS Attack.

Coordinated Order: Hacking
Hacking Programs cannot be used in Coordinated Order unless there is a scenario special rule, or the player has a trooper in the Army List possessing a piece of equipment or Special Skill, which specifies otherwise.

Coordinated Order: Dodge, Change Facing, Engage and Reset
If the target of a Coordinated Order chooses to Dodge, Change Facing, Engage or Reset as his ARO, then his Roll is Face to Face against attacking Rolls.

Coordinated Order: Success + Failure
If the participants of a Coordinated Order declare the use of a Skill or Equipment such as Doctor, MediKit or Engineer on a common target, then each failure in the Rolls cancels one success. In the event of a draw, the target suffers no effect at all.

COORDINATED ORDER EXAMPLE: MOVEMENT + BS ATTACK
In her Active Turn, a PanOceanian player coordinates a group of 3 Fusiliers and 1 Orc Troop to mount an attack against a Raicho, a Morat TAG of the Combined Army. The PanOceanian player spends a Command Token and a Regular Order, and assigns the Spearhead role to the Orc Troop by placing a Spearhead Marker beside it. Then, she declares the first Short Skill of her Coordinated Order: Move.

The Morat TAG can only declare ARO against one of the four PanOceanian troopers in its LoF, so it declares a BS Attack against the Spearheading Orc Troop. The Orc’s BS is higher and his B, even halved, is better than that of the coordinated Fusiliers, so he is more likely to inflict serious damage.

The PanOceanian player declares the second Short Skill of her Coordinated Order: BS Attack against the Morat TAG.

The exchange is resolved with a Face to Face BS Roll between the Orc Troop, whose MULTI Rifle has its Burst reduced to 1, and the Raicho. The three Fusiliers, meanwhile, make one Normal BS Roll each, as their B is 1.

COORDINATED ORDER EXAMPLE: MOVEMENT + CC ATTACK
During his Active Turn, a Combined Army player decides to coordinate a group of 4 Vanguard Infantry Morats and sic them into Close Combat against a Dragão. He spends a Command Token and a Regular Order, places a Spearhead Marker beside one of the Morats, and declares the first Short Skill of his Coordinated Order: Move.

The Dragão can only react against one of the oncoming Vanguards, so it declares BS Attack against the Spearhead Morat.

The Combined Army player declares the second Short Skill of his Coordinated Order: CC Attack against the PanOceanian TAG.

There is a Face to Face Roll between the Spearhead Morat’s CC and the Dragão’s BS. The Morat has the +1 MOD to his B provided by each one of his comrades engaged in that CC, so the Morat has a B’s total value of +4 (1+3). If the Morat wins the CC Face to Face Roll, then he will also have the +1 MOD to his Damage provided by each one of his comrades engaged in the fight (Damage +3).

COORDINATED ORDER EXAMPLE: FAILED ACTIVATION
To see what happens when one of the coordinated troopers is unable to carry out one of the Skills declared, we will go back to the previous example of 3 Fusiliers and 1 Orc Troop against a Raicho.

After selecting the Orc Troop as Spearhead and declaring the first Short Skill of the Order, Movement, the player measures and moves her four troopers. The Raicho declares its ARO, and it becomes apparent that there is no LoF between the TAG and one of the Fusiliers. In spite of this, the PanOceanian player declares a BS Attack against the Raicho with the second Short Skill of the Coordinated Order. The Fusilier without LoF will simply be unable to open fire. Specifically, the Fusilier does not perform the declared BS Attack, and just stands there instead. However, the Fusilier has been activated and for the purposes of ARO generation has declared the BS Attack the same as his comrades.

COORDINATED ORDER EXAMPLE: COORDINATING MARKER TROOPERS
In her Active Turn, the PanOceanian player wants to coordinate 2 TO Camouflage Markers and 1 Orc Troop against the fearsome Raicho. The PanOceanian player spends a Command Token and a Regular Order, selects the Orc Troop as Spearhead, and declares the first Short Skill of her Coordinated Order: Move.

The Morat TAG can only declare its ARO against one of the three looming PanOceanian troopers, and chooses to react to one of the TO Camouflage Markers. Since he is reacting to a TO Camouflage Marker, the Raicho may delay its ARO, so it waits until the PanOceanian player declares the second Short Skill of her Order to see if the chosen TO Marker reveals itself before declaring ARO.
ADVANCED COMBAT: HACKING

In a modern battlefield, computer and electronic systems are just as important as bombs and rifles, since they are the ones ensuring that everything works and moves in the right direction. Long distance communications are carried out with quantronic devices rather than by radio, which is now relegated to emergency situations and mainly used for short distance communications. Without proper communications, supplies and backup will never get anywhere, the artillery will never be able to take up a position, missiles will never be guided towards their targets, and troops will be unaware of the battlefield conditions and will not know what they are up against. A situation of general confusion reminiscent of the battlefields from the dawn of the twentieth century will take place. The only troops that can cause or prevent this kind of situation are the Tactical Hackers: experts on infowar, cyberassault and electronic defense and combat. They are the troopers equipped and trained to use Hacking Devices in the maelstrom of the modern battlefield.

Hacking Devices are small quantronic computers, specially set up for infowar and cybercombat. They are used both to attack the enemy computer systems and as a defense against these kinds of attacks. Each Hacking Device uses specific skills and hacking programs to fulfill a particular role in combat.

Hacking Devices come in various models with different degrees of specialization and Hacking Program suites.

Depending on their intended purpose, Hacking Programs allow their user to deploy offensive or defensive measures, support his allies, interact with his environment, etc.

Hackers may only use the Hacking Programs available to their Hacking Device.

Types of Hacking Programs

For ease of reference, Hacking Programs in Infinity are organized in a number of ways. They are primarily divided into a series of Types, according to their function and effect on the battlefield.

The different Types of Program are further organized by Level. Access to one Level automatically grants the Hacker access to all lower Levels of the same Type.

- **Control Programs (CLAW)**. Offensive programs designed to disable and stall enemy targets.
- **Attack Programs (SWORD)**. These programs are deployed with the specific purpose of incapacitating enemy Hackers.
- **Defensive Programs (SHIELD)**. These programs are used to defend from or neutralize the effects of enemy attacks.
- **Utility Programs (GADGET)**. A miscellaneous group of programs Hackers may deploy to affect their environment, their allies, or themselves.
- **Upgrade Programs (UPGRADE)**. Custom-made software tailored to the style and preference of specific infowar operatives. These programs are too complex for standard-issue Hacking Devices.
PROGRAM CATEGORIES

Hacking Program Categories help sort programs for ease of reference.

» **Anti-Hacker Protocols (AHP).** Anti-Hacker Protocols are attack programs capable of incapacitating or killing enemy Hackers.

» **Comm-Sat.** Comm-Sat programs enable tampering with the communications system of the enemy datasphere.

» **Defense Protocols (DP).** Protective software deployed to fend off cyberattacks that rely on Anti-Hacker Protocols.

» **Infowar.** Infowar programs are very diverse, but they all impose or cancel states on troopers, hackable or otherwise.

» **ITAG.** ITAG programs are offensive pieces of software specifically designed to penetrate TAG defenses.

» **Supportware.** These programs are designed to aid allies in the fight, granting them certain combat bonuses.

» **Toolbox.** Toolbox programs exert a passive effect on the environment, maximizing the Hacker’s chances of survival.

HACKING AREA

This term refers to the Area of Effect of Hacking Programs when it covers not only the Hacker’s Zone of Control (ZoC), but also the Zones of Control of all usable Repeaters.

Using friendly Repeaters carries no penalty, but using Repeaters deployed by the enemy is only possible within their Zone of Control and carries some negative MODs (see Repeater, page 140).

HACKING DEVICES AND HACKING PROGRAMS: CHARACTERISTICS

Hacking Devices and their suite of Hacking Programs obey a series of general rules:

» They act in Zone of Control, be it the Hacker’s or a Repeater’s if the specific Hacking Program allows hacking in Hacking Area.

» Their target need not be within the Hacker’s LoF, unless otherwise specified by the Hacking Program’s rules.

» They automatically identify whether a figure—but not a Marker—inside the Hacker’s Hacking Area is targetable by a specific Hacking Program.

» They allow the player to enlist REMs in his Army List.

FIREWALLS

Certain pieces of Equipment, Hacking Devices, and programs incorporate defense mechanisms against Hacking Attacks. These defenses are codified in the Firewall rule, which applies a series of MODs to hinder the Attack and enhance the target’s protection.

In game terms, Firewall imposes an additional -3 MOD to the WIP of the trooper who declared the Hacking Attack. Additionally, Firewall grants the target of the Attack a +3 BTS MOD.

Firewall MODs apply only once per Roll, regardless of the number of intervening Firewalls.

FIREWALL EXAMPLE

A Hacker declares a Hacking Attack through an enemy Repeater against another Hacker equipped with a Defensive Hacking Device. Both the Repeater (which was deployed by the enemy) and the Defensive Hacking Device deploy Firewalls against the Attack, but
the Firewall MODs apply only once, not once per Firewall involved. Consequently, the attacking Hacker suffers a -3 MOD to her WIP, and her target enjoys a +3 MOD to his potential BTS Roll.

**LEGEND TO QUICK REFERENCE HACKING PROGRAMS CHART**

Hacking Programs grant the user a series of MODs and advantages that are displayed in charts with the following elements:

- **Attack MOD:** A MOD applied to the WIP Attribute of the user when employing the Hacking Program.
- **Opponent MOD:** A MOD applied to the WIP Attribute of enemies in a Face to Face Roll against the user of the Hacking Program.
- **Damage:** A value used to determine the Damage applied to the target upon a successful use of the Hacking Program. Unless otherwise specified, the Attribute used to resist Damage from Hacking Programs is BTS.
- **Burst:** A numeric value representing the number of Attacks or attempts granted by each Order spent in that Hacking Program in the Active Turn. If the B value is higher than 1, it can be focused on a single target or distributed among several targets.
- **Target:** The list of Troop Types susceptible of being chosen as targets of the Hacking Program.
- **Skill Type:** Indicates the type of Skill (Entire Order, Short Skill, ARO…) that the user must spend in order to employ the Hacking Program.
- **Special:** Lists the special effects that govern the use of the Hacking Program.

It may include the duration of the effect. **Turn** means the effect ends automatically at the end of that Player Turn. **2 Turns** indicates the effect ends automatically at the end of the following Player Turn.

It may also include the range of the Hacking Program. **Hacking Area** includes the Hacker’s Zone of Control plus the Zones of Control of any usable Repeaters. Conversely, **Zone of Control** includes only the Hacker’s. If no range is mentioned, assume the range of the Hacking Program to cover the entire game table.

This section may also include the state induced on the target, or the type of **Special Ammunition** the Program uses.

It may also indicate whether the Hacking Program belongs to a **Special Category** of Hacking Devices.

**HACKING PROGRAMS**

This Hacking Programs list is organized by **Type of Program** and Level.

**HACKING PROGRAMS: LABELS**

Like Common Skills, Special Skills, and pieces of Equipment, Hacking Programs have one or more **Labels** that quickly mark them as having certain game features (see Labels, page 50) and relay their **Type of Program** and Level.

**BLACKOUT (INFOWAR)**

**REQUIREMENTS**

- The target must carry a piece of Equipment with the Comms Equipment Trait (Hacking Device, Repeater, Sniffer...).
- The target of this Hacking Program need not have the Hackable Characteristic.

**EFFECTS**

- Allows the user to make a WIP Roll against the target.
- A successful Roll forces the target to make a BTS Roll versus Damage 15.
- Failing the BTS Roll causes the target to enter the Disabled state, signified by a Disabled Marker (DISABLED) in base to base contact.
- The effects of this program persist until the opponent cancels the induced state by whatever means.
- The range of this program is the Hacker’s Hacking Area.

**REMEMBER**

The target may declare Reset as his ARO, regardless of his Troop Type (LI, MI, HI...) and even if the Hacking Attack takes places outside of his LoF. However, pieces of Equipment (Deployable Repeaters, Sniffers, FastPandas...) are unable to declare Reset.
### HACKING PROGRAMS CHART

<table>
<thead>
<tr>
<th>Program Type</th>
<th>Name</th>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>Damage B</th>
<th>Target Skill</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLAW-1</td>
<td>Blackout</td>
<td>0</td>
<td>0</td>
<td>15</td>
<td>1</td>
<td>Comms Equipment</td>
</tr>
<tr>
<td></td>
<td>Gotcha!</td>
<td>0</td>
<td>0</td>
<td>13</td>
<td>2</td>
<td>TAG, HI, REM, Hacker</td>
</tr>
<tr>
<td></td>
<td>Overlord</td>
<td>0</td>
<td>0</td>
<td>14</td>
<td>1</td>
<td>TAG</td>
</tr>
<tr>
<td></td>
<td>Spotlight</td>
<td>-3</td>
<td>0</td>
<td>--</td>
<td>--</td>
<td>Short Skill</td>
</tr>
<tr>
<td>CLAW-3</td>
<td>Basilisk</td>
<td>0</td>
<td>0</td>
<td>13</td>
<td>3</td>
<td>TAG, HI, REM, Hacker</td>
</tr>
<tr>
<td>CLAW-1</td>
<td>Carbonite</td>
<td>+3</td>
<td>0</td>
<td>13</td>
<td>2</td>
<td>TAG, HI, REM, Hacker</td>
</tr>
<tr>
<td>CLAW-2</td>
<td>Expel</td>
<td>0</td>
<td>0</td>
<td>13</td>
<td>1</td>
<td>Manned TAG</td>
</tr>
<tr>
<td></td>
<td>Oblivion</td>
<td>0</td>
<td>0</td>
<td>16</td>
<td>1</td>
<td>TAG, HI, REM, Hacker</td>
</tr>
<tr>
<td>CLAW-3</td>
<td>Total Control</td>
<td>0</td>
<td>0</td>
<td>16</td>
<td>1</td>
<td>TAG</td>
</tr>
<tr>
<td>SWORD-1</td>
<td>Brain Blast</td>
<td>0</td>
<td>0</td>
<td>14</td>
<td>2</td>
<td>Hacker</td>
</tr>
<tr>
<td>SHIELD-1</td>
<td>Exorcism</td>
<td>0</td>
<td>-3</td>
<td>18</td>
<td>2</td>
<td>Possessed TAG</td>
</tr>
<tr>
<td>SHIELD-1</td>
<td>Hack Transport</td>
<td>-6</td>
<td>--</td>
<td>--</td>
<td>1</td>
<td>Guided Spec. Ammo</td>
</tr>
<tr>
<td>SHIELD-2</td>
<td>Breakwater</td>
<td>-6</td>
<td>--</td>
<td>--</td>
<td>1</td>
<td>Hacker</td>
</tr>
<tr>
<td>SHIELD-3</td>
<td>Counterstrike</td>
<td>-3</td>
<td>--</td>
<td>--</td>
<td>1</td>
<td>Hacker</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Fairy Dust</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>1</td>
<td>HI</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Lockpicker</td>
<td>0</td>
<td>0</td>
<td>--</td>
<td>--</td>
<td>Short Skill</td>
</tr>
<tr>
<td>GADGET-2</td>
<td>Assisted Fire</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>1</td>
<td>REM</td>
</tr>
<tr>
<td>UPGRADE</td>
<td>Cybermask</td>
<td>0</td>
<td>0</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>UPGRADE</td>
<td>White Noise</td>
<td>0</td>
<td>0</td>
<td>--</td>
<td>--</td>
<td>Short Skill</td>
</tr>
<tr>
<td>UPGRADE</td>
<td>Stop!</td>
<td>0</td>
<td>0</td>
<td>16</td>
<td>2</td>
<td>TAG, HI, REM, Hacker</td>
</tr>
<tr>
<td>UPGRADE</td>
<td>Sucker Punch</td>
<td>0</td>
<td>-3</td>
<td>16</td>
<td>1</td>
<td>Hacker</td>
</tr>
</tbody>
</table>

### GOTCHA! (INFOWAR)

**Requirement:**
- The target must be an enemy with the Hackable Characteristic (HI, TAG, REM...) or an enemy Hacker.

**Effects:**
- In the Active Turn, the user may distribute two WIP Rolls among one or two targets.
- Each successful Roll forces the target to make a BTS Roll versus Damage 13.
- Failing the BTS Roll causes the target to enter the Immobilized-1 state, signified by an Immobilized-1 Marker (IMM-1).
- The effect of this Hacking Program is Cancelled automatically at the end of the following Player Turn after the declaration of this program, but the induced state may be Cancelled earlier by other means.
- The range of this program is the Hacker’s Hacking Area.

**GOTCHA! (INFOWAR) Short Skill/ARO**

**Requirements:**
- The target must be an enemy TAG.
- If the target is a Manned TAG, its Pilot/Operator must be inside it.

**Effects:**
- Allows the user to make a WIP Roll against the target.
- A successful Roll forces the target to make a BTS Roll versus Damage 14 while suffering the effects of Breaker Special Ammunition, that is, using only half its BTS value (see page 108).
- Failing the BTS Roll causes the target to enter the Possessed state, signified by a Possessed Marker (POS) in base to base contact.
- The effects of this program persist until the opponent cancels the induced state by whatever means.
- The range of this program is the Hacker’s Hacking Area.

### OVERLORD (ITAG)

**Requirement:**
- The target must be an enemy TAG.

**Effects:**
- Allows the user to make a WIP Roll against the target.
- A successful Roll forces the target to make a BTS Roll versus Damage 14 while suffering the effects of Breaker Special Ammunition, that is, using only half its BTS value (see page 108).
- Failing the BTS Roll causes the target to enter the Possessed state, signified by a Possessed Marker (POS) in base to base contact.
- The effects of this program persist until the opponent cancels the induced state by whatever means.
- The range of this program is the Hacker’s Hacking Area.

### POSSSESSED TROOPER

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>12</td>
<td>*</td>
<td>11</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
</tr>
</tbody>
</table>

**Note:** Use the trooper’s original values.
Expel and Evacuation Devices
This Hacking Program cannot interact with Evacuation Devices (ED), such as Escape System or Ejection System (see Infinity, Human Sphere). When used against TAG with this piece of Equipment, Expel works normally, as described here, but replacing "the Pilot" with "the Operator".

Spotlight (Infowar) - Short Skill
Attack, CLAW-1, Non-Lethal.

Requirements
- You may choose any enemy within range as target of this program.
- The target of this Hacking Program need not have the Hackable Characteristic.

Effects
- In the Active Turn, allows the user to make a WIP-3 Roll against the target.
- Upon a successful Roll, the target enters the Targeted state, signified by a Targeted Marker (TARGETED) in base to base contact.
- The effect of this program is Cancelled automatically at the end of the current Player Turn, but the induced state may be Cancelled earlier by other means.
- The range of this program is the Hacker’s Hacking Area.

Remember
The target may declare Reset as his ARO, regardless of his Troop Type (LI, MI, HI...) and even if the Hacking Attack takes places outside of his LoF. However, pieces of Equipment (Deployable Repeaters, Sniffers, FastPandas...) are unable to declare Reset.

Expe (ITAG) - Short Skill/ARO
Attack, CLAW-2.

Requirements
- The target must be an enemy TAG with the Manned Special Skill.
- The target must not be Possessed.

Effects
- Allows the user to make a WIP Roll against the target.
- A successful Roll forces the target to make a BTS Roll versus Damage 13. Failing the Roll forces the opponent to place, at the end of the Order, the Pilot model in base to base contact with the TAG.
- From that point on, the opponent must substitute the Pilot profile for the TAG’s.
- For the opponent to be able to use the TAG’s Troop Profile instead of the Pilot’s, the Pilot must declare a Short Movement Skill (or an ARO) to mount the TAG again. The trooper regains the TAG’s Troop Profile at the beginning of the following Order after mounting the TAG.
- An expelled Pilot continues to generate Orders for her Order Pool.
- Enemies may choose the TAG as a target while the Pilot is outside it.
- The range of this program is the Hacker’s Hacking Area.

Basilisk (Infowar) - Short Skill/ARO
Attack, CLAW-3.

Requirements
- The target must be an enemy with the Hackable Characteristic (HI, TAG, REM...) or an enemy Hacker.

Effects
- In the Active Turn, the user may distribute three WIP Rolls among one or several targets.
- Each successful Roll forces the target to make a BTS Roll versus Damage 13.
- Failing the BTS Roll causes the target to enter the Immobilized-1 state, signified by an Immobilized-1 Marker (IMM-1).
- The effects of this Hacking Program are Cancelled automatically at the end of the following Player Turn after its declaration, but the induced state may be Cancelled earlier by other means.
- The range of this program is the Hacker’s Hacking Area.
CARBONITE (INFOWAR)  SHORT SKILL/ARO

**Attack**: CLAW-3

**REQUIREMENTS**
- The target must be an enemy with the Hackable Characteristic (HI, TAG, REM...) or an enemy Hacker.

**EFFECTS**
- In the Active Turn, the user may distribute two WIP+3 Rolls among one or two targets.
- A successful Roll forces the target to make two BTS Rolls versus Damage 13, applying the effects of DT Special Ammunition (see page 109).

Failing either or both Rolls causes the target to enter the Immobilized-1 state, signified by an Immobilized-1 Marker (IMM-1).
- The effect of this program is Cancelled automatically at the end of the current Player Turn, but the induced state may be Cancelled earlier by other means.
- The range of this program is the Hacker’s Hacking Area.

TOTAL CONTROL (ITAG)  SHORT SKILL/ARO

**Attack**: CLAW-3

**REQUIREMENTS**
- The target must be an enemy TAG.
- If the target is a Manned TAG, its Pilot/Operator must be inside it.

**EFFECTS**
- Allows the user to make a WIP Roll against the target.
- A successful Roll forces the target to make two BTS Rolls versus Damage 16, applying the effects of DT Special Ammunition (see page 109).

Failing the BTS Roll causes the target to enter the Possessed state, signified by a Possessed Marker (POS) in base to base contact.
- The effects of this program persist until the opponent cancels the induced state by whatever means.
- The range of this program is the Hacker’s Hacking Area.

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>12</td>
<td>*</td>
<td>11</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
</tr>
</tbody>
</table>

NOTE *: Use the trooper’s original values.

HACKING PROGRAMS (SWORD-1)

BRAIN BLAST (AHP)  SHORT SKILL/ARO

**Attack**: SWORD-1

**REQUIREMENTS**
- The target must be an enemy Hacker.

**EFFECTS**
- In the Active Turn, the user may distribute two WIP Rolls among one or two targets.
- A successful Roll forces the target to make a BTS Roll versus Damage 14.
- For each failed BTS Roll, the target loses one point of his Wounds/Structure Attribute.
- The range of this program is the Hacker’s Hacking Area.

EXORCISM (INFOWAR)  SHORT SKILL

**Attack**: Non-Lethal, SHIELD-1.

**REQUIREMENTS**
- The target must be a TAG in the Possessed state.

**EFFECTS**
- The user may distribute two WIP Rolls among one or two targets.
- In a Face to Face Roll, this program imposes a -3 MOD on the target’s Attribute. (for example, on the target’s WIP if it reacted by declaring a Reset).
- A successful Roll forces the target to make two BTS Rolls versus Damage 18, applying the effects of DT Special Ammunition (see page 109).
- If the target fails that Roll, its Possessed state is Cancelled. Remove the corresponding Marker from play.
- The range of this program is the Hacker’s Hacking Area.
HACK TRANSPORT
AIRCRAFT (COMM-SAT)

**REQUIREMENTS**
- This program may only be used in response to the opponent declaring an AD: Combat Jump Order.

**EFFECTS**
- Allows the user to react in ARO to the declaration of an AD: Combat Jump, even without LoF to the target.
- By using this program, the Hacker may make a Face to Face Roll with his WIP-6 versus the PH Roll of the enemy making a Combat Jump. If the Hacker wins, the enemy making a Combat Jump suffers the effects of a Dispersion. If the Hacker does not win the Face to Face Roll, the Combat Jump proceeds as normal, but the Hacker suffers no further ill effects.
- This program’s range covers the entire game table.

U-TURN (COMM-SAT)

**REQUIREMENTS**
- This program may only be used in response to the opponent declaring an Attack with a weapon with the Guided Trait.

**EFFECTS**
- Allows the user to react in ARO to the declaration of an Attack that employs a weapon with the Guided Trait, even without LoF to the attacker.
- By declaring the use of this program, the enemy who declared an Attack with a weapon with the Guided Trait automatically suffers a cumulative -3 MOD to his BS Roll.
- This program’s range covers the entire game table.

BREAKWATER (DP)

**REQUIREMENTS**
- The user must be chosen as the target of a Hacking Attack.

**EFFECTS**
- Allows the user to make a WIP Roll against the attacking Hacker.
- If this results in a Face to Face Roll, this program imposes a -6 MOD on the attacker’s Attribute.
- A successful Roll means the user nullifies the Hacking Attack against him and avoids all Damage and special effects from the Attack.
- This program may be used each time the user is the target of a Hacking Attack.

COUNTERSTRIKE (DP)

**REQUIREMENTS**
- The user must be chosen as the target of a Hacking Attack.

**EFFECTS**
- Allows the user to make a WIP-3 Roll against the attacking Hacker.
- If this results in a Face to Face Roll, this program imposes a -3 MOD on the attacker’s Attribute.
- If the user wins, he not only avoids all Damage and special effects from the Attack against him, but additionally reflects the Attack back to the attacker, who suffers the Attack’s Damage and special effects, if applicable.
- This program may be used each time the user is the target of a Hacking Attack.

ZERO PAIN (DP)

**REQUIREMENTS**
- The user must be chosen as the target of a Hacking Attack.

**EFFECTS**
- In Active or Reactive Turn, this program allows the user to make two WIP Rolls against the attacking Hacker.
- If the user wins with either Roll, he nullifies the Hacking Attack against him and avoids all Damage and special effects from the Attack.
- This program may be used each time the user is the target of a Hacking Attack.
### Hacking Programs (Gadget-1)

#### Controlled Jump (Supportware)

**Gadget-1**

**Requirements**
- Only troops with **AD: Airborne Deployment** may benefit from the effects of this Hacking Program.
- The target of this Hacking Program need not have the Hackable Characteristic.

**Effects**
- Controlled Jump allows all troops from the user’s Army List who, during that Player Turn, declare the **AD: Combat Jump** Special Skill to benefit from a +3 MOD to their PH Attribute when deploying.
- When the user activates this program, which does not require a Roll, place a numbered Supportware Marker (Supportware) beside him.
- The effects of Controlled Jump persist until the end of the Player Turn, at which point you must remove all corresponding Markers.
- This program’s range covers the entire game table.
- The MOD granted by this Supportware is not cumulative.

**Remember**
- Each Hacker can only sustain one active Supportware program at a time.
- Hackers may voluntarily cancel an active Supportware program by declaring another and expending the corresponding Order.
- Supportware programs are automatically cancelled whenever their user enters in a Disabled or Isolated state or any Null state.

#### Fairy Dust (Supportware)

**Gadget-1**

**Requirements**
- Only HIs from the same Army List as the user may be chosen as targets.
- Targets cannot benefit from the effects of a different GADGET Program during the same Order/ARO. HIs can only benefit from the effects of a single GADGET Program during any particular Order or ARO.

**Effects**
- Fairy Dust grants all HIs from the Hacker’s Army List a Firewall, allowing any of them to benefit from the corresponding MODs whenever they suffer a Hacking Attack.
- When the user activates this program, which does not require a Roll, place a Fairy Dust Supportware Marker (SUP: FAIRYDUST) beside him.
- The effects of Fairy Dust persist until the end of the Player Turn, at which point you must remove all corresponding Markers.
- This program’s range covers the entire game table.

**Remember**
- Each Hacker can only sustain one active Supportware program at a time.
- Hackers may voluntarily cancel an active Supportware program by declaring another and expending the corresponding Order.
- Supportware programs are automatically cancelled whenever their user enters in a Disabled or Isolated state or any Null state.

---

#### Lockpicker (Toolbox)

**Short Skill/ARO**

**Requirements**
- The user must be in base to base contact with a piece of terrain identified as a Scenery Item with the Hackable Trait.

**Effects**
- By passing a WIP Roll, the user may activate, deactivate, open or shut the Hackable Scenery Item.

**Remember**
- This WIP Roll may be modified by the profile of the Hackable Scenery Item or by the scenario Special Rules.
HACKING PROGRAMS (GADGET-2)

ASSISTED FIRE (SUPPORTWARE) ENTIRE ORDER
GADGET-2

REQUIREMENTS
» The target must be a REM from the same Army List as the user, and must be inside the user’s Hacking Area.
» The target cannot currently be benefiting from the effects of another GADGET Program.

EFFECTS
» Assisted Fire grants the target REM the Marksmanship L2 Special Skill (see page 85).
» When the user activates this program, which does not require a Roll, place a numbered Supportware Marker (SUPPORTWARE) beside him.
» Also, place a Marksmanship L2 Marker (MARKSMANSHIP L2) in base to base contact with the REM.
» The effects of Assisted Fire persist until the end of the following Player Turn after the declaration of this Hacking Program, at which point you must remove all corresponding Markers.
» Once activated, this program’s range covers the entire game table.

REMEMBER
Each Hacker can only sustain one active Supportware program at a time.
Hackers may voluntarily cancel an active Supportware program by declaring another and expending the corresponding Order.
Supportware programs are automatically cancelled whenever their user enters a Disabled or Isolated state or any Null state.

ENHANCED REACTION (SUPPORTWARE) ENTIRE ORDER
GADGET-2

REQUIREMENTS
» The target must be a REM from the same Army List as the user, and must be inside the user’s Hacking Area.
» The target cannot currently be benefiting from the effects of another GADGET Program.

EFFECTS
» Enhanced Reaction grants the target REM a Burst value of 2 in ARO.
» When the user activates this program, which does not require a Roll, place a numbered Supportware Marker (SUPPORTWARE) beside him.
» Also, place an Enhanced Reaction: B2 Marker (E. REACTION: B2) in base to base contact with the REM.
» The effects of Enhanced Reaction persist until the end of the following Player Turn after the declaration of this Hacking Program, at which point you must remove all corresponding Markers.
» Once activated, this program’s range covers the entire game table.

REMEMBER
Each Hacker can only sustain one active Supportware program at a time.
Hackers may voluntarily cancel an active Supportware program by declaring another and expending the corresponding Order.
Supportware programs are automatically cancelled whenever their user enters a Disabled or Isolated state or any Null state.
ADVANCED COMBAT: HACKING

STOP! (INFOWAR)  SHORT SKILL/ARO
Attack, UPGRADE.

REQUIREMENTS
» The target must be an enemy with the Hackable Characteristic (HI, TAG, REM...) or an enemy Hacker.

EFFECTS
» The user may distribute two WIP Rolls among one or two targets.
» A successful Roll forces the target to make a BTS Roll versus Damage 16, while suffering the effects of Breaker Special Ammunition, that is, using only half his BTS value (see page 108).
» The effects of this Hacking Program are Cancelled automatically at the end of the following Player Turn after its declaration, but the induced state may be Cancelled earlier by other means.
» The range of this program is the Hacker’s Hacking Area.

REMEMBER
A Hacker in the Camouflaged, TO or similar state may not enter the Impersonation-2 state, and vice versa.

CYBERMASK (SUPPORTWARE)  ENTIRE ORDER
NFB, UPGRADE.

REQUIREMENTS
» The user must be outside the LoF of all enemies.

EFFECTS
» By passing a WIP Roll, the user enters the Impersonation-2 state.
» Replace the user’s model with an Impersonation-2 Marker (IMP-2).
» The effects of this program persist until the user reveals himself as per the Impersonation-2 state rules (see page 180).
» This program affects only the Hacker himself and therefore has no range.

REMEMBER
A Hacker in the Camouflaged, TO or similar state may not enter the Impersonation-2 state, and vice versa.

SUCKER PUNCH (AHP)  SHORT SKILL/ARO
Attack, UPGRADE.

REQUIREMENTS
» The target must be an enemy Hacker.

EFFECTS
» Allows the user to make a WIP Roll against the target.
» In a Face to Face Roll, this program imposes a -3 MOD on the target’s Attribute.
» A successful Roll forces the target to make two BTS Rolls versus Damage 16, applying the effects of DT Special Ammunition (see page 109).
» For each failed BTS Roll, the target loses one point of his Wounds/Structure Attribute.
» The range of this program is the Hacker’s Hacking Area.

WHITE NOISE (TOOLBOX)  SHORT SKILL/ARO
NFB, UPGRADE.

EFFECTS
» By passing a WIP Roll, the user may place a White Noise Circular Template inside his Hacking Area.

The White Noise Template must be entirely within the Hacking Area.
» The effects of this program persist until the end of the Player Turn, at which point you must remove the White Noise Circular Template.
» The range of this program is the Hacker’s Hacking Area.

WHITE NOISE: SUMMARY
Troopers wearing a Multispectral Visor cannot draw LoF through a White Noise Zone (see page 165).

HACKING PROGRAMS (UPGRADE)
HACKING EXAMPLE 1:
During her Active Turn, the perfidious Interventor Morgana decides to Hack two enemies, an Orc Troop and a Father-Knight, two PanOceanian HIs that she thinks are both inside her Hacking Area, within 8 inches or less of her FastPanda equipped with a Repeater. She declares the Basilisk Hacking Program, and splits the B3 of the Program: two Attacks against the Father-Knight and other against the Orc Troop.

The Father-Knight declares a Reset ARO. The Orc Troop thinks he is not inside the Hacking Area and declares a BS Attack.

When the measurements are checked during the Resolution step of the Order, the Father-Knight is within the Hacking Area, however, the Orc Troop is not because it is nine inches from the FastPanda. Therefore, the Attack against the Orc Troop is invalid and it can make a Normal BS Attack Roll.

A WIP Face to Face Roll occurs between the Interventor and Father-Knight. The Interventor performs two WIP Rolls for her two attacks (B2) and the Father-Knight makes one WIP Roll for his Reset. The Hacker gets 6 and 11, while the HI gets an 8. The result of the rolls - the Father-Knight’s 8 cancels the attacking 6, because it is a lower success, but the 11 of the Hacker is even higher and the HI must make a BTS roll to avoid the effects of the Hacking Attack.

HACKING EXAMPLE 2:
During her Active Turn, the perfidious Interventor Morgana decides to use the Spotlight Hacking Program vs. the savage Dāturazi Jedak. While the Dāturazi does not have the Hackable characteristic, the Spotlight Program indicates that it is not necessary for the target to have it.

In response to this attack, the Dāturazi declares a Reset ARO. This produces a Face to Face Roll between the Interventor’s WIP-3 (the Attacker MOD of the Spotlight Program) and the Dāturazi’s WIP. If the Interventor wins the roll, the effect of the Hacking Program is applied and the Dāturazi is marked, entering the Targeted state without making a Roll.
Hacking: Equipment

Defensive Hacking Device

This is the basic version of the Hacking Device, a very useful piece of Equipment to support the combat force.

Effects
- This piece of Equipment allows the following Hacking Programs: SHIELD Level 3 and also all GADGET Level 1 Programs.
- If the user is targeted by a Hacking Attack, it allows application of Firewall MODs.
- This piece of Equipment allows the player to enlist REMs in his Army List.

Special Category: EI
- Unless specified the contrary, all the Hacking Devices showed in the Combined Army’s Army List possess this Special Category.
- This Special Category also allows use of the Stop! UPGRADE Program.

Assault Hacking Device

This is the offensive version of the Hacking Device, a piece of Equipment designed to perform cyberattacks against high tech enemy troops.

Effects
- This piece of Equipment allows use of CLAW Level 3 Hacking Programs.
- This piece of Equipment allows the player to enlist REMs in his Army List.

Special Category: EI
- Unless specified the contrary, all the Hacking Devices showed in the Combined Army’s Army List possess this Special Category.
- This Special Category also allows use of the Stop! UPGRADE Program.

Hacking Device

This is the standard version of the Hacking Device, a multi-purpose and versatile piece of Equipment.

Effects
- This piece of Equipment allows use of the following Hacking Programs: CLAW Level 1, SWORD Level 1, SHIELD Level 1 and also all GADGET Programs.
- This piece of Equipment allows the player to enlist REMs in his Army List.

Special Category: EI
- Unless specified the contrary, all the Hacking Devices showed in the Combined Army’s Army List possess this Special Category.
- This Special Category also allows use of the Sucker Punch UPGRADE Program.

Hacking Device Plus

This is the advanced version of the Hacking Device, a piece of Equipment more powerful than the standard version.

Effects
- This piece of Equipment allows use of the following Hacking Programs: CLAW Level 2, SWORD Level 1, SHIELD Level 2 and also all GADGET Programs.
- Also, it allows use of the following UPGRADE Programs:
  - Cybermask (Toolbox).
  - Sucker Punch (AHP).
  - White Noise (Toolbox).
- This piece of Equipment allows the player to enlist REMs in his Army List.

Sibylla’s Advice

Check the different Hacking Devices Quick Reference Charts in the pages 249-250.
SPECIAL TERRAIN RULES

Special Terrain zones are areas of the battlefield with special game rules. Players can situate them freely and mark their perimeter in a number of different ways, up to and including building their own thematic scenery.

Special Terrain rules are an easy way to spice up your Infinity games with new tactical challenges, and create interesting, asymmetrical battlegrounds.

REQUIREMENTS

» Mark Special Terrain areas when you set up the game table, before the game starts.

» These areas must have well-defined, recognizable limits whether they are represented by templates, pieces of scenery, or any other means.

» In game terms, Special Terrain areas have infinite height unless otherwise specified.

» Players must discuss and agree on the specific characteristics of each Special Terrain while setting up the game table.

» Special Terrain areas are categorized according to their MOV Difficulty, Saturation, Visibility Conditions and Type of Terrain.

» Each Special Terrain must have one Type of Terrain and at least one other characteristic.

AREA OF EFFECT OF SPECIAL TERRAIN ZONES

The Area of Effect of a Special Terrain zone is the area in where its special effects are applied.

Any trooper in base contact with a Special Terrain zone, or whose base or Silhouette Template is covered at least partially by Special Terrain zone, is equally affected by the Effects of the zone.

MOV DIFFICULTY

Traversing certain areas of the battlefield can be challenging to regular soldiers. Terrain hindrances are codified into two possibilities: Difficult Terrain and Very Difficult Terrain.

DIFFICULT TERRAIN

REQUIREMENTS

» Troopers must apply the Difficult Terrain rules when their base is inside or in contact with a Difficult Terrain area and they declare a Movement Skill such as Move, Cautious Movement, Jump, Climb, the Special Skill Assault (in Active Turn), Dodge and Engage (in Reactive Turn).

» Difficult Terrain also affects troopers who make base contact with it during an Order.

EFFECTS

» Entering base contact with a Difficult Terrain area immediately and automatically ends the trooper’s Movement, regardless of its type.

If the trooper chooses to continue to move through the Difficult Terrain area, he must declare a new Order and suffer the following effects:

» In Difficult Terrain, troopers use only their second MOV value.

» Troopers that declare a Move + Move Order use their second MOV value for both Short Skills.

» During their Reactive Turn, troopers in Difficult Terrain that declare Dodge or Engage or fail a Guts Roll can move no more than 1 inch.

MOVEMENT THROUGH DIFFICULT TERRAIN, EXAMPLE 1

A trooper in Active Turn with a MOV Attribute of 4–2 is outside a Difficult Terrain area. She declares the Short Movement Skill Move and makes contact with the Difficult Terrain, whereupon
her Movement ends immediately, even if she would normally be able to move the rest of her MOV (if she had moved 3 inches, she would forfeit her remaining 1 inch). She would need to declare a new Order to keep moving, and for the purposes of that Order her MOV would be 2–2.

Similarly, in her Reactive Turn, she declares Dodge outside the Difficult Terrain area, and her Dodge moves her into base contact with the Difficult Terrain, whereupon her Dodge movement ends immediately, even if she had not exhausted it.

**MOVEMENT THROUGH DIFFICULT TERRAIN. EXAMPLE 2**

A trooper in Active Turn with MOV 4–2 that is in base contact with a Difficult Terrain and declares Move + Move gets to move up to 2 + 2 inches.

That same trooper, in Reactive Turn, can only move up to 1 inch when ; that is, half the usual value

If the trooper had the Special Skill called Kinematika L1, he could move up to 2 inches in his Reactive Turn (1 for Dodge or Engage + 1 for Kinematika L1).

**VERY DIFFICULT TERRAIN**

**REQUIREDS**

- Troopers must apply the Very Difficult Terrain rules when their base is inside or in contact with a Very Difficult Terrain area and they declare a Movement Skill such as Move, Cautious Movement, Jump, Climb, the Special Skill Assault (in Active Turn), Dodge and Engage (in Reactive Turn).

- Very Difficult Terrain also affects troopers who make base contact with it during an Order.

**EFFECTS**

- Entering base contact with a Very Difficult Terrain area immediately and automatically ends the trooper’s Movement, regardless of its type.

If the trooper chooses to continue to move through the Very Difficult Terrain area, he must declare a new Order and suffer the following effects:

- In Very Difficult Terrain, troopers use only their second MOV value.

- In Very Difficult Terrain, troopers cannot declare two Short Movement Skills in the same order.

- During their Reactive Turn, troopers in Very Difficult Terrain that declare Dodge or Engage or fail a Guts Roll can move no more than 1 inch.

**MOVEMENT THROUGH VERY DIFFICULT TERRAIN. EXAMPLE 1**

A trooper in Active Turn with a MOV Attribute of 4–2 is outside a Very Difficult Terrain area. She declares the Short Movement Skill Move and makes contact with the Very Difficult Terrain, whereupon her Movement ends immediately, even if she would normally be able to move the rest of her MOV (for example, if she had moved 3 inches, she would forfeit her remaining 1 inch). She would need to declare a new Order to keep moving, applying the effects of Very Difficult Terrain.

Similarly, in her Reactive Turn, she declares Dodge outside the Very Difficult Terrain area, and her Dodge moves her into contact with the Very Difficult Terrain, whereupon her Dodge movement ends immediately, even if she had not exhausted it.

**MOVEMENT THROUGH VERY DIFFICULT TERRAIN. EXAMPLE 2**

A trooper in Active Turn with MOV 4–2 that is in base contact with a Very Difficult Terrain area and declares Move + BS Attack gets to move up to 2 inches.

That same trooper in contact with a Very Difficult Terrain area in his Active Turn cannot declare Move + Move.

In his Reactive Turn, the trooper would only be able to move up to 1 inch, half the usual movement granted by Dodge and Engage.

If the trooper had the Special Skill called Kinematika L1, he could move up to 2 inches in his Reactive Turn (1 for Dodge or Engage + 1 for Kinematika L1).
SPECIAL TERRAIN RULES

SATURATION

This characteristic describes the existence of solid obstacles that can limit the effectiveness of projectiles that traverse the area.

EFFECTS

- Any BS Attack from, into, or through a Saturation Zone suffers a -1 Burst MOD.

- Consequently, any BS Attack whose LoF makes contact with a Saturation Zone suffers the -1 B MOD.

- The minimum Burst value is always 1.

SATURATION ZONE

In his Active Turn, indefatigable Fusilier Angus declares a BS Attack against his dire foe Alguacil Ortega. The LoF between Angus and Ortega crosses a Saturation Zone. Angus has a B3 Combi Rifle, so with the -1 B MOD for Saturation Zone, he gets to shoot twice (B3 -1 = 2).

Ortega shoots back, declaring a BS Attack ARO. Ortega’s LoF also crosses the Saturation Zone, but he does not suffer the -1 B MOD because his ARO is only B1 to begin with, and cannot be modified below that by a Saturation Zone.

SATURATION ZONE, EXAMPLE 2

Manek, a Morat Vanguard Infantry trooper, aims his HMG in his Active Turn and declares a BS Attack against a group of Fusiliers: the charismatic Angus, his reluctant sidekick Bipandra, and Spencer the dauntless. Angus is standing in the open, but Manek’s LoF to Bipandra and Spencer crosses a Saturation Zone.

When he declares his BS Attack, Manek divides his weapon’s Burst (B) among his potential targets. He allocates 1 shot to Angus and 1 to Spencer. Manek immediately recognized Bipandra as the dangerous element of the team, so he will shoot her twice, exhausting his B. But apparently, Manek failed to take into account the Saturation Zone and its effect on the B of his BS Attack. The B1 attack against Spencer remains unchanged, as a Saturation Zone cannot modify the Burst below 1. However, the B 2 attack against Bipandra becomes B1 (2-1=1).

Manek’s Active Turn ends and Bipandra remains unscathed. Now, Bipandra declares a BS Attack and uses her Combi Rifle’s full Burst 3 against Manek. However, since she is inside the Saturation Zone, her LoF must go through it, and her B 3 becomes a measly B 2 (3-1=2).

HIGH SATURATION ZONE

EFFECTS

- A High Saturation Zone acts like a Saturation Zone, but the Burst MOD to BS Attacks that traverse it is -2 instead of -1.

- Consequently, any BS Attack whose LoF makes contact with a High Saturation Zone suffers the -2 B MOD.

- The minimum Burst value is always 1.

VISIBILITY CONDITIONS

Due to thick vegetation, jagged rocks, snow, sandstorms and any number of other reasons, some areas obscure a soldier’s vision and his ability to aim accurately. This is represented by the following game rules. Vision-oblscruant areas are divided into two categories:

IMPORTANT!

Visibility MODs never stack with other Visibility MODs. If an area would be affected by two or more Visibility Zones of whatever type, apply only the most obscuring.

Visibility Conditions and AD: Combat Jump

You cannot use AD: Combat Jump nor place the Landing Zone Template inside of, or in contact with, an area with Low, Poor, or Zero Visibility Conditions.

LOW VISIBILITY ZONE

EFFECTS

- Any Skill, Special Skill or piece of Equipment that requires LoF is declared from, into, or through a Low Visibility Zone suffers a -3 MOD to the relevant Attribute in the required Roll.

- Consequently, any Skill, Special Skill or piece of Equipment whose LoF makes contact with a Low Visibility Zone suffers the -3 MOD.

- This -3 MOD for Low Visibility stacks with other MODs for Special Skills, Equipment, Partial Cover, Range... but never with other Zone of Visibility MODs.

LOW VISIBILITY ZONE, EXAMPLE 1

Our intrepid Fusilier Angus, in Active Turn, wants to spray his enemies with a Burst of his Combi Rifle. To do so, he declares a BS Attack and divides his B3 between his three foes. One of them, his dreaded arch-nemesis Alguacil Ortega, is on the other side of a Low Visibility Zone. Ortega is not inside the Low Visibility Zone, but Angus’ LoF must traverse it, so the Fusilier suffers a -3 MOD to his BS Attribute.

The second shot of the Burst goes to a Spektr who is standing inside the Low Visibility Zone. In addition to the -6 MOD to BS for the Spektr’s CH: To Camouflage, Angus suffers the -3 MOD for Low Visibility, for a total of -9 to his BS.

Lastly, Angus’ barrage affects a Reverend Healer who has Partial Cover inside the Low Visibility Zone. Against this target, Angus must apply a -3 BS MOD for the Reverend’s CH: Mimetism, a -3 BS MOD for her Partial Cover, and another -3 MOD for the Low Visibility Zone. The final MOD to Angus’ BS is -9.

LOW VISIBILITY ZONE, EXAMPLE 2

A Forward Observer Alguacil tries to target the diligent Fusilier Angus, who is standing on the other side of a Low Visibility Zone. Since the Alguacil’s LoF crosses a Low Visibility Zone, his WIP Roll to hit suffers a -3 MOD.
**SPECIAL TERRAIN RULES**

**Visibility Zones and Speculative Fire**

- **Visibility Zones**
  - **Zero Visibility Zone**
    - Effects: Troopers cannot draw LoF through a Zero Visibility Zone.
    - Notes: Any Skill, Special Skill or piece of Equipment that requires LoF and is declared from, into or through a Zero Visibility Zone suffers a -6 MOD to the relevant Attribute in the required Roll.
  - **Poor Visibility Zone**
    - Effects: Any Skill, Special Skill or piece of Equipment whose LoF makes contact with a Poor Visibility Zone suffers the -6 MOD.
    - Notes: Any trooper who is the target of a BS Attack into or out of a Zero Visibility Zone, or whose LoF traverses a Zero Visibility Zone, may respond to the attacker even without LoF, provided the trooper is facing the attacker.

**Notes on White Noise Zones**

- Speculative Fire: From a trooper equipped with a Multispectral Visor whose LoF crosses a White Noise Zone or part of it need not apply the negative MOD for that Visibility Zone, only the -6 MOD for Speculative Fire.

- Zero Visibility Zone: In his Active Turn, Zakalwe, the Intruder, declares a BS Attack against Fusiliers Angus, Bipandra and Spencer, all of whom are on the other side of a Zero Visibility Zone (Zakalwe’s Multispectral Visor L2 allows him to draw LoF through Zero Visibility Zones.)

- Fusilier Spencer declares a BS Attack ARO, which means he must apply a -6 MOD to his Face to Face Roll against the Intruder. Spencer adds this Zero Visibility Zone MOD to all other MODs for Range, Partial Cover and the Intruder’s CH: Camouflage Special Skill.
TYPES OF TERRAIN

This characteristic describes the type of environment that dominates the area.

Select the Type of Terrain before deploying, so that both players know whether they can use the Special Skills Terrain and Multiterrain.

For now, the Types of Terrain available for Infinity games are:

AQUATIC TERRAIN

Aquatic Terrain is any area of open water or partially submerged land. Examples of Aquatic Terrain include oceans, lakes, rivers, marshes, and swamps.

DESERT TERRAIN

Desert Terrain describes open areas that receive very little rainfall. These areas are usually severely hot and covered in sand; they are always dry and void of open water. Examples of Desert Terrain include sand dunes, rocky grounds, and desolate savannas.

MOUNTAIN TERRAIN

Mountain Terrain encompasses areas high above sea level – usually rocky and sparsely vegetated – as well as arctic and subarctic ecoregions. Examples of mountain terrain include low, mid, and high mountain areas; ravines, fjords, cliffs, arctic plains covered in ice and snow, and tundra regions.

JUNGLE TERRAIN

Jungle Terrain describes densely vegetated areas of any kind. Examples of Jungle Terrain include rainforest, jungle, dense woodlands, and thickly grown alien biomes.

ZERO-G TERRAIN

Zero-G Terrain is any area where gravity is low to nonexistent. Movement and orientation in these circumstances requires different skills than on solid ground. Zero-G Terrain includes areas with and without an atmosphere, including the vacuum of space.

Examples of Zero-G Terrain include spacecraft cargo bays, the outer rings of small space stations or orbitals, outside a flagship’s hull, a space boarding operation, a derelict spaceship, and a moon base whose artificial gravity is malfunctioning.

HOSTILE ENVIRONMENT

You can complete your Special Terrain by using the Hostile Environment rules introduced in the Infinity. Campaign: Paradiso rulebook. To do so, simply assign a Hostility Level to each area.
### SPECIAL TERRAIN RULES

#### SPECIAL TERRAIN SUGGESTIONS AND EXAMPLES

<table>
<thead>
<tr>
<th>Examples</th>
<th>Type of Terrain</th>
<th>MOV Difficulty</th>
<th>Visibility Conditions</th>
<th>Saturation</th>
<th>Hostility Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beach</td>
<td>Aquatic</td>
<td>Difficult</td>
<td>--</td>
<td>No</td>
<td>--</td>
</tr>
<tr>
<td>Open sea</td>
<td>Aquatic</td>
<td>Very Difficult</td>
<td>--</td>
<td>No</td>
<td>Insecure</td>
</tr>
<tr>
<td>Swamp</td>
<td>Aquatic</td>
<td>Very Difficult</td>
<td>--</td>
<td>Saturation Zone</td>
<td>Insecure</td>
</tr>
<tr>
<td>Rocky ground</td>
<td>Desert</td>
<td>Difficult</td>
<td>--</td>
<td>Saturation Zone</td>
<td>--</td>
</tr>
<tr>
<td>Sand dunes</td>
<td>Desert</td>
<td>Very Difficult</td>
<td>--</td>
<td>No</td>
<td>Adverse</td>
</tr>
<tr>
<td>Low mountain or</td>
<td>Mountain</td>
<td>Difficult</td>
<td>--</td>
<td>No</td>
<td>--</td>
</tr>
<tr>
<td>steep hills</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Arctic plains</td>
<td>Mountain</td>
<td>Difficult</td>
<td>--</td>
<td>No</td>
<td>Insecure</td>
</tr>
<tr>
<td>Mid-mountain</td>
<td>Mountain</td>
<td>Very Difficult</td>
<td>--</td>
<td>No</td>
<td>--</td>
</tr>
<tr>
<td>High mountain</td>
<td>Mountain</td>
<td>Very Difficult</td>
<td>Low Visibility</td>
<td>Saturation Zone</td>
<td>Adverse</td>
</tr>
<tr>
<td>Woods</td>
<td>Jungle</td>
<td>Difficult</td>
<td>Low Visibility</td>
<td>Saturation Zone</td>
<td>Insecure</td>
</tr>
<tr>
<td>Jungle</td>
<td>Jungle</td>
<td>Very Difficult</td>
<td>Low Visibility</td>
<td>Saturation Zone</td>
<td>Adverse</td>
</tr>
<tr>
<td>Dense jungle</td>
<td>Jungle</td>
<td>Very Difficult</td>
<td>Poor Visibility</td>
<td>High Saturation Zone</td>
<td>Dangerous</td>
</tr>
<tr>
<td>Primeval forest</td>
<td>Jungle</td>
<td>Very Difficult</td>
<td>Zero Visibility</td>
<td>High Saturation Zone</td>
<td>Dangerous</td>
</tr>
<tr>
<td>Zero-G</td>
<td>Zero-G</td>
<td>Very Difficult</td>
<td>--</td>
<td>No</td>
<td>--</td>
</tr>
<tr>
<td>Storm</td>
<td>Aquatic/Desert/</td>
<td>--</td>
<td>Increases Visibility</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Mountain/Jungle</td>
<td></td>
<td>Conditions by one level</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Engine Room</td>
<td>(Optional:</td>
<td>--</td>
<td>Low Visibility</td>
<td>Saturation Zone</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Zero-G)</td>
<td>(If Zero-G:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Difficult)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Generator Room</td>
<td>(Optional:</td>
<td>--</td>
<td>White Noise</td>
<td>Saturation Zone</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Zero-G)</td>
<td>(If Zero-G:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Difficult)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Energy Core Room</td>
<td>(Optional:</td>
<td>--</td>
<td>Low Visibility + White</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Zero-G)</td>
<td>(If Zero-G:</td>
<td>Noise</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Difficult)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Notes:**
- MOV Difficulty represents the movement difficulty on the terrain.
- Visibility Conditions indicate the visibility level affected by the terrain.
- Saturation refers to the saturation level of the environment.
- Hostility Level denotes the overall hostility of the terrain for maneuvers.
Guns and explosives can destroy more than foes. Some of them, using specific Special Ammunitions, can also demolish or dismantle structures and objects on the battlefield. This is represented by assigning a Scenery Item Profile to certain pieces of scenery or a Scenery Building Profile to certain buildings and structures. These two types of Scenery Structure profiles allow troopers to act upon select pieces of terrain and scenery on the battlefield.

Both players must agree on the Scenery Structure Profiles for their game table before the game starts. Missions and scenarios do not normally allow the use of the Scenery Structure profiles; players can only use them if they are specifically described in the scenario rules.

**IMPORTANT!**

Weapons and Ammunition with the Anti-materiel trait are the only means of attacking Scenery Structures.

A Scenery Item cannot be chosen as the target of an Attack that would also affect troopers, be they enemy or allied.

---

**SCENERY ITEM PROFILE**

A Scenery Item is usually a single piece of scenery with a simple, contained structure, such as a section of wall, a doorway, a barricade, a console, etc.

The Scenery Item Profile Chart contains several examples of Scenery Items you can use in your games or as a guide for your own creations.

For a better reference, the different items are grouped in three Types of Scenery Items:

- **Access.** Indicates an element that provides access to an area of the game table or into a Scenery Building.

---

**REPRESENTING PROPS**

Some missions and scenarios in the Infinity Tournament System require specific Props on the battlefield for troopers to interact with. We recommend you use Official Infinity Terrain to represent these Props, as it has been designed with the help of the Infinity team to fit the requirements of the scenario and has the futuristic feel of the Infinity universe.

You can also represent these Props with the printable Markers available at the Downloads section of the official Infinity website (www.infinitythegame.com).

In game terms, both the official Infinity pieces of terrain and any you create yourself provide Cover just like regular pieces of scenery and terrain.

However, if you use Markers instead of physical, three-dimensional pieces of scenery, these do not provide Cover of any kind.

- **Construction.** This is a structural element which supports a Scenery Building, but it can also be found as a separate item on the game table.

- **Props.** These are the different and separate scenery items troopers can interact with.

Each Scenery Item profile has the following mandatory Attributes:

**ARMOR (ARM)**

This value determines how resistant to damage the Scenery Item is. The higher the value, the more resilient the element, and thus the more it reduces the damage of enemy attacks. Scenery ARM values range from 0 to 12.
BIO-TECHNOLOGICAL SHIELD (BTS)

BTS is a numeric value for the Scenery Item’s NBC (Nuclear, Biological, Chemical), Nanotechnological, and Electromagnetic protections. Scenery BTS values range from 0 to 12 in intervals of 3 (0, 3, 6, 9 or 12).

STRUCTURE (STR)

This value represents how durable a Scenery Item is and how much damage it can withstand before it is destroyed or dismantled. Scenery STR values range from 1 to 8.

ACCESS WIDTH (AW)

This indicates the dimensions of a Scenery Item—or part of it—that allows troopers to pass through, such as a doorway, a window, etc. There are three possible Access Widths:

» Narrow. This ingress point is only wide enough for troopers with a $Attribute of 2 or lower. It is marked by a Narrow Gate Marker (NARROW GATE).

» Wide. This entry point allows all troopers to pass through, regardless of their $ value. It is marked by a Wide Gate Marker (WIDE GATE).

» Cargo. This ingress point allows all troopers to pass through freely, regardless of their $ value and the Heavyweight Special Skill. It is marked by a Cargo Gate Marker (CARGO GATE).

All Scenery Items with access points must note their Access Width on their profile.

TRAITS

This section includes all Traits codifying the special rules that govern the Scenery Item. The most common Traits are:

» Capacity. Capacity is a Trait that marks how many troopers it can hold. The number of troopers that can fit inside the Warcraft depends on their Silhouette Attribute.

» Cargo Single. The Capacity of this item is limited to one single trooper with $ 1 or 2.

» Cargo Standard. Three configurations are available with this Capacity:
  » 4 troopers with $ 1 or 2.
  » 1 trooper with $ 3 or $ 5 + 1 trooper with $ 1 or 2.
  » 1 trooper with $ 4 or $ 6 or $ 7.

» Cargo Plus. This transport has an upgraded cargo capacity. Five configurations are available with this Capacity:
  » 6 troopers with $ 1 or 2.
  » 2 troopers with $ 3 or $ 5.
  » 1 trooper with $ 3 or $ 5 + 2 troopers with $ 1 or 2.
  » 1 trooper with $ 4 or $ 6 or $ 7 + 1 trooper with $ 1 or 2.
  » 1 trooper with $ 8.

» Compartment. Troopers inside this piece of scenery may declare Dodge to exit it as a response to an Attack against it. If the trooper Dodges successfully, place her in base to base contact outside the piece of scenery.

» Hackable. This piece of scenery is vulnerable to manipulation by means of the Lockpicker Hacking Program or the Engineer Special Skill. The WIP Roll can be modified by the Special Rules of some scenarios.

» Logistics. By spending one Short Skill of an Order and succeeding at a WIP Roll, a trooper in base contact with this piece of scenery can make a Roll on any of the Booty Charts to obtain weaponry or equipment. Once a success has been rolled, that trooper cannot use the Logistics Trait of this piece of scenery again.
Troopers possessing the Booty or the Scavenger Special Skill, or any other Skill which specifies so, don’t need to make the WIP Roll and may automatically make a Roll on any of the Booty Charts.

A trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.

Fire-Vulnerable. Fire Special Ammunition has the Anti-materiel Trait when used against this piece of scenery.

Landing Aid. A Landing Aid is an automatic beacon device specifically intended to provide a safe descent and landing. Any trooper or Landing Craft whose Drop Zone is a Scenery Building with this Trait, or inside the Area of Effect of a Scenery Item possessing this Trait, gets a +3 MOD to the PH Roll.

Runway. A Scenery Item possessing this Trait allows motorcycles and Vehicles (VH) in base to base contact with its higher end to declare a diagonally upward Jump.

<table>
<thead>
<tr>
<th>TYPE OF ELEMENT</th>
<th>NAME</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>AW</th>
<th>TRAITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Access</td>
<td>Armored Door</td>
<td>8</td>
<td>3</td>
<td>3</td>
<td>Optional</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Armored Window</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>Optional</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Doorway</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>Optional</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>High Security Gate</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>Optional</td>
<td>Hackable (WIP-3 Roll)</td>
</tr>
<tr>
<td></td>
<td>High Security Window</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>Optional</td>
<td>Hackable (WIP-3 Roll)</td>
</tr>
<tr>
<td></td>
<td>Security Gate</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>Optional</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Security Window</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>Optional</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Window</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Optional</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Biowall</td>
<td>5</td>
<td>0</td>
<td>2</td>
<td>--</td>
<td>Fire-Vulnerable</td>
</tr>
<tr>
<td></td>
<td>Bulkhead</td>
<td>6</td>
<td>0</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Girder Structure</td>
<td>11</td>
<td>3</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Inner Wall</td>
<td>8</td>
<td>0</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Outer Wall</td>
<td>10</td>
<td>0</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Partition</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Ramp</td>
<td>4</td>
<td>0</td>
<td>2</td>
<td>--</td>
<td>Runway</td>
</tr>
<tr>
<td></td>
<td>Reinforced Wall</td>
<td>12</td>
<td>0</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Construction</td>
<td>Walkway</td>
<td>4</td>
<td>0</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Armory/ Panoply/ Locker</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>--</td>
<td>Logistics</td>
</tr>
<tr>
<td></td>
<td>Balcony</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Beacon</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>--</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Console</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>--</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Elevator</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>--</td>
<td>Compartment, Cargo Single</td>
</tr>
<tr>
<td></td>
<td>Hoist</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>--</td>
<td>Cargo Plus, Compartment</td>
</tr>
<tr>
<td></td>
<td>Piece of Street Furniture</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Security Console</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>--</td>
<td>Hackable (WIP-3 Roll)</td>
</tr>
<tr>
<td></td>
<td>Supply Crate</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Tech-Coffin</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>Transmission Antenna</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>--</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td>Props</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

110
Transparent and semi-transparent scenery
Some Scenery Items possess transparent or semi-transparent plastic acrylic pieces. In game terms, players must consider they block LoF as any other opaque item.

SCENERY BUILDING PROFILE

A Scenery Building is usually a more complex, bigger piece of terrain composed of several Scenery Items.

The Scenery Building Profile Chart contains several examples of buildings and structures you can use in your games or as a guide for your own creations.

When you design a Scenery Building profile, remember to detail the profiles of each Scenery Item in it. Almost every Scenery Building has at least a few walls and an access point. That means each Scenery Building profile has these mandatory fields:

- **Type of Construction.** Lists the type of Construction elements (Walls, Partitions...) that form the building. The number of these elements is indicated in parentheses.

- **Type of Access.** Lists the types of Access that allow ingress into or through the building. The number of these elements is indicated in parentheses.

- **Access Width.** Lists the size of each Type of Access in the building.

- **Traits.** Lists the special features of the building, if any. This field is usually reserved for Special Terrain Zones (Visibility, Saturation...), number of levels and Lifts if required.

### SCENERY BUILDING PROFILE CHART

<table>
<thead>
<tr>
<th>Type of building</th>
<th>Type of construction</th>
<th>Type of access</th>
<th>Access width</th>
<th>Traits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Administration Building</td>
<td>Outer Wall (x4)</td>
<td>Security Gate (x4)</td>
<td>Narrow Access (x2)</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Wide Access (x2)</td>
<td></td>
</tr>
<tr>
<td>Biobungalow</td>
<td>Biowall (x4)</td>
<td>Doorway (x2)</td>
<td>Narrow Access (x2)</td>
<td></td>
</tr>
<tr>
<td>Bunker</td>
<td>Reinforced Wall (x4)</td>
<td>Armored Door (x4)</td>
<td>Narrow Access (x2)</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Wide Gate (x2)</td>
<td></td>
</tr>
<tr>
<td>Colony Prefab</td>
<td>Bulkhead (x4)</td>
<td>Doorway (x2)</td>
<td>Narrow Access (x1)</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Wide Gate (x1)</td>
<td></td>
</tr>
<tr>
<td>Engine Room</td>
<td>Outer Wall (x4)</td>
<td>Security Gate (x2)</td>
<td>Wide Access (x2)</td>
<td>Saturation Zone</td>
</tr>
<tr>
<td>Landing Pad</td>
<td>Girder Structure (x4)</td>
<td>-</td>
<td>-</td>
<td>Landing Aid</td>
</tr>
<tr>
<td>Multitower</td>
<td>Inner Wall (x4)</td>
<td>Security Gate (x1)</td>
<td>Narrow Access (x1)</td>
<td>-</td>
</tr>
<tr>
<td>Residence</td>
<td>Inner Wall (x4)</td>
<td>Doorway (x2)</td>
<td>Narrow Access (x2)</td>
<td></td>
</tr>
</tbody>
</table>
SCENERY STRUCTURES

Scenery Buildings: Roofs
Unless specified to the contrary, the roof of a Scenery Structure will correspond with the Type of Construction indicated in its Scenery Building Profile.

DAMAGE AND DESTRUCTION

If the Structure Attribute of a Scenery Item reaches zero, the element enters the Damaged state (see Game States, page 175).

Conversely, if the Structure Attribute reaches a value below 0, the Scenery Item is Destroyed (see Game States, page 175).

SCENERY STRUCTURES: LIFTS

Lifts allow troopers to change the level in a Scenery Building or structure faster than using the stairways.

There are two different types of Lifts: Elevators and Hoists, possessing a different Capacity Trait (see Scenery Item Profiles Chart, page 170).

Depending on the Type of Elevator, these Scenery Items must be represented by a Elevator Marker, a Hoist Template or with a scenery piece of the same diameter. Players must place the Marker, Template or scenery item on each level of the Scenery Building.

EFFECTS

» To activate a Lift it is necessary that a trooper be in base contact or inside the Lift and declare the Activation Common Skill. The player must specify which level he wants the Lift to reach when declaring Activation.

» Everything inside a Lift will appear in the level declared by the player, at the end of the Order, in its Conclusion, after the Guts Rolls, if they were necessary.

» If both players declare Activation in the same Order, but specifying different levels, then the Elevator will be blocked and will not move in that Order.

» A Lift is always available. If there are any troopers or items inside the Lift on the same level the player has declared he wants the Lift to reach, then they are placed outside the Lift with their base in contact at the end of that Order, in its Conclusion.

» Unless the scenario rules indicate otherwise, Access points on Lifts are always open.

LIFTS EXAMPLE

During their Reactive Turn, the ubiquitous Fusilier Angus and his loyal partner Fusilier Bipandra are on Level 3 (Lingerie) of a commercial building. Angus is placed inside an Elevator. Meanwhile Bipandra, who is outside, has LoF to the Elevator.

<table>
<thead>
<tr>
<th>TYPE</th>
<th>PH</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>AW</th>
<th>TRAITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dropship</td>
<td>15</td>
<td>8</td>
<td>9</td>
<td>3</td>
<td></td>
<td>Cargo Standard, Compartment, Hackable, Combat Jump.</td>
</tr>
<tr>
<td>Dropcarrier</td>
<td>15</td>
<td>8</td>
<td>9</td>
<td>3</td>
<td></td>
<td>Cargo Plus, Compartment, Hackable, Combat Jump.</td>
</tr>
</tbody>
</table>
On Level 1 (Perfumery) of the same building, there is a stealthy Spektr who spends 1 Order to enter the Elevator, place an Antipersonnel Mine, and leave the Elevator. With a new Order the Alguacil Ortega, Angus’ bitter enemy, moves to reach base contact with the Elevator and declares Activation with the second Short Skill of the Order. This means Angus is moved outside the Elevator, with his base in contact with the Elevator while the Camouflage Marker representing the Mine appears on Level 3 inside the Elevator. Angus and Bipandra have LoF to the Marker placed inside the Elevator, but neither of them can declare any ARO to this Order because, apart from the fact the Order was declared outside their LoF and ZoC, the Mine only becomes visible at the end of the Order.

SCENERY STRUCTURES: LANDING CRAFTS

Landing Crafts are transport aircraft or orbital vehicles that act as Scenery Items and, in certain scenarios, as Props with special rules for deployment and exfiltration.

EFFECTS

Troopers inside a Landing Craft have Total Cover against Attacks from outside.

Unless the scenario rules indicate otherwise, Access points on Landing Crafts are always open.

Landing Crafts have some special Traits:

COMBAT JUMP

A piece of scenery with this Trait can, under certain circumstances, use a variant of the AD: Combat Jump Special Skill.

- The Landing Craft can only use the AD: Combat Jump Level, or the AD: Inferior Combat Jump when specified by the scenario rules.

- If this piece of scenery is not aligned with either player and its Dispersion causes it to leave the game table, then both players roll a d20. The player with the highest result gets to decide on which Deployment Zone to place the piece of scenery in contact with an edge of the table.

- Any troopers holding onto or on top of the exterior of this piece of scenery when it takes off fall to their Deaths automatically and are removed from play.

Dropship Template

Some missions and scenarios require you to use Dropships. To represent these Props, you can use a piece of scenery of approximate size or one of the printable cut-outs and Dropship Templates you can download free from the Downloads section of the official Infinity website (www.infinitythegame.com).

These cut-outs are the size of a Cargo Standard Dropship.
**GAME STATES**

## BLINDED

### ACTIVATION
- The trooper suffered a successful attack from an enemy using Flash Special Ammunition or another Special Ammunition or Special Scenario Rule capable of causing this state.

### EFFECTS
- Blinded troopers cannot draw LoF; consequently:
  - Blinded troopers may only declare Short Movement Skills (except Discover) and Short Skills or AROs that do not require LoF.
  - Blinded troopers cannot use Special Skills that require LoF.
  - This state does not affect Automatic Special Skills or Automatic Equipment.

Blinded and Template Weapons

All Attacks with a Template Weapon against a Blinded trooper are made from outside its LoF, so the trooper may only Dodge by passing a PH-3 Roll.

### CANCELLATION
- The Blinded state is automatically cancelled at the end of the Player Turn during which it was caused.

## BURNT

### ACTIVATION
- Troopers with Special Skills or pieces of Equipment with the Fire-Sensitive Trait enter this state by receiving a hit from a weapon using Fire Special Ammunition, regardless of the result of their ARM Roll.

### EFFECTS
- Causes all Fire-Sensitive Special Skills and pieces of Equipment of the affected trooper to malfunction:
  - Any Level of the Special Skill Camouflage and Hiding (CH) the trooper had is reduced to Level 1, CH: Mimetism, even if the trooper passes its ARM Roll.
  - Similarly, Fire Special Ammunition disables all Levels of the Impersonation Special Skill and all Levels of ODD, Holoprojector (see Infinity Human Sphere) and any other pieces of Equipment or Special Skills that indicate so in their description, even if the affected trooper passed his ARM Roll.

### CANCELLATION
- A trooper with the Special Skill Engineer (or an equivalent Skill) may cancel the Burnt state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

## CAMOUFLAGED

### ACTIVATION
- Automatic in the Deployment Phase.
- During their Active Turn, troopers with CH: Camouflage may revert to the Camouflaged state by expending one Entire Order while outside enemy LoF.

### EFFECTS
- While Camouflaged, troopers are not represented by a model on the table but by a Camouflage Marker (CAMO).
- Troopers cannot enter base to base contact with a Camouflage Marker.
- Enemies cannot declare Attacks against a trooper in the Camouflaged state without previously Discovering that trooper, or declaring Intuitive Attack.
- In order to Discover a Camouflaged trooper, the enemy must pass a Discover Roll with a -3 MOD.
- If an enemy successfully Discovering your Camouflaged trooper, replace the Camouflage Marker with the trooper’s model facing in the direction of your choice.
- If an enemy fails his Discover Roll, that enemy cannot attempt to Discover the same Camouflaged trooper until the next Active or Reactive Turn.
- In his Active Turn only, a trooper in the Camouflaged state may use the Surprise Attack Special Skill.
- In his Active Turn only, a trooper in the Camouflaged state may use the Surprise Shot L1 Special Skill to declare a BS Attack or a Hacking Attack that benefits from the Surprise Shot L1 MODs.
- Camouflage Markers (CAMO) have a 360° LoF.
- Camouflage Markers (CAMO) retain the Silhouette (S) values printed on their troop profiles.
- If the Camouflage Marker is concealing a weapon or a piece of Equipment with the CH: Camouflage Special Skill, its Silhouette (S) value is 2.
- This State does not affect Automatic Special Skills or Automatic Equipment.

### CANCELLATION
- A trooper’s Camouflaged state is Cancelled, and its Marker replaced by its model, whenever:
  - The Camouflaged trooper declares a Skill other than Cautious Movement or a Short Movement Skill that does not require a Roll (except Alert).
  - Following the previous, the Camouflaged trooper declares a Surprise Attack or a Surprise Shot.
GAME STATES

» The Camouflaged trooper enters base to base contact with a model.

» The Camouflaged trooper is successfully Discovered.

» The Camouflaged trooper receives a successful hit that forces him to make an ARM/BTS Roll, or a Critical hit, without previous Discovery (by means of an Intuitive Attack, a Template Weapon whose target was a nearby model, etc.)

» The Camouflaged trooper becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters Retreat! state. In either case, the trooper’s CH Level is downgraded to CH: Mimetism. The trooper recovers his original CH Level when the Retreat! situation is Cancelled. However, the trooper does not revert to the Camouflaged state. To regain the Camouflaged state, the trooper must follow the Activation rules.

» Whenever the Camouflaged state is Cancelled, replace the Camouflage Marker (CAMO) with the trooper’s model, facing whatever direction the owning player chooses.

» When you replace one of your Markers with a model, you are required to share all Open Information relative to that trooper.

» The cancellation of Camouflaged state is applied to the whole declared Order. So, if a Camouflaged trooper declares a Move + BS Attack Order, he will be considered discovered all along his Movement, even if the BS Attack would be performed at the end of that Movement.

EFFECTS

» While in this state, whatever functionality the Scenery Item had has no effect.

» Whatever Automatic Special Skills and Automatic Equipment the piece of scenery had have no effect while it is Damaged.

» A Scenery Building in the Damaged state is considered to be Difficult Terrain.

CANCELLATION

» A trooper with the Special Skill Engineer (or an equivalent Skill) may cancel the Damaged state by spending one Short Skill of an Order while in base contact with the affected Scenery Item and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state). If the Damaged state is Cancelled, the Element regains 1 point of its STR Attribute.

» Certain Special Skills, pieces of Equipment and special scenario rules can also cancel the Damaged state.

DEAD

LABELS

» Null.

ACTIVATION

» If a trooper in the Normal state loses all the points of his Wounds/Structure Attribute, and takes one or more extra points of damage, he enters the Dead state automatically.

» If a trooper in the Unconscious state loses one or more points from his Wounds/Structure Attribute, he enters the Dead state automatically.

EFFECTS

» Troopers in this state are removed from play.

» Troopers in this state count as casualties for all purposes, and are not considered as survivors for the purposes of Retreat!

» Troopers in this state cease to generate Orders in successive turns.

» Players cannot count their Dead troopers as survivors for Victory Point purposes at the end of the game.

CANCELLATION

» The Dead state is generally irreversible and cannot be cancelled, unless the rules specific to the mission or scenario being played indicate otherwise. In that case, follow the procedure stated in the rules.

DISABLED

ACTIVATION

» The trooper suffered a successful attack using E/M Special Ammunition or a Hacking Program capable of causing this state.

» The trooper suffered the effect of a piece of scenery, or a Special Scenario Rule or condition capable of causing this state.
EFFECTS
» All of the trooper’s pieces of Equipment with the *Comms Equipment* Trait stop working and cannot be used.

» All of the trooper’s weapons and pieces of Equipment specified by the Special Scenario Rule stop working and cannot be used.

CANCELLATION
» A trooper with the Special Skill *Engineer* (or an equivalent Skill) may cancel the Disabled state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal *WIP* Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

DESTROYED

LABELS
*Null.*

ACTIVATION
» A Scenery Item or a piece of Equipment that loses more points of Structure than its current *STR* Attribute enters the Destroyed state automatically.

» If a Damaged Scenery Item or a piece of Equipment loses one or more points from its *Structure* Attribute, it enters the Destroyed state automatically.

» A Scenery Building with half (rounded up) of its Construction Scenery Items in the Destroyed state is considered to be in the Destroyed state too.

EFFECTS
» If the Scenery Item or the piece of Equipment was represented by a Marker, simply remove it from play. If it was a physical piece of scenery, place a Destroyed Marker (DESTROYED) beside it.

» If it was a Damaged Scenery Item (Wall, Partition...) on its own or as part of a Scenery Building, place a Narrow Gate Marker (NARROW GATE) on the point of impact.

» *LoF* can never be drawn through Narrow Access points created by the Destroyed state.

» A trooper's base can never be completely or partially inside a Narrow Access created in this way. When moving through one of these openings, the trooper goes from base contact with one side of the Narrow Access to base contact with the other.

» A Scenery Building in the Destroyed state is considered to be *Very Difficult Terrain* and a *Saturation Zone*.

» If there are any troopers or Scenery Items inside the Scenery Building when it enters in the Destroyed state, they will not be affected.

CANCELLATION
» The Destroyed state is generally irreversible and cannot be Cancelled, unless the rules specific to the mission or scenario being played indicate otherwise. In that case, follow the procedure stated in the rules.

---

**DOGGED**

**ACTIVATION**
» The trooper entered the Unconscious state and his player announced he would activate the Special Skill Dogged, whether in an Active or Reactive Turn.

**EFFECTS**

The *Unconscious* state of troopers using the Special Skill Dogged has the following special rules:

» Instead of placing an *Unconscious* Marker next to the trooper, place a V2 Marker.

» To activate the state, the player must announce the trooper uses Dogged when he falls *Unconscious*.

» Dogged temporarily alters the *Unconscious* state of the user, removing the *Null* Label.

» This means that Dogged allows the trooper to ignore the effects of the *Unconscious* state, treating it like the *Normal* state instead, but only for the rest of that Player Turn.

» At the end of the Turn, the trooper in the Dogged state automatically falls *Dead* and is removed from play.

» If the trooper in this state loses one or more further points of his *Wounds* Attribute, he enters the *Dead* state directly and is removed from play.

» Once activated, this state prevents the trooper from being healed by Special Skills or Equipment such as *Doctor, AutoMedikit, MediKit, Regeneration...*

» This state does not affect Automatic Special Skills or Automatic Equipment.

**CANCELLATION**
» The Dogged state is automatically cancelled when the trooper loses another point from his *Wounds* or the *Player Turn* ends. In either case, he falls *Dead* and is removed from play.
GAME STATES

ENGAGED STATES

ACTIVATION
- This state activates when the trooper is in base contact with an enemy trooper.

EFFECT
- Troopers in Engaged state are considered to be in Close Combat (CC).
- For this reason, they can only declare CC Attack, Coup de Grâce, Dodge and those Skills which specify that they can be used in CC Combat or in the Engaged state, as Reset.
- Troopers in the Engaged state cannot draw LoF outside their Close Combat.
- Troopers in the Engaged state can only use those weapons with the CC Trait.
- When declaring a BS Attack against a trooper in Engaged state, then the rule BS Attacks into Close Combat (page 34) must be applied.
- Template Weapons that affect a trooper in Engaged state affect all troopers in that Close Combat, even if some of them are not in direct contact with the Template.

CANCELLATION
- This state is cancelled when the trooper ceases to be in base contact with any enemy troopers.
- The Engaged state can be cancelled when all the adversaries are in a Null or Immobilized state. The remaining trooper can then declare Move (but following the structure of the Order) to separate from the adversary and to cancel the Engaged state.
- If the adversary passes to Unconscious state (with an Unconscious or a Spawn-Embryo Marker), then the trooper could also declare a Coup de Grâce in any following Order to cancel the Engaged state.
- A trooper can also cancel the Engaged state by succeeding in a Dodge Roll, whether it’s a Normal or Face to Face Roll.

HIDDEN DEPLOYMENT

ACTIVATION
- Automatic in the Deployment Phase.

EFFECTS
- The Hidden Deployment state is a special form of deployment that allows the user to deploy during the Deployment Phase but place neither model nor Marker on the battlefield.
- In your Deployment Phase, write down the position of your Hidden Deployment troopers in as much detail as possible (make sure to specify whether the trooper is in Cover, Prone, etc.) in order to show your opponent when their state is Cancelled and their position revealed.
- The Hidden Deployment state is Private Information. However, once it is Cancelled, your opponent has the right to verify that trooper’s deployment.
- As long as they remain in the Hidden Deployment state, troopers do not add their Order to the Order Pool, but instead generate an Order they may only use themselves.
- Until a trooper’s Hidden Deployment state is Cancelled, that trooper is considered not to be on the game table at all. Consequently, such a trooper does not affect allied LoF, is not affected by Template Weapons, etc.
- In his Active Turn only, a trooper in the Hidden Deployment state may use the Surprise Shot L1 Special Skill to declare a BS Attack or a Hacking Attack that benefits from the Surprise Shot L1 MODs.

CANCELLATION
- The Hidden Deployment state is automatically Cancelled whenever the trooper declares any Short Skill, Entire Order or ARO.
- If the Hidden Deployment trooper declares Cautious Movement or any other Short Movement Skill that does not require a Roll (except Alert), then his state of Hidden Deployment is Cancelled. Place a TO Camouflage Marker (TO CAMO) in the position you wrote down during the Deployment Phase.
- If the trooper declares a Skill or Entire Order other than those previously mentioned, the Hidden Deployment state is also Cancelled. In that case, place the model that represents the trooper in the position you wrote down, facing in the direction of your choice.
- When you place a model on the battlefield, you are required to share all Open Information relative to that trooper.
- The Hidden Deployment state is Cancelled if the user is Discovered by means of a Special Skill that explicitly allows it (such as Sensor).
- Once a trooper has lost his state of Hidden Deployment, he cannot regain it.

HIDDEN DEPLOYMENT AND INFILTRATION
- A trooper with both CH:TO Camouflage and Infiltration may combine the effects of Hidden Deployment with those of Infiltration. In that case, write down your chosen deployment location before making the Infiltration Roll, in order to determine the effects of a failed Roll.

IMMOBILIZED-1

ACTIVATION
- The trooper suffered a successful Attack using Special Ammunition or a Hacking Program capable of causing this state.
- The trooper suffered the effect of a piece of scenery or a Special Scenario Rule or condition capable of causing this state.

EFFECTS
- Troopers in the Immobilized-1 state cannot declare Short Movement Skills other than Discover.
- Troopers in this state cannot declare Attacks nor any Short Skills other than Reset, Regeneration, Sensor, AutoMediKit, or those that state so explicitly in their description.
» Immobilized troopers cannot declare Entire Order Skills.

» Automatic Special Skills and Automatic Equipment continue to work, but the trooper must still respect all declaration restrictions.

» Troopers in the Immobilized-1 state continue to generate Orders for their Order Pool.

**CANCELLATION**

» The affected trooper may cancel this state via a successful Reset.

» A trooper with the Special Skill Engineer (or an equivalent Skill) may cancel the Immobilized-1 state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

**IMMOBILIZED-1 EXAMPLE**

A trooper in the Immobilized-1 state may apply the MODs provided by its X Visor should it declare Discover, as it is a piece of Automatic Equipment.

**IMMOBILIZED-2**

**ACTIVATION**

» The trooper suffered a successful Attack using Special Ammunition or a Hacking Program capable of causing this state.

» The trooper suffered the effect of a piece of scenery or a Special Scenario Rule or condition capable of causing this state.

**EFFECTS**

» The effects of Immobilized-2 are identical to the effects of Immobilized-1.

**CANCELLATION**

» Only a trooper with the Special Skill Engineer (or an equivalent Skill) may cancel the Immobilized-2 state. To do so, the Engineer must spend one Short Skill of an Order while in base to base contact with the affected trooper and pass a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

» Certain Special Skills (such as Antipode), weapons or pieces of Equipment can cause a modified version of the Immobilized-2 state that may only be cancelled in the specific way described by that Special Skill, weapon or Equipment.

**IMPORTANT**

Whenever the text of a rule, ammunition, or scenario refers to an effect that causes the Immobilized state without a number, consider it to mean Immobilized-2 (IMM-2).
GAME STATES

» Impersonation-1 Markers (IMP-1) retain the Silhouette (S) values printed on their Troop Profile.

» This State does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

A trooper’s Impersonation-1 state is Cancelled whenever:

» The impersonator declares a Skill other than Cautious Movement or a Short Movement Skill that does not require a Roll (except Alert). In that case, replace the Impersonation-1 Marker (IMP-1) with the user’s figure.

» The impersonator enters base to base contact with a trooper. In that case, replace the Impersonation-1 Marker (IMP-1) with the user’s figure.

» The impersonator is Discovered. In that case, replace the Impersonation-1 Marker (IMP-1) with the Impersonation-2 Marker (IMP-2).

» The impersonator becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters Retreat! state. In either case, the trooper loses his ability to use the Impersonation Special Skill. The trooper recovers his ability to use the Special Skill when the Retreat! situation is Cancelled. However, the trooper does not revert to the Impersonation-1 state. To regain the Impersonation-1 state, he must follow the Activation rules.

» Whenever you replace an Impersonation Marker with the trooper’s figure, place the model facing a direction of your choice.

» When you place a figure on the battlefield, you are required to share all Open Information relative to that trooper.

» The cancellation of Impersonation-1 state is applied to the whole declared Order. So, if a Impersonated trooper declares a Move + BS Attack Order, he will be considered discovered all along his Movement, even if the BS Attack would be performed at the end of that Movement.

IMPERSONATION-2

ACTIVATION

» The Impersonation-2 state activates when the trooper is Discovered while in the Impersonation-1 state.

EFFECTS

» While in the Impersonation-2 state, troopers are not represented by a model on the table but by an Impersonation-2 Marker (IMP-2).

» Troopers cannot enter base to base contact with an Impersonation-2 Marker.

» Enemies cannot declare Attacks against a trooper in the Impersonation-2 state.

» In order to Discover an Impersonated-2 trooper, the enemy must pass a Discover Roll that applies no MODs.

» Upon a successful Discover, replace the Impersonation-2 Marker (IMP-2) with the user’s figure.

» If an enemy fails his Discover Roll, that enemy cannot attempt to Discover the same impersonator until the next (Active or Reactive) Turn.

» In his Active Turn only, a trooper in the Impersonation-2 state may use the Surprise Attack Special Skill.

» In his Active Turn only, a trooper in the Impersonation-2 state may use the Surprise Shot L1 Special Skill to declare a BS Attack or a Hacking Attack that benefits from the Surprise Shot L1 MODs.

» Impersonation-2 Markers (IMP-2) have a 360º LoF.

» Impersonation-2 Markers (IMP-2) retain the Silhouette (S) values printed on their Troop Profile.

» This State does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

A trooper’s Impersonation-2 state is Cancelled whenever:

» The impersonator declares a Skill other than Cautious Movement or a Short Movement Skill that does not require a Roll (except Alert). In that case, replace the Impersonation-2 Marker (IMP-2) with the user’s figure.

» The impersonator enters base to base contact with a trooper. In that case, replace the Impersonation-2 Marker (IMP-2) with the user’s figure.

» The impersonator is Discovered. In that case, replace the Impersonation-2 Marker (IMP-2) with the user’s figure.

» The impersonator becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters Retreat! state. In either case, the trooper loses his ability to use the Impersonation Special Skill. The trooper recovers his ability to use the Special Skill when the Retreat! situation is Cancelled. However, the trooper does not revert to the Impersonation-2 state. To regain an Impersonation state, the trooper must follow the Activation rules of Impersonation-1 state.

» Whenever you replace an Impersonation Marker with the trooper’s figure, place the model facing a direction of your choice.

» When you place a figure on the battlefield, you are required to share all Open Information relative to that trooper.

» The cancellation of Impersonation-2 state is applied to the whole declared Order. So, if a Impersonated trooper declares a Move + BS Attack Order, he will be considered discovered all along his Movement, even if the BS Attack would be performed at the end of that Movement.
GAME STATES

ISOLATED

ACTIVATION
» The trooper suffered a successful Attack using Special Ammunition or a Hacking Program capable of causing this state (such as E/M Special Ammunition or the Blackout Infowar Hacking Program).

» The trooper suffered the effect of a piece of scenery or a Special Scenario Rule or condition capable of causing this state.

EFFECTS
» While Isolated, troopers cannot receive Orders from their Order Pool.

» If, at the start of his following Active Turns, the trooper is still Isolated, then he is considered to be Irregular and it does not add his Order to that Turn’s Order Pool.

» The Isolated state disables all pieces of Equipment with the Trait Comms Equipment (Hacking Device, Repeater,...) carried by the affected trooper for the duration of the state.

» Additionally, if an army’s Lieutenant is Isolated, then at the beginning of its next Active Turn the army enters a Loss of Lieutenant situation unless the state is cancelled first.

» An Isolated trooper ceases to be part of any kind of Infinity Fireteam (Core, Haris, Enomotarchos, Tohaa...) (see Infinity, Human Sphere and Infinity, Campaign: Paradiso).

» If the Isolated trooper is the Link Leader (or equivalent) then the Fireteam will break too.

» This state does not affect Automatic Special Skills or Automatic Equipment (with the exception of Comms Equipment).

CANCELLATION
» A trooper with the Special Skill Engineer (or an equivalent Skill) may cancel the Isolated state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

» If an army enters a Loss of Lieutenant situation because its Lieutenant was Isolated at the start of the Active Turn, canceling the Isolated state does not revoke the Loss of Lieutenant, as that situation may only be cancelled as indicated by its rules on page 31.

NO WOUND INCAPACITATION

ACTIVATION
» The trooper entered the Unconscious state and his player announced he would activate the Special Skill No Wound Incapacitation, whether in an Active or Reactive Turn.

EFFECTS
The Unconscious state of troopers using the Special Skill No Wound Incapacitation has the following special rules:

» To activate the skill, the player must announce the trooper uses No Wound Incapacitation when he falls Unconscious.

» No Wound Incapacitation alters the Unconscious state of the user, removing the Null Label.

» This means that No Wound Incapacitation allows the trooper to ignore the effects of the Unconscious state, treating it like the Normal state instead.

» However, if the trooper in this state loses one further point of his Wounds Attribute, he enters the Dead state directly and is removed from play.

» This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION
» The No Wound Incapacitation state is automatically cancelled when the trooper loses a further point from his Wounds. He then falls Dead and is removed from play.

» The No Wound Incapacitation state may also be cancelled by healing the affected trooper (using Special Skills or Equipment such as Doctor, AutoMediKit, MediKit, Regenerazine...), making it recover at least one point of its Wounds Attribute and returning it to the Normal state.

» If the Roll to heal a trooper in the No Wound Incapacitation state fails, the trooper automatically enters the Dead state and is removed from play.

NORMAL

ACTIVATION
» Unless otherwise noted, all troopers deploy in this state.

» Troopers in the Unconscious state revert to the Normal state if they recover at least 1 point of their Wounds or Structure Attribute.

EFFECTS
» Troopers in this state have at least one point of Wounds or Structure and generate Orders for their players to use during the Tactical Phase of their Active Turn.

CANCELLATION
» The Normal state is cancelled when the trooper enters a Null state (Unconscious, Dead, SepstORIZED, Spawn-Embryo...) or when the effect of a Special Skill, weapon or piece of Equipment so indicates.

POSSESSED

LABELS
» Null

ACTIVATION
» The trooper suffered a successful Attack using an Attack Hacking Program, Special Skill or weapon capable of causing this state.

EFFECTS
» Troopers in this state cannot activate or receive Orders from their player’s Order Pool.
GAME STATES

> While they are Possessed, troopers cease to generate Orders in subsequent Active Turns after they enter this state.

> While they are Possessed, troopers are considered to be enemies by the rest of their owner’s troopers.

> However, Possessed troopers are considered to be friendly by the troopers of the player that caused this game state.

> Possessed troopers may be activated and receive Orders from the Order Pool of the player who caused them to enter the Possessed state. The Possessed trooper can only receive Orders from the Order Pool of the same Combat Group as the trooper who caused the possession.

> Possessed troopers do not generate Orders for the Order Pool of the player who caused them to enter the Possessed state.

> When the Possessed trooper is activated by the player who induced the possession, he must use the Possessed Trooper profile instead of his own.

> This state does not affect Automatic Special Skills or Automatic Equipment.

> Possessed troopers count as casualties for the purposes of Retreat!

> Players cannot count Possessed troopers as survivors for Victory Point purposes at the end of the game.

### Possessed Trooper

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>ARM</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>12</td>
<td>*</td>
<td>11</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
</tr>
</tbody>
</table>

NOTE *: Use the trooper’s original values.

### Cancellation

> This game state is automatically cancelled if the owning player spends 1 Command Token in a Player Turn that follows the turn in which the state was caused, but after the Order count Phase.

> The Possessed state is automatically cancelled if the owning player succeeds in performing the Exorcism Hacking Program on the troop in this game state.

### Prone

#### Activation

> During the Deployment Phase, players may deploy one or more of their troopers Prone by placing a Prone Marker beside them.

> When a trooper declares the Short Movement Skill Move, its player may indicate that it will go Prone.

> By doing so, the trooper begins its Short Movement Skill Move already in the Prone state. The Short Movement Skill Move is therefore executed while Prone and the consequent reduction to the trooper’s MOV and S applies during its movement.

> If a trooper enters the Unconscious state, it falls Prone automatically unless it belongs to a Unit Type unable to go Prone (REM, TAG, Vehicle…) or has a piece of Equipment that prevents it from going Prone (a Motorcycle, for example).

### Effects

> Prone troopers have a Silhouette (S) value of 0, that is, the equivalent height of a base.

> While in this state, troopers have both their MOV values halved.

> While Prone, troopers cannot Jump or Climb.

> Prone troopers that are the target of a BS Attack declared by an enemy from a lower position than them will benefit from Partial Cover MODs against that attack.

> This state does not affect Automatic Special Skills or Automatic Equipment, except when explicitly stated in their description.

### Cancellation

> A Prone trooper may automatically cancel this state by declaring the Short Movement Skill Move. The player must announce he is cancelling the Prone state when declaring the Short Skill Move. By doing so, the state is cancelled at no cost and the trooper can carry out its Move using its regular MOV and S values.

### Retreat!

#### Activation

> If, at the beginning of your Player Turn, the sum of your survivor troopers’ Cost in points is equal to or less than 25% of the points available for building your Army List, then your army enters Retreat!

#### Effects

> Troopers with a Retreat! Marker may declare only Short Movement Skills, Cautious Movement, Change Facing, Dodge and Reset.

> The Retreat! situation automatically entails Loss of Lieutenant, so all troopers in Retreat! become Irregular.

> This state does not affect Automatic Special Skills or Automatic Equipment.

#### Cancellation

> If, at the beginning of one of your Player Turns, the sum of your survivor troopers’ Cost in points is more than 25% of the points available for building your Army List, the Retreat! situation of your army is cancelled. In this case, remove all your Retreat! Markers from play.

> You may also cancel a single trooper’s Retreat! state by spending a Command Token. If you do, the trooper ignores the effects of Retreat! until the end of the game.
GAME STATES

SEPSITORIZED

LABELS
» Null

ACTIVATION
» A Cube-wearing trooper failed its BTS Roll against a Sepsitor Attack.

IMPORTANT!
Only troopers with a Cube, or an equivalent Back-up Characteristic, can enter this state.

EFFECTS
» The trooper ceases to be a part of the army that fielded him. The player who fielded the trooper considers him to be in the Dead state for all purposes, including Order generation and survivor count for Retreat!
» Furthermore, the Sepsitized trooper is automatically considered an enemy to the player who originally fielded it.
» Instead, the Sepsitized trooper now belongs to the army whose player caused him to enter that state. Consider the Sepsitized trooper to belong to the Combat Group of the trooper who used the Sepsitor against him.
» However, troopers in this state do not generate Orders for the player who Sepsitized them and they are not accounted for Retreat!
» Sepsitized troopers cannot be counted by either player during the Victory Point count at the end of the game.
» This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION
» Barring special Scenario rules, this state is irreversible and cannot be cancelled.

SUPPRESSIVE FIRE

ACTIVATION
» To activate this state, the trooper must declare the Entire Order Suppressive Fire. Place a Suppressive Fire Marker (SUP. FIRE) beside the trooper.

EFFECTS
» Enemy troopers apply a -3 MOD to their Attribute on all Face to Face Rolls against a trooper in Suppressive Fire.

While in Suppressive Fire, the SF Mode profile replaces the trooper’s usual BS Weapon profile. The SF Mode profile is used by all troopers engaged in Suppressive Fire.

Suppressive Fire allows the affected trooper to react in ARO with its full Burst (B) value: B3. The full Burst must be used against a single target and cannot be divided between several active enemies (when reacting against a Coordinated Order, for example).

The SF Mode profile alters the Range and B values of the weapon being used, but not Damage, which remains unchanged. Similarly, the weapon maintains Type of Ammunition and Traits while in SF Mode.

» This state does not affect Automatic Special Skills or Automatic Equipment.

Range

<table>
<thead>
<tr>
<th>Range</th>
<th>0</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage: *</td>
<td>B: 3</td>
<td></td>
</tr>
<tr>
<td>Ammunition: *</td>
<td>Traits: *</td>
<td></td>
</tr>
</tbody>
</table>

NOTE *: Use original weapon values.

IMPORTANT!
Only weapons with the Trait Suppressive Fire in their Weapons Table profile may be used to declare SF. With very few exceptions, only weapons with B3 or higher may be used to declare SF. Weapons with B2 or lower, or whose Traits box does not indicate Suppressive Fire capabilities, cannot be used to declare SF, even if they apply a MOD that would make their B higher than 2.

The Suppressive Fire state is automatically cancelled in any of these cases:
» The trooper declares an Order.
» The trooper declares an ARO different from a BS Attack using Suppressive Fire.
» The trooper uses a weapon that cannot be used for Suppressive Fire.
» The trooper’s state changes to a Null state, or to Blinded, Engaged, Immobilized, Isolated, Retreat or to any other state which specifies that it cancels Suppressive Fire.
» The trooper’s army enters a Loss of Lieutenant situation.
» The trooper joins any kind of Infinity Fireteam (Core, Haris, Enomotarchos, Tohaa…) (see Infinity. Human Sphere and Infinity. Campaign: Paradiso).

SPAWN-EMBRYO

LABELS
» Null

ACTIVATION
» This state is activated when a trooper with the Special Skill Shasvastii would fall Unconscious.

EFFECTS
Spawn-Embryo is the name of the Unconscious state for troopers with the Special Skill Shasvastii.

The Spawn-Embryo state works like the Unconscious state, with the following discrepancies:
» Instead of placing an Unconscious Marker (UNCONSCIOUS) next to the trooper, place a Spawn-Embryo Marker.
GAME STATES

**EFFECTS**

- While **Camouflaged**, troopers are not represented by a model on the table but by a TO Camouflage Marker (TO CAMO).
- Troopers cannot enter base to base contact with a TO Camouflage Marker.
- During their **Active Turn**, troopers with CH: TO Camouflage may revert to the **TO Camouflaged** state by expending one Entire Order while outside enemy LoF.
- If a trooper in the Spawn-Embryo state receives an **Attack**, it uses the regular **ARM** value indicated in its profile.
- Troopers in the Spawn-Embryo state are not removed from the battlefield even if their player does not have the means to heal them (*Doctor*, *Paramedic*, *AutoMedikit*...).
- At the end of the game, troopers in the Spawn-Embryo state are treated like Unconscious troopers, that is, **they do not count towards their player's Victory Points**.
- If an enemy fails his **Discover Roll**, that enemy cannot attempt to **Discover** the same TO Camouflaged trooper until the next **Active or Reactive Turn**.
- In his **Active Turn** only, a trooper in the TO Camouflaged state may use the **Surprise Attack** Special Skill.
- In his **Active Turn** only, a trooper in the TO Camouflaged state may use the **Surprise Shot L1** Special Skill to declare a BS **Attack** or a **Hacking Attack** that benefits from the **Surprise Shot L1 MODs**.
- **TO Camouflage Markers** (TO CAMO) have a **360° LoF**.
- **TO Camouflage Markers** (TO CAMO) retain the **Silhouette** *(S)* values printed on their troop profiles.
- If the TO Camouflage Marker is concealing a **piece of Equipment** with the CH: TO Camouflage Special Skill, its **Silhouette** *(S)* value **is 2**.
- This state does not affect Automatic Special Skills or Automatic Equipment, which still works as usual.

**ACTIVATION**

- Automatic during the game when the user of CH: **TO Camouflage** cancels his **Hidden Deployment** state by declaring a Skill that does not reveal him as a model.
- **During their Active Turn**, troopers with CH: TO Camouflage may revert to the **TO Camouflaged** state by expending one Entire Order while outside enemy LoF.

**CANCELATION**

- As with the **Unconscious** state, a trooper in the Spawn-Embryo state that loses one or more further **Wounds** points enters the **Dead** state and is removed from play as a casualty.
- Similarly, as with the **Unconscious** state, the Spawn-Embryo state is cancelled if the trooper regains at least one point of its **Wounds** Attribute and enters the Normal state thanks to being healed by a Special Skill (*Doctor*: *Regeneration*...), a piece of **Equipment** (*AutoMedikit*, *Medikit*...), or any other effect.
- If an enemy fails his **Discover Roll**, that enemy cannot attempt to **Discover** the same TO Camouflaged trooper until the next **Active or Reactive Turn**.
- **TO Camouflage Markers** (TO CAMO) have a **360° LoF**.
- **TO Camouflage Markers** (TO CAMO) retain the **Silhouette** *(S)* values printed on their troop profiles.
- If the TO Camouflage Marker is concealing a **piece of Equipment** with the CH: **TO Camouflage** Special Skill, its **Silhouette** *(S)* value **is 2**.
- This state does not affect Automatic Special Skills or Automatic Equipment, which still works as usual.

**CANCELATION**

- During the game, troopers in the Spawn-Embryo state do **not count as casualties** for the purposes of determining the total point cost of surviving troopers. Similarly, the opposing army cannot count them as casualties when determining the point cost of eliminated troopers.
- If a trooper in the Spawn-Embryo state enters a **Surprise Attack**, it uses the regular **ARM** value indicated in its profile.
- If a trooper in the Spawn-Embryo state receives an **Attack**, it uses the regular **ARM** value indicated in its profile.
- If a trooper in the Spawn-Embryo state receives an **Attack**, it uses the regular **ARM** value indicated in its profile.
- During their **Active Turn**, troopers with CH: TO Camouflage may revert to the **TO Camouflaged** state by expending one Entire Order while outside enemy LoF.

**TO CAMOUFLAGED**

- Automatic in the **Deployment Phase**.
- **Automatic during the game when the user of CH: TO Camouflage cancels his Hidden Deployment state by declaring a Skill that does not reveal him as a model.**
- **During their Active Turn**, troopers with CH: TO Camouflage may revert to the **TO Camouflaged** state by expending one Entire Order while outside enemy LoF.

**REMINDER**

The Spawn-Embryo state is a type of **Unconscious** state, and troopers in either state do not generate Orders.

- The TO Camouflaged trooper becomes **Impetuous** (due to the **Frenzy** Characteristic or any other effect) or enters **Retreat!** state in either case, the trooper's CH Level is downgraded to CH: **Mimetism**. The trooper recovers his original CH Level when the Retreat! situation is Cancelled. However, the trooper does not revert to the TO Camouflaged state. To regain the TO Camouflaged state, the trooper must follow the **Activation rules**.
- Whenever the TO Camouflaged state is Cancelled, **replace the TO Camouflage Marker** (TO CAMO) with the trooper's model, facing whatever direction the owning player chooses.
- When you replace one of your Markers with a model, you are required to share all **Open Information** relative to that trooper.
- The cancellation of the TO Camouflaged state is applied to the whole declared Order. So, if a Camouflaged trooper declares a **Move + BS Attack** Order, he will be considered discovered all along his Movement, even if the **BS Attack** would be performed at the end of that Movement.

**ACTIVATION**

- Automatic during the game when the user of CH: **TO Camouflage** cancels his **Hidden Deployment** state by declaring a Skill that does not reveal him as a model.
- **During their Active Turn**, troopers with CH: TO Camouflage may revert to the **TO Camouflaged** state by expending one Entire Order while outside enemy LoF.

**EFFECTS**

- If an enemy fails his **Discover Roll**, that enemy cannot attempt to **Discover** the same TO Camouflaged trooper until the next **Active or Reactive Turn**.
- In his **Active Turn** only, a trooper in the TO Camouflaged state may use the **Surprise Attack** Special Skill.
- In his **Active Turn** only, a trooper in the TO Camouflaged state may use the **Surprise Shot L1** Special Skill to declare a BS **Attack** or a **Hacking Attack** that benefits from the **Surprise Shot L1 MODs**.
- **TO Camouflage Markers** (TO CAMO) have a **360° LoF**.
- **TO Camouflage Markers** (TO CAMO) retain the **Silhouette** *(S)* values printed on their troop profiles.
- If the TO Camouflage Marker is concealing a **piece of Equipment** with the CH: **TO Camouflage** Special Skill, its **Silhouette** *(S)* value **is 2**.
- This state does not affect Automatic Special Skills or Automatic Equipment, which still works as usual.

**CANCELATION**

- A trooper’s **TO Camouflaged** state is Cancelled, and its Marker replaced by its model, whenever:
  - The TO Camouflaged trooper declares a Skill other than **Cautious Movement** or a Short Movement Skill that does not require a Roll (except **Alert**).
  - Following the previous, the TO Camouflaged trooper declares a **Surprise Attack** or a **Surprise Shot**.
  - The TO Camouflaged trooper enters **base to base contact** with a model.
  - The TO Camouflaged trooper is **Discovered**.
  - The TO Camouflaged trooper receives a successful hit that forces him to make an **ARM/BS** Roll, or a Critical hit, without previous **Discovery** (by means of an Intuitive **Attack**, a **Template Weapon** whose target was a nearby model, etc.).
  - The TO Camouflaged trooper becomes **Impetuous** (due to the **Frenzy** Characteristic or any other effect) or enters **Retreat!** state in either case, the trooper’s CH Level is downgraded to CH: **Mimetism**. The trooper recovers his original CH Level when the Retreat! situation is Cancelled. However, the trooper does not revert to the TO Camouflaged state. To regain the TO Camouflaged state, the trooper must follow the **Activation rules**.
  - Whenever the TO Camouflaged state is Cancelled, **replace the TO Camouflage Marker** (TO CAMO) with the trooper’s model, facing whatever direction the owning player chooses.
  - When you replace one of your Markers with a model, you are required to share all **Open Information** relative to that trooper.
  - The cancellation of the TO Camouflaged state is applied to the whole declared Order. So, if a Camouflaged trooper declares a Move + BS Attack Order, he will be considered discovered all along his Movement, even if the BS Attack would be performed at the end of that Movement.
TARGETED

ACTIVATION
» The trooper suffered a successful Attack using a Special Skill, Special Ammunition or a Hacking Program capable of causing this state.

» The trooper suffered the effect of a piece of scenery or a Special Scenario Rule or condition capable of causing this state.

EFFECTS
» Troopers declaring a BS Attack or a Hacking Attack against a Targeted trooper may apply a +3 MOD to their relevant Attribute.

» This MOD is cumulative with all other MODs for Range, Cover, CH: Camouflage, etc., with the exception of Guided Trait, whose MODs already factor this in.

» If a trooper in the Targeted state is chosen as the target of Speculative Fire, then the -6 MOD usually applied to that type of Attack is ignored. However, the +3 MOD is still applied.

» Troopers in the Targeted state can be chosen as targets of Attacks using BS Weapons with the Guided Trait, applying the full advantages of this Trait.

» This state does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION
» The Targeted state is automatically cancelled at the end of the Player Turn during which it was caused.

TRANSMUTED

ACTIVATION
» The trooper with the Special Skill Transmutation loses his first Wounds/Structure point.

EFFECTS
» As explained in the description of the Special Skill Transmutation, the trooper switches to his alternative profile (shown in his Trooper Profile) at the end of the first Order in which he lost at least a point from his Wounds/Structure Attribute.

» Place a Transmuted marker (TRANSMUTED) beside to the trooper to indicate the change has taken place.

CANCELLATION
» Barring special Scenario rules, the Transmuted state is irreversible and cannot be cancelled.

UNCONSCIOUS

LABELS
» Null

ACTIVATION
» A trooper that loses the last point of his Wounds/STR Attribute, leaving him with exactly zero, enters the Unconscious state automatically.

EFFECTS
» Troopers in this state cannot activate or receive Orders from their player’s Order Pool.

» The exception to this are those Special Skills and pieces of Equipment whose description states they may be used while Unconscious (such as Regeneration, AutoMediKit...).

» While they are Unconscious, troopers cease to generate Orders in subsequent Active Turns after they enter in this state.

» Unconscious troopers count as casualties for the purposes of Retreat!

» Automatic Special Skills and Automatic Equipment have no effect while Unconscious.

» Unconscious troopers automatically fall Prone unless they are a Trooper Type unable to do so.

» Players cannot count their Unconscious troopers as survivors for Victory Point purposes at the end of the game.

CANCELLATION
» Regarding troops with the Wounds Attribute. A trooper with the Special Skill Doctor (or an equivalent Skill) may cancel the Unconscious state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

» Regarding troops with the STR Attribute. A trooper with the Special Skill Engineer (or an equivalent Skill) may cancel the Unconscious state by spending one Short Skill of an Order while in base to base contact with the affected trooper and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state).

» Canceling the Unconscious state does not cancel the Prone state.

UNLOADED

ACTIVATION
» The trooper has entirely depleted the ammunition of a weapon or a piece of Equipment with the Trait Disposable.

EFFECTS
» The trooper can no longer use the relevant weapon or piece of Equipment.

CANCELLATION
» A trooper with the Special Skill Baggage (see Infinity Human Sphere), or an equivalent Skill, may cancel the Unloaded state by spending one Short Skill of an Order while in base to base contact with the affected trooper with no Roll required (unless the Special Skill or Scenario that caused the state specified otherwise).

» Some scenarios and missions might have Special Rules that allow troopers to cancel this state. In that case, follow the procedure stated in the rules.
Infinity is a game that possesses a great amount of realism and flexibility, faithfully depicting tactics and maneuvers in a modern combat. As in a real combat, in Infinity the terrain, the combat environment, has a special relevance, determining both the strategy and the tactical options of the players. That way an Army List, as effective as it might be, will not be as strong when played on two different tables. Hence, an important step in the preparation of an Infinity game is the setting up of the gaming table and the placement of the terrain.

Due to the importance of this step, it is advisable that both players participate in the process of setting up the gaming table, alternating between one another to place the terrain elements, or simply placing them by mutual agreement.

**IMPORTANT!**
The advice given in this section is for information only. Although advisable, it is not mandatory to follow this guide to set up a gaming table.

**TERRAIN AND COVER**

The terrain pieces, Scenery Items and Buildings, configure the gaming environment where the troops will move during the game.

In Infinity most of the troopers have the ability of performing BS Attacks, in addition they tend to be equipped with weapons that shoot up to 48 inches or even 96 inches for the long range variants. Hence, the main goal of terrain on the gaming table is to provide Cover that allows troops to move and maneuver without immediately falling under enemy fire. Using cover to round and flank the enemy is vital to ensure victory!

The layout of the terrain must force troops to maneuver across the gaming table to try to obtain a tactical advantage over the enemy. When deploying terrain it is advisable that both players find a point of balance placing enough Cover to allow the troops to maneuver, but without canceling the usefulness of long distance weapons. That way a balanced gaming table will be created, providing the same level of advantages for both players regardless of the Army List that they have crafted.

In a standard Infinity table of 4 x 4 foot size, this balance is achieved by placing a minimum of eight big terrain pieces (4 x 6 inches base and more than 2.5 inches in height) and at least 6 small pieces of terrain.

**ACCESSIBILITY**

Big terrain pieces can represent buildings or structures with their respective rooftops and high zones that are an ideal place to deploy snipers or heavy support troops. If these rooftops do not have a way to access them (through stairs or elevators, for example), it will be hard for the troops to climb up or down them, limiting the tactical options of both players. Hence it is advisable that the majority of the terrain pieces have upper zones that are accessible from the ground.

It is also advisable to avoid placing the terrain in such a way that too many bottlenecks and blind alleys are created. The more options the table offers for advancing towards the enemy the more interesting the tactical choices will be.

**ASYMMETRIC DEPLOYMENT ZONES**

Symmetric Deployment Zones are those that have the same amount of terrain pieces of the same size, placed in a similar way on both sides of the game table. On the other hand, Asymmetric Deployment Zones are those that do not have the same amount of terrain pieces, or those terrain pieces are not of equivalent sizes, producing an imbalance and an obvious advantage for one side of the table over the other.

When starting an Infinity game, the players make the Initiative Roll. The winner of that roll will have to choose between being the first player to activate his/her troops (Choosing Initiative) or decide which side of the table each player will deploy their troops on (Choosing Deployment).

If both Deployment Zones are symmetric, then choosing Initiative will always be the more interesting and favorable option, because none of the Deployment Zones provides a clear advantage.

A good way of ensuring that the placement of the big terrain pieces is blocking LoF is by trying to trace a broken line in the middle of the table using three big blocks of terrain. This way the safe zones alternate with Lines of Fire suitable for snipers.

Small terrain pieces must be placed in such a way that Cover is provided in those zones that have less terrain. It is advisable to build corridors between the big terrain pieces using small terrain pieces, providing Cover that enables the troops to maneuver across the table.

Also, when placing terrain on the gaming table it is important to make sure that the troops of both players can deploy without being completely exposed to the opponent’s Lines of Fire from the beginning of the game.
Hence, it is advisable to deploy terrain in such a way that one of the Deployment Zones provides more Cover and/or has higher terrain pieces, giving a tactical advantage to the player who chooses to deploy on that side.

GAME TABLE EXAMPLE:
» 8 Big scenery pieces
» Asymmetric Deployment Zones

SIBYLLA’S ADVICE
A good way to break the symmetry of a gaming table is to add a “sniper’s nest”, in an elevated tower in one of the Deployment Zones. The advantage that this provides will not go unnoticed by any veteran player.

GAME TABLE EXAMPLE:
» 9 Big scenery pieces
» 6 Small scenery pieces
» Asymmetric Deployment Zones
The tactical flexibility of the game mechanics of Infinity allows for the games to be much more than simply setting out to exterminate the enemy.

In the ITS (Infinity Tournament System), the organized game system of Infinity, games are laid out with a set number of objectives to meet (e.g. take control of a building), or specific game conditions (e.g. Special Terrain Areas). These kinds of games are referred to as missions or scenarios, and they recreate tactical situations as well as operations from the military sphere and espionage circles of the highest levels.

Granted, a mission or a scenario means a higher level of difficulty, requiring greater planning of the Army List as well as a more polished set of tactical and gaming abilities on the part of the player. However, they also mean a greater level of fun and entertainment than the regular extermination game.

This section includes, a small set of missions similar to the ones used on the ITS that serve as introduction to this new level of gaming.

**VICTORY IN A SCENARIO**

The purpose of a scenario is to accomplish a mission by meeting its defined objectives and obtaining the Objective Points designated for each met objective.

While playing a scenario, the player who gets the higher number of Objective Points is the winner.

In the event of a tie regarding the number of Objective Points scored, both players will have to compare their Victory Points. The player with the highest value on Victory Points will win the tiebreak.

**CLASSIFIED OBJECTIVES**

In the Infinity Official Scenarios, the Classified Objectives are additional objectives a player can accomplish to get more Objective Points.

Usually, each Classified Objective provides 1 Objective Point, but this amount can vary due to the special conditions of the scenario.

Each Classified Objective provides its Objective Points one single time in each scenario. Even if the requirements of the Classified Objective are achieved again, it will not provide additional Objective Points.

A trooper possessing a Disabled Marker (DIS) can still accomplish the Classified Objectives.

**CLASSIFIED OBJECTIVES SELECTION**

The amount of Classified Objectives that can be fulfilled during the mission is listed on the scenario report. The player has two ways of choosing the Classified Objectives, by means of the Chart: Classified or by means of the Classified Deck.

The player will make the selection of the Classified Objectives after learning what mission will be played and with what faction his opponent will be playing, but always before creating his Army List. When playing an ITS tournament, official tournament rules will be applied.

**CHART: CLASSIFIED**

The player will pick one of the four models from the Chart: Classified, roll the two dice for each Classified Objective allowed in the scenario, and then choose one of the two outcomes. If the outcome of both die rolls is the same, the player can repeat one of the rolls until he gets a different outcome.

Classified Objectives are considered Private Information until they are fulfilled. The player must write down his Classified Objectives when he picks them, in the same manner that he writes down the Lieutenant ID or the location of troopers in Hidden Deployment.

**CLASSIFIED DECK**

If the player owns a Classified Deck, he must shuffle the deck in front of his opponent and pick two cards for each Classified Objective determined in the scenario. He will be allowed to discard one of them. The discard will take place before picking the next two cards for the following Classified Objective.

The Classified Objectives are considered Private Information until they are fulfilled. The player must keep his Classified Objective cards and show them to his opponent if he demands it once the Objective has been fulfilled.

**HIGH VALUE TARGET (HVT) MODEL**

The HVT (High Value Target) represents a non-combatant character belonging to the enemy side and placed on the game table as the target of Classified Objectives.

The deployment of one of these models is compulsory for both players, as their presence and interaction with other models in-game has consequences for the achievement of Classified Objectives when playing scenarios.

You can use any figure from the Infinity or the Infinity Bootleg range, preferably those designated as HVT or as a Civilian. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist.

The HVT models may be necessary to accomplish some Classified Objectives. However, these models are especially useful when used to replace one of the Classified Objectives assigned to the player.

**REQUIREMENTS**

- Each player must deploy one HVT model at the beginning of his Deployment Phase.
- The players must deploy their HVT models a minimum of 4 inches outside of any Deployment Zones. Moreover, the players cannot place their HVT models either on top of or inside of any Scenery Item or Building, always deploying it in an accessible location on the table.
EFFECTS

» HVT models are Neutral to both players.

» HVT models don't belong to the Army List, and thus cannot provide or receive Orders from the players.

» If either player hurts a HVT model (leaving it in a Null state), then that player will automatically lose the scenario and any Objective Points achieved in it. Moreover, his adversary receives 2 extra Objective Points (never exceeding the maximum of 10).

» Some scenario special rules or Classified Objectives can modify this rule.

SECURE HVT CLASSIFIED OBJECTIVE

When in game, the player can replace one of his Classified Objectives with Secure HVT. This is an optional Classified Objective all players can choose to replace one of the Classified Objectives they rolled on the Classified Objectives Chart.

The Secure HVT optional Classified Objective is accomplished when the player has one of his troopers (who is not in a Null state) inside the Zone of Control of the enemy HVT and at the same time, the Zone of Control of his own HVT is free of enemy troops (Not counting those in a Null state).

The Secure HVT optional Classified Objective provides the same number of Objective Points the scenario provides for each normal Classified Objective accomplished.

OBJECTIVES

DATA SCAN

Requirements: Hacker.

Objective: The Hacker must spend one Short Skill of the Order and succeed at one WIP-3 Roll against any enemy model inside his Zone of Control.

SABOTAGE

Requirements: D-Charges.

Special: The player must choose a Scenery Building or a Scenery Item placed entirely inside the enemy's half of the table. This piece of scenery will be considered the target of the Classified Objective.

Objective: To detonate a D-Charge on the targeted piece of scenery. It is not required to make an ARM Roll for the piece of scenery. When detonating the D-Charge, the rules for Scenery Structures do not apply.

EXPERIMENTAL DRUG

Requirements: Doctor or Paramedic.

Objective: To get an allied trooper recovered from Unconscious to Normal state by using the Doctor Special Skill, or by using a MediKit.

TELEMETRY

Requirements: Forward Observer or Spotlight Hacking Program.

Objective: To succeed at an Attack against an enemy trooper using Forward Observer or the Spotlight Hacking Program.

TEST RUN

Requirements: Engineer.

Objective: To succeed at an Engineer Roll on any allied trooper, getting it to recover 1 STR point.

EXTREME PREJUDICE

Requirements:

Objective: To perform a Coup de Grâce against an Unconscious or Spawn-Embryo enemy model.

HVT: ESPIONAGE

Requirements: Hacker.

Objective: A Hacker with the enemy HVT model inside his Zone of Control must spend a Short Skill and succeed at a WIP-3 Roll.

HVT: RETROENGINEERING

Requirements: Engineer.

Objective: An Engineer in base contact with the enemy HVT model must spend a Short Skill and succeed at a WIP+3 Roll.

HVT: INOCULATION

Requirements: Doctor or Paramedic.

Objective: A Doctor or Paramedic in base contact with the enemy HVT model must spend a Short Skill and succeed at a WIP+3 Roll.

HVT: DESIGNATION

Requirements: Forward Observer or Spotlight Hacking Program.

Objective: The player must succeed at two Forward Observer Rolls or two Spotlight Hacking Program Rolls against the enemy HVT model. The player is authorized to perform this type of Attack against the HVT model.
### SCENARIOS

#### CLASSIFIED CHART MODELS

<table>
<thead>
<tr>
<th>CLASSIFIED CHART MK. 1</th>
<th>D20</th>
<th>OBJECTIVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Test Run</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Experimental Drug</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Data Scan</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Extreme Prejudice</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Sabotage</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>HVT: Espionage</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Telemetry</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>HVT: Retroengineering</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Extreme Prejudice</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Sabotage</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>HVT: Inoculation</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Experimental Drug</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>HVT: Designation</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Data Scan</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>HVT: Espionage</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>HVT: Designation</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>Telemetry</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>HVT: Inoculation</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>Test Run</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>HVT: Retroengineering</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CLASSIFIED CHART MK. 2</th>
<th>D20</th>
<th>OBJECTIVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>HVT: Espionage</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Test Run</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>HVT: Designation</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Experimental Drug</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>HVT: Inoculation</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Data Scan</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>HVT: Retroengineering</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Extreme Prejudice</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>HVT: Designation</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Telemetry</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>HVT: Inoculation</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Telemetry</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>HVT: Espionage</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Sabotage</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Experimental Drug</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>Extreme Prejudice</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>Sabotage</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>HVT: Retroengineering</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>Data Scan</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>Test Run</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CLASSIFIED CHART MK. 3</th>
<th>D20</th>
<th>OBJECTIVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Data Scan</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>HVT: Designation</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Experimental Drug</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Test Run</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Data Scan</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Telemetry</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Extreme Prejudice</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>HVT: Inoculation</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Telemetry</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>HVT: Retroengineering</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Sabotage</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>HVT: Espionage</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Test Run</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>HVT: Designation</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Sabotage</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>HVT: Retroengineering</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>Extreme Prejudice</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>HVT: Espionage</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>Experimental Drug</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>HVT: Inoculation</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CLASSIFIED CHART MK. 4</th>
<th>D20</th>
<th>OBJECTIVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>HVT: Retroengineering</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>HVT: Espionage</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Test Run</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>HVT: Designation</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Extreme Prejudice</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>HVT: Espionage</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>HVT: Inoculation</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Telemetry</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Experimental Drug</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>HVT: Inoculation</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Data Scan</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Sabotage</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Experimental Drug</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>HVT: Retroengineering</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Extreme Prejudice</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>Test Run</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>Data Scan</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>HVT: Designation</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>Telemetry</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>Sabotage</td>
<td></td>
</tr>
</tbody>
</table>
SCENARIO 1: ANNIHILATION

MISSION OBJECTIVES

MAIN OBJECTIVES

» To kill between 75 and 150 enemy Army Points (1 Objective Point).

» To kill between 151 and 250 enemy Army Points (2 Objective Points).

» To kill more than 250 enemy Army Points (3 Objective Points).

» If you have between 75 and 150 surviving Army Points (1 Objective Point).

» If you have between 151 and 250 surviving Army Points (2 Objective Points).

» If you have more than 250 surviving Army Points (3 Objective Points).

CLASSIFIED

» Each player has 2 Classified Objectives (2 Objective Points for each one).

FORCES

» Side A: 300 points.

» Side B: 300 points.

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches

KILLING

A trooper is considered Killed when it enters the Dead state, or is in a Null state at the end of the game.

Those troopers that, at the end of the game, have not been deployed on the game table, will be considered as Killed by the adversary.

NO QUARTER

In this scenario, Retreat! rules are not applied.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.
MISSION OBJECTIVES

MAIN OBJECTIVES

» Dominate the Armory at the end of each Game Round (1 Objective Point).

» Dominate the Armory at the end of the game (3 Objective Points).

» Acquire more weapons from the Panoplies than the adversary at the end of the game (2 Objective Points).

CLASSIFIED

» Each player has 2 Classified Objectives (1 Objective Point each one).

FORCES

» Side A: 300 points.

» Side B: 300 points.

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

Exclusion Zone
There is an Exclusion Zone covering an 8 inch area on either side of the central line of the game table. The Airborne Deployment, Impersonation, Infiltration, and Mechanized Deployment Special Skills cannot be used to deploy in the Exclusion Zone. This does not apply to troopers that suffer Dispersion.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches

THE ARMORY

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Armory, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal or the Panic Room by Customeeple.

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (See map below).

The Gates of the Armory are closed at the start of the game. To open them, a Specialist Troop must be in base contact with one of them, spend one Short Skill of an Order, and succeed at a WIP Roll. This opens all Gates of the Armory.

The Armory Gates must be represented by a Narrow Gate Marker or a scenery piece with the same size. The Armory Gates have a Narrow Gate Width.

The Scenery Structure rules (see page 168) are allowed in this scenario.

DOMINATE THE ARMORY

The Armory is considered Dominated by a player if he has more Army Points than the adversary inside the area. Only troopers that are miniatures or Markers (Camouflage, TO, Impersonation…) count. Troopers in a Null state will not be counted. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), and any Marker that does not represent a trooper will not be counted either.

Shasvastii

Troopers possessing the Shasvastii Special Skill placed inside the Armory will always be counted while they are in Normal or Spawn-Embryo states.

PANOPLIES

There are 2 Panoplies, placed inside the Armory on different corners (see map below).

Players can use the Logistics Trait of each Panoply in the game.

Specialist Troops can roll twice in the Booty Chart, but they can only choose one of the results.

Each Panoply must be represented by an Objective Marker or by a scenery piece of the same diameter.

### TYPE OF BUILDING

<table>
<thead>
<tr>
<th>TYPE OF BUILDING</th>
<th>TYPE OF CONSTRUCTION</th>
<th>TYPE OF ACCESS</th>
<th>ACCESS WIDTH</th>
<th>TRAITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARMORY</td>
<td>Outer Wall (x4)</td>
<td>Security Gate (x4)</td>
<td>Narrow Access (x4)</td>
<td>Panoply (x2)</td>
</tr>
</tbody>
</table>

### TYPE OF ELEMENT

<table>
<thead>
<tr>
<th>TYPE OF ELEMENT</th>
<th>NAME</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>AW</th>
<th>TRAITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCESS</td>
<td>SECURITY GATE</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>Narrow Gate</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td>CONSTRUCTION</td>
<td>OUTER WALL</td>
<td>10</td>
<td>0</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>PROPS</td>
<td>PANOPLY</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>--</td>
<td>Logistics</td>
</tr>
</tbody>
</table>
SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers and Paramedics are considered Specialist Troops.

Hackers cannot make use of Repeaters to perform tasks reserved for Specialist Troops.

A Specialist Troop with a Disabled Marker can still accomplish the Objectives of this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.

MAP

DEPLOYMENT ZONE B

Exclusion Zone

DEPLOYMENT ZONE A

LEGEND

Panoply
Narrow access
MISSION OBJECTIVES

MAIN OBJECTIVES

» Dominate the same number of Quadrants as the adversary at the end of each Game Round (1 Objective Point, but only if at least 1 Quadrant is Dominated by the player).

» Dominate more Quadrants than the adversary at the end of each Game Round (2 Objective Points).

» Hack a Console (1 Objective Point).

CLASSIFIED

» Each player has 1 Classified Objective (1 Objective Point only if the player has less than 10 Objective Points).

FORCES

» Side A: 300 points.

» Side B: 300 points.

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches

QUADRANTS

At the end of each Game Round, but not before, the table is divided in four areas as seen on the map. Then, each player checks how many Quadrants are dominated and the Objective Points are counted.

DOMINATE THE QUADRANTS

A Quadrant is considered Dominated by a player if he has more Army Points than the adversary inside the area. Only troopers that are miniatures or Markers (Camouflage, TO, Impersonation...) count. Troopers in a Null state will not be counted. Markers representing weapons or pieces of equipment (Like Mines or Deployable Repeaters), and any Marker that does not represent a trooper will not be counted either.

Shasvastii
Troopers possessing the Shasvastii Special Skill placed inside a Quadrant will always be counted while they are in Normal or Spawn-Embryo states.

CONSOLES

There are 4 Consoles, placed in the center of each Quadrant, 12 inches from the edge of the table (See map below). Each Console must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

In this scenario, the Consoles have a Scenery Item Profile, so they can be targeted, applying the Scenery Structures rules (see page 168), but not before the second Game Round.
HACKING THE CONSOLES

To Hack a Console it is necessary that a Specialist Trooper be in base contact with the Console, spend one Short Skill of an Order, or an ARO, and succeed at a Normal WIP-3 Roll. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order, or ARO, and making the roll.

Hackers avoid penalties to Hack a Console so do not suffer the -3 WIP MOD.

A player can Hack a Console previously Hacked by the other player.

At the end of the game, players will make a Face to Face WIP Roll for each Console that has been hacked by both players. Each player can Roll the WIP of every Specialist Trooper which survived the scenario. This can result in a Face to face Roll with several participants. The winner of the Face to Face Roll will get the Objective Point provided by that Console. In case of a tie, the Face to Face Roll will be re-rolled. If only one of the players has surviving Specialist Troops, that player will automatically get the Objective Point directly. If neither players has any Specialist Troops, the Objective Point is lost.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers and Paramedics are considered Specialist Troops.

Hackers cannot make use of Repeaters to perform tasks reserved for Specialist Troops.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.
SCENARIO 4: NIMBUS ZONE

MISSION OBJECTIVES

MAIN OBJECTIVES

» Download a Data Pack from a Console (2 Objective Points for each Data Pack downloaded).

» To have Disconnected more Antennae than the adversary at the end of the game (2 Objective Points).

» Control more Consoles than the adversary at the end of the game (1 Objective Point).

CLASSIFIED

» Each player has 1 Classified Objective (1 Objective Point).

FORCES

» Side A: 300 points.

» Side B: 300 points.

DEPLOYMENT

Side A and Side B: Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12 inches deep.

Exclusion Zone

There is an Exclusion Zone covering an 8 inch area on either side of the central line of the game table. The Airborne Deployment, Impersonation, Infiltration, and Mechanized Deployment Special Skills cannot be used to deploy in the Exclusion Zone. This does not apply to troopers that suffer Dispersion.

SCENARIO SPECIAL RULES

Game table size: 48 x 48 inches

NIMBUS ZONE

In an area of 8 inches on both sides of the central line of the game table, the effects of the Nimbus Special Ammunition (Low Visibility Zone + Saturation Zone) are applied constantly.

This Nimbus Zone will vanish automatically at the end of the Order in which the last Nimbus Antenna is Disconnected or enters the Destroyed state.

NIMBUS ANTENNAE

There are a total of 4 Nimbus Antennae, each of them placed 4 inches from the central line of the game table and 12 inches from the edges. Each Nimbus Antenna must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Wargenal or the Sat Station Antenna by Customeeple).

In this scenario the Nimbus Antennae have a Scenery Item Profile. They can be targeted, applying the Scenery Structures rules, but not before the second Game Round.

DISCONNECT THE NIMBUS ANTENNAE

To Disconnect a Nimbus Antenna it is necessary that a Specialist Trooper be in base contact with the Nimbus Antenna, spend one Short Skill of an Order and succeed at a Normal WIP-3 Roll. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order and making the roll.

Engineers avoid penalties to Disconnect a Nimbus Antenna so do not suffer the -3 WIP MOD.

Once a Nimbus Antenna has been Disconnected, it cannot be Disconnected again by any player.

Disabled Markers (DIS) will be used to mark Disconnected Nimbus Antennae.

CONSOLES

There are 3 Consoles placed on the central line of the game table. One is placed at the center of the game table and the other two are placed 12 inches from the edge of the table (See map below). Each Console must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Wargenal or the Comlink Console by Customeeple).

DOWNLOAD THE DATA PACKS

To Download a Data Pack it is necessary that a Specialist Trooper be in base contact with a Console, spend one Short Skill of an Order and succeed at a Normal WIP-3 Roll. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill of an Order and making the roll.

Hackers avoid penalties to Download a Data Pack and do not suffer the -3 WIP MOD.

Each player can only get a maximum of 1 Data Pack from each Console.

Data Packs cannot be downloaded until the second Game Round.

<table>
<thead>
<tr>
<th>TYPE OF ELEMENT</th>
<th>NAME</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>AW</th>
<th>TRAITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>PROPS</td>
<td>NIMBUS ANTENNA</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>--</td>
<td>Nimbus Antenna</td>
</tr>
</tbody>
</table>
CONTROL THE CONSOLES

A Console is considered to be Controlled by a player as long as that player is the only one with at least one Specialist Troop (as a model, not a Marker) in base contact with it. Non-specialist troops cannot Control the Console, but can prevent the enemy from Controlling it by being in base contact with it. Troopers in a Null state (Unconscious, Dead, Sepsitorized...) cannot do either.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers and Paramedics are considered Specialist Troops.

Hackers cannot make use of Repeaters to perform tasks reserved for Specialist Troops.

A Specialist Troop with a Disabled Marker can still accomplish the Objectives of this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.

MAP

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

NIMBUS ZONE

LEGEND

Nimbus Antenna
Console
UNIT PROFILES - PANOCEANIA

198

Cube
Regular
Irregular
Frenzy
Impetuous
Extremely Impetuous
Hackable

LISTAS DE EJÉRCITO
### ISC: Fusiliers

#### FUSILIERS

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>FUSILIER</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>FUSILIER</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>18</td>
</tr>
<tr>
<td>FUSILIER</td>
<td>Combi Rifle + Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>14</td>
</tr>
<tr>
<td>FUSILIER</td>
<td>Missile Launcher</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>15</td>
</tr>
<tr>
<td>FUSILIER</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>18</td>
</tr>
<tr>
<td>FUSILIER Hacker (Hacking Device)</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>18</td>
</tr>
<tr>
<td>FUSILIER (Forward Observer, Deployable Repeater)</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>FUSILIER Paramedic (MediKit)</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>FUSILIER Lieutenant</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>10</td>
</tr>
</tbody>
</table>

### ISC: Akalis

#### AKALIS, Sikh Commandos

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>AKAL COMMANDO</td>
<td>Combi Rifle</td>
<td>Pistol, E/M CCW</td>
<td>0</td>
<td>22</td>
</tr>
<tr>
<td>AKAL COMMANDO</td>
<td>Boarding Shotgun</td>
<td>Pistol, E/M CCW</td>
<td>0</td>
<td>21</td>
</tr>
<tr>
<td>AKAL COMMANDO</td>
<td>Spitfire</td>
<td>Pistol, E/M CCW</td>
<td>1.5</td>
<td>28</td>
</tr>
<tr>
<td>AKAL COMMANDO Hacker (Assault Hacking Device)</td>
<td>Combi Rifle</td>
<td>Pistol, E/M CCW</td>
<td>0.5</td>
<td>28</td>
</tr>
</tbody>
</table>
### ISC: Nisses

**Svalarheima NISSES**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVR</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>13</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

**Equipment:** Multispectral Visor L2  
**Special Skills:** CH: Mimetism · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>NISSE</td>
<td>Combi Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>NISSE</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>34</td>
</tr>
<tr>
<td>NISSE</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>34</td>
</tr>
<tr>
<td>NISSE Hacker (Hacking Device)</td>
<td>Combi Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>38</td>
</tr>
<tr>
<td>NISSE Paramedic (MedKit)</td>
<td>Combi Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>32</td>
</tr>
<tr>
<td>NISSE Lieutenant</td>
<td>Combi Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>30</td>
</tr>
</tbody>
</table>

### ISC: Neoterra Bolts

**NEOTERRA BOLTS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVR</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>14</td>
<td>13</td>
<td>11</td>
<td>12</td>
<td>2</td>
<td>6</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

**Special Skills:** Bioimmunity · Veteran L1

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOLT</td>
<td>Combi Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>22</td>
</tr>
<tr>
<td>BOLT</td>
<td>Combi Rifle + Light Shotgun, Drop Bears</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>25</td>
</tr>
<tr>
<td>BOLT</td>
<td>Boarding Shotgun, E/M Grenades</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>19</td>
</tr>
<tr>
<td>BOLT</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>26</td>
</tr>
<tr>
<td>BOLT</td>
<td>Missile Launcher, Light Shotgun</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>27</td>
</tr>
<tr>
<td>BOLT</td>
<td>Spitfire</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>24</td>
</tr>
<tr>
<td>BOLT Hacker (Hacking Device)</td>
<td>Boarding Shotgun, E/M Grenades</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>27</td>
</tr>
<tr>
<td>BOLT Paramedic (MedKit)</td>
<td>Combi Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>24</td>
</tr>
<tr>
<td>BOLT Lieutenant</td>
<td>Combi Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>22</td>
</tr>
</tbody>
</table>

### ISC: Orc Troops

**ORC TROOPS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVR</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>15</td>
<td>14</td>
<td>14</td>
<td>12</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORC</td>
<td>MULTI Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>40</td>
</tr>
<tr>
<td>ORC</td>
<td>MULTI Rifle + 1 TinBot A (Deflector L1)</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>41</td>
</tr>
<tr>
<td>ORC</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>44</td>
</tr>
<tr>
<td>ORC</td>
<td>Boarding Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>35</td>
</tr>
<tr>
<td>ORC</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>36</td>
</tr>
<tr>
<td>ORC Hacker (Assault Hacking Device)</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>42</td>
</tr>
<tr>
<td>ORC Lieutenant</td>
<td>MULTI Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>40</td>
</tr>
<tr>
<td>ORC Lieutenant</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>44</td>
</tr>
</tbody>
</table>
### ISC: Knights Hospitaller

**Holy Order of HOSPITALLER KNIGHTS of Saint John of Skovorodino**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>KNIGHT HOSPITALLER</td>
<td>Multi Rifle</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>37</td>
</tr>
<tr>
<td>KNIGHT HOSPITALLER</td>
<td>Multi Rifle</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>38</td>
</tr>
<tr>
<td>KNIGHT HOSPITALLER</td>
<td>HMG</td>
<td>Pistol, AP CCW</td>
<td>2</td>
<td>41</td>
</tr>
<tr>
<td>KNIGHT HOSPITALLER</td>
<td>Boarding Shotgun</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>33</td>
</tr>
<tr>
<td>KNIGHT HOSPITALLER</td>
<td>Combi Rifle</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>33</td>
</tr>
<tr>
<td>KNIGHT HOSPITALLER Doctor (Med Kit)</td>
<td>Multi Rifle</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>41</td>
</tr>
<tr>
<td>KNIGHT HOSPITALLER Lieutenant</td>
<td>Multi Rifle</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>37</td>
</tr>
<tr>
<td>KNIGHT HOSPITALLER Lieutenant</td>
<td>Multi Rifle</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>38</td>
</tr>
</tbody>
</table>

**Special Skills:** Martial Arts L2 · Religious Troop

### ISC: Military Order Father-Knights

**Military Order FATHER-KNIGHTS**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>FATHER-KNIGHT</td>
<td>Combi Rifle</td>
<td>Breaker Pistol, DA CCW</td>
<td>0</td>
<td>44</td>
</tr>
<tr>
<td>FATHER-KNIGHT</td>
<td>Boarding Shotgun</td>
<td>Breaker Pistol, DA CCW</td>
<td>0</td>
<td>43</td>
</tr>
<tr>
<td>FATHER-KNIGHT</td>
<td>Missile Launcher</td>
<td>Breaker Pistol, DA CCW</td>
<td>1.5</td>
<td>49</td>
</tr>
<tr>
<td>FATHER-KNIGHT</td>
<td>Spitfire</td>
<td>Breaker Pistol, DA CCW</td>
<td>2</td>
<td>50</td>
</tr>
<tr>
<td>FATHER-KNIGHT Hacker (Assault Hacking Device)</td>
<td>Combi Rifle, D-Charges</td>
<td>Breaker Pistol, DA CCW</td>
<td>0.5</td>
<td>50</td>
</tr>
<tr>
<td>FATHER-KNIGHT (Forward Observer)</td>
<td>Combi Rifle, Nimbus Grenades</td>
<td>Breaker Pistol, DA CCW</td>
<td>0</td>
<td>46</td>
</tr>
<tr>
<td>FATHER-KNIGHT Lieutenant</td>
<td>Combi Rifle</td>
<td>Breaker Pistol, DA CCW</td>
<td>0</td>
<td>44</td>
</tr>
<tr>
<td>FATHER-KNIGHT Lieutenant</td>
<td>Spitfire</td>
<td>Breaker Pistol, DA CCW</td>
<td>2</td>
<td>50</td>
</tr>
</tbody>
</table>

**Special Skills:** Assault · Kinematika L1 · Religious Troop

### ISC: Aquila Guard

**AQUILA GUARD**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>AQUILA</td>
<td>Multi Rifle</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>58</td>
</tr>
<tr>
<td>AQUILA</td>
<td>HMG</td>
<td>Pistol, Shock CCW</td>
<td>2</td>
<td>62</td>
</tr>
<tr>
<td>AQUILA Lieutenant</td>
<td>Multi Rifle</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>58</td>
</tr>
</tbody>
</table>

**Equipment:** Multispectral Visor L3
### ISC: Swiss Guard

**Headquarters Troops**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Swiss Guard (Armored Cav.)</td>
<td>MULTI HMG</td>
<td>AP Heavy Pistol</td>
<td>2</td>
<td>93</td>
</tr>
<tr>
<td>Swiss Guard (Armored Cav.)</td>
<td>MULTI HMG, Heavy Grenade Launcher</td>
<td>AP Heavy Pistol</td>
<td>2.5</td>
<td>95</td>
</tr>
<tr>
<td>Swiss Guard Lieutenant</td>
<td>MULTI HMG</td>
<td>AP Heavy Pistol</td>
<td>2</td>
<td>93</td>
</tr>
</tbody>
</table>

**Equipment:** Advanced ECM

**Special Skills:** G: Remote Presence

### ISC: Squalos, PanOceanian Armored Cavalry Heavy Lancers

**Mechanized Troops**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Squalos, PanOceanian Armored Cavalry Heavy Lancers</td>
<td>MULTI HMG</td>
<td>AP Heavy Pistol</td>
<td>2</td>
<td>93</td>
</tr>
<tr>
<td>Squalos, PanOceanian Armored Cavalry Heavy Lancers</td>
<td>MULTI HMG</td>
<td>AP Heavy Pistol</td>
<td>2.5</td>
<td>95</td>
</tr>
<tr>
<td>Squalos, PanOceanian Armored Cavalry Heavy Lancers</td>
<td>MULTI HMG</td>
<td>AP Heavy Pistol</td>
<td>2</td>
<td>93</td>
</tr>
</tbody>
</table>

**Equipment:** Advanced ECM

**Special Skills:** G: Remote Presence

### ISC: Dragões, Acontecimento Dragoons

**Mechanized Troops**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dragões, Acontecimento Dragoons</td>
<td>Hyper-Rapid Magnetic Cannon, Heavy Flamethrower</td>
<td>2.5</td>
<td>94</td>
<td></td>
</tr>
</tbody>
</table>

**Equipment:** ECM

**Special Skills:** G: Remote Presence

### ISC: Cutters, Varuna Naval Chasseurs

**Mechanized Troops**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cutters, Varuna Naval Chasseurs</td>
<td>MULTI HMG</td>
<td></td>
<td>2.5</td>
<td>115</td>
</tr>
<tr>
<td>Cutters, Varuna Naval Chasseurs</td>
<td>MULTI HMG</td>
<td></td>
<td>3</td>
<td>115</td>
</tr>
</tbody>
</table>

**Equipment:** ECM

**Special Skills:** Aquatic Terrain · CH: TO Camouflage · G: Remote Presence
### ISC: Croc Men

**Paradiso CROC MEN**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>14</td>
<td>12</td>
<td>12</td>
<td>13</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Equipment: X Visor
Special Skills: CH: TO - Camouflage · Infiltration · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>CROC MAN</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>CROC MAN</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>29</td>
</tr>
<tr>
<td>CROC MAN</td>
<td>MULTI Sniper Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>38</td>
</tr>
<tr>
<td>CROC MAN Hacker</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>36</td>
</tr>
<tr>
<td>CROC MAN (Forward Observer, Deployable Repeater)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>32</td>
</tr>
<tr>
<td>CROC MAN Lieutenant</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>30</td>
</tr>
</tbody>
</table>

### ISC: Trauma-Docs

**TRAUMA-DOCS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>12</td>
<td>10</td>
<td>12</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Equipment: Medikit
Special Skills: Doctor

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRAUMA-DOC</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>14</td>
</tr>
</tbody>
</table>

### ISC: Machinists

**MACHINISTS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>STR</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>12</td>
<td>10</td>
<td>12</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Special Skills: Engineer

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>MACHINIST</td>
<td>Combi Rifle, D-Charges</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>15</td>
</tr>
</tbody>
</table>

### ISC: Pathfinder Dronbot

**PATHFINDER DRONBOTS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: Deactivator · Forward Observer · G: Remote Presence · Repeater · Sat-lock · Sensor

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>PATHFINDER DRONBOT</td>
<td>Combi Rifle, Sniffer</td>
<td>Electric Pulse</td>
<td>0</td>
<td>16</td>
</tr>
</tbody>
</table>
### ISC: Sierra Dronbot
- **‘SIERRA’ DRONBOTS**
- **MOV CC BS PH WIP ARM BTS STR S AVA**
  - 6-4 8 11 10 13 0 3 1 3 2
- **Equipment:** 360° Visor
- **Special Skills:** G: Remote Presence · Total Reaction

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIERRA DRONBOT</td>
<td>HMG</td>
<td>Electric Pulse</td>
<td>1</td>
<td>25</td>
</tr>
</tbody>
</table>

### ISC: Clipper Dronbot
- **‘CLIPPER’ DRONBOTS**
- **MOV CC BS PH WIP ARM BTS STR S AVA**
  - 6-4 8 12 10 13 0 3 1 3 2
- **Special Skills:** G: Remote Presence

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLIPPER DRONBOT</td>
<td>Smart Missile Launcher</td>
<td>Electric Pulse</td>
<td>1.5</td>
<td>18</td>
</tr>
</tbody>
</table>

### ISC: Fugazi Dronbot
- **FUGAZI DRONBOTS**
- **MOV CC BS PH WIP ARM BTS STR S AVA**
  - 6-6 8 8 11 13 0 3 1 3 2
- **Special Skills:** CH: Mimetism · G: Remote Presence · Repeater

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>FUGAZI DRONBOT</td>
<td>Flash Pulse, Sniffer</td>
<td>Electric Pulse</td>
<td>0</td>
<td>8</td>
</tr>
</tbody>
</table>

### ISC: Jeanne d’Arc
- **JOAN OF ARC**
- **MOV CC BS PH WIP ARM BTS W S AVA**
  - 4-4 23 15 15 15 5 6 2 2 1
- **Special Skills:** Inspiring Leadership · Martial Arts L3 · Religious Troop · V: No Wound Incapacitation

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>JOAN OF ARC</td>
<td>MULTI Rifle, Nanopulser</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>49</td>
</tr>
<tr>
<td>JOAN OF ARC</td>
<td>MULTI Rifle, Nanopulser</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>50</td>
</tr>
<tr>
<td>JOAN OF ARC Lieutenant</td>
<td>MULTI Rifle, Nanopulser</td>
<td>Pistol, AP CCW</td>
<td>+1</td>
<td>49</td>
</tr>
<tr>
<td>JOAN OF ARC Lieutenant</td>
<td>MULTI Rifle, Nanopulser</td>
<td>Pistol, DA CCW</td>
<td>+1</td>
<td>50</td>
</tr>
</tbody>
</table>
### ISC: Zhanshi

**Zhanshi**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS</th>
<th>CC</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZHANSHI</td>
<td>4-4</td>
<td>14</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>ZHANSHI (Sensor)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHANSHI HMG</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHANSHI (Sensor)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHANSHI (Forward Observer)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHANSHI (Lieutenant)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHANSHI (Medic)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHANSHI Hacker (Hacking Device)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHANSHI Hacker (Sensor)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHANSHI Hacker (Forward Observer)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHANSHI Hacker (Lieutenant)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**BS Weapons**

- Combi Rifle
- HMG
- Multi Sniper Rifle
- Missle Launcher
- Combi Rifle, Nimbus Grenades
- Boarding Shotgun, Nimbus Grenades
- Missile Launcher, Nanopulser, Nimbus Grenades
- Breaker Combi Rifle, Nimbus Grenades
- Breaker Combi Rifle, D-Charges
- Breaker Combi Rifle
- HMG
- Combi Rifle, Nimbus Grenades

**CC Weapons**

- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife
- Pistol, Knife

**SWC**

- 0 11 19 15 19 16 19 19 12 13 11

**C**

- 11 19 19 16 19 19 19 19 12 13 11

### ISC: Zhànyìng Imperial Agents

**Zhànyìng Imperial Agents**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS</th>
<th>CC</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZHÀNYìng (Sensor)</td>
<td>4-4</td>
<td>16</td>
<td>12</td>
<td>10</td>
<td>13</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>ZHÀNYìng HMG</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHÀNYìng (Sensor)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHÀNYìng (Forward Observer)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHÀNYìng Lieutenant</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZHÀNYìng Lieutenant (Sensor)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**BS Weapons**

- Breaker Combi Rifle, Nimbus Grenades
- HMG
- Boarding Shotgun, Nimbus Grenades
- Missile Launcher, Nanopulser, Nimbus Grenades
- Breaker Combi Rifle, D-Charges
- Breaker Combi Rifle
- HMG
- Combi Rifle, Nimbus Grenades

**CC Weapons**

- Pistol, Electric Pulse
- Pistol, Electric Pulse
- Pistol, Electric Pulse
- Pistol, Electric Pulse
- Pistol, Electric Pulse
- Pistol, Electric Pulse
- Pistol, Electric Pulse
- Pistol, Electric Pulse

**SWC**

- 26 30 23 28 32 25 30 26

**C**

- 26 30 23 28 32 25 30 26
### ISC: Tiger Soldiers

**TIGER SOLDIERS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>15</td>
<td>13</td>
<td>12</td>
<td>14</td>
<td>2</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

**Special Skills:** AD: Combat Jump / Multiterrain - CH: Mimetism

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIGER SOLDIER</td>
<td>Combi Rifle + Light Flamethrower</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>TIGER SOLDIER</td>
<td>Boarding Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>25</td>
</tr>
<tr>
<td>TIGER SOLDIER</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>34</td>
</tr>
<tr>
<td>TIGER SOLDIER</td>
<td>Splitfire</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>32</td>
</tr>
<tr>
<td>TIGER SOLDIER Hackor (Assault Hacking Device)</td>
<td>Combi Rifle + Light Flamethrower</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>33</td>
</tr>
<tr>
<td>TIGER SOLDIER Paramedic (MedKit)</td>
<td>Combi Rifle + Light Flamethrower</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>29</td>
</tr>
<tr>
<td>TIGER SOLDIER Lieutenant</td>
<td>Combi Rifle + Light Flamethrower</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>27</td>
</tr>
</tbody>
</table>

### ISC: Zúyōng Invincibles, Terra-Cotta Soldiers

**ZÚYŌNG Invincibles, Terra-Cotta Soldiers**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>15</td>
<td>13</td>
<td>12</td>
<td>13</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>5</td>
</tr>
</tbody>
</table>

**Special Skills:** Kinematika L1

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZÚYŌNG</td>
<td>Combi Rifle</td>
<td>2 Breaker Pistols, Knife</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>ZÚYŌNG</td>
<td>Combi Rifle + 1 TinBot B (Deflector L2)</td>
<td>2 Breaker Pistols, Knife</td>
<td>0.5</td>
<td>30</td>
</tr>
<tr>
<td>ZÚYŌNG</td>
<td>HMG</td>
<td>2 Breaker Pistols, Knife</td>
<td>1.5</td>
<td>35</td>
</tr>
<tr>
<td>ZÚYŌNG</td>
<td>Boarding Shotgun</td>
<td>2 Breaker Pistols, Knife</td>
<td>0</td>
<td>26</td>
</tr>
<tr>
<td>ZÚYŌNG</td>
<td>MULTI Rifle</td>
<td>2 Breaker Pistols, Knife</td>
<td>0</td>
<td>31</td>
</tr>
<tr>
<td>ZÚYŌNG</td>
<td>Missile Launcher, Light Shotgun</td>
<td>2 Breaker Pistols, Knife</td>
<td>2</td>
<td>36</td>
</tr>
<tr>
<td>ZÚYŌNG (AutomedKit)</td>
<td>HMG</td>
<td>2 Breaker Pistols, Knife</td>
<td>2</td>
<td>39</td>
</tr>
<tr>
<td>ZÚYŌNG (Forward Observer)</td>
<td>Combi Rifle</td>
<td>2 Breaker Pistols, Knife</td>
<td>0</td>
<td>28</td>
</tr>
<tr>
<td>ZÚYŌNG Paramedic (MedKit)</td>
<td>Combi Rifle</td>
<td>2 Breaker Pistols, Knife</td>
<td>0</td>
<td>29</td>
</tr>
<tr>
<td>ZÚYŌNG Lieutenant</td>
<td>Combi Rifle</td>
<td>2 Breaker Pistols, Knife</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>ZÚYŌNG Lieutenant (AutomedKit)</td>
<td>HMG</td>
<td>2 Breaker Pistols, Knife</td>
<td>1</td>
<td>39</td>
</tr>
</tbody>
</table>

### ISC: Yān Huó Invicibles, Fire Support Heavy Regiment

**YĀN HUÓ Invicibles, Fire Support Heavy Regiment**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>13</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>YĀN HUÓ</td>
<td>MULTI HMG</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>53</td>
</tr>
<tr>
<td>YĀN HUÓ</td>
<td>Hyper-Rapid Magnetic Cannon</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>54</td>
</tr>
<tr>
<td>YĀN HUÓ</td>
<td>2 Missile Launchers</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>52</td>
</tr>
<tr>
<td>YĀN HUÓ Lieutenant</td>
<td>MULTI HMG</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>53</td>
</tr>
<tr>
<td>YĀN HUÓ Lieutenant</td>
<td>Hyper-Rapid Magnetic Cannon</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>54</td>
</tr>
</tbody>
</table>
### ISC: Wū Míng Assault Corps

**Wū Míng Assault Corps (Those Without Name)**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wū Míng</td>
<td>MULTI Rifle + Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>39</td>
</tr>
<tr>
<td>Wū Míng</td>
<td>MULTI Rifle + Nimbus Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>35</td>
</tr>
<tr>
<td>Wū Míng</td>
<td>Boarding Shotgun + 1 TinBot B (Deflector L2)</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>33</td>
</tr>
<tr>
<td>Wū Míng (Forward Observer)</td>
<td>Boarding Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>31</td>
</tr>
</tbody>
</table>

**Special Skills:** CH: Camouflage · Kinematika L1

### ISC: Dàofèi Tactical Section

**Dàofèi Tactical Section**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dàofèi</td>
<td>MULTI Rifle</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>53</td>
</tr>
<tr>
<td>Dàofèi</td>
<td>HMG</td>
<td>Pistol, Shock CCW</td>
<td>2</td>
<td>57</td>
</tr>
<tr>
<td>Dàofèi</td>
<td>Boarding Shotgun</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>48</td>
</tr>
<tr>
<td>Dàofèi</td>
<td>Spitfire</td>
<td>Pistol, Shock CCW</td>
<td>2</td>
<td>55</td>
</tr>
<tr>
<td>Dàofèi Hacker</td>
<td>MULTI Rifle</td>
<td>Pistol, Shock CCW</td>
<td>0.5</td>
<td>59</td>
</tr>
<tr>
<td>Dàofèi Lieutenant</td>
<td>MULTI Rifle</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>53</td>
</tr>
<tr>
<td>Dàofèi Lieutenant</td>
<td>Spitfire</td>
<td>Pistol, Shock CCW</td>
<td>1.5</td>
<td>55</td>
</tr>
</tbody>
</table>

**Special Skills:** CH: Camouflage · Infiltration

### ISC: Hac Tao Special Unit

**Hac Tao Special Unit**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hac Tao</td>
<td>MULTI Rifle, Nanopulser</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>64</td>
</tr>
<tr>
<td>Hac Tao</td>
<td>HMG, Nanopulser</td>
<td>Pistol, DA CCW</td>
<td>2</td>
<td>68</td>
</tr>
<tr>
<td>Hac Tao</td>
<td>Boarding Shotgun, Nanopulser</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>59</td>
</tr>
<tr>
<td>Hac Tao</td>
<td>Missile Launcher, Nanopulser</td>
<td>Pistol, DA CCW</td>
<td>2</td>
<td>65</td>
</tr>
<tr>
<td>Hac Tao Hacker</td>
<td>MULTI Rifle, Nanopulser</td>
<td>Pistol, DA CCW</td>
<td>0.5</td>
<td>70</td>
</tr>
<tr>
<td>Hac Tao (Executive Order)</td>
<td>MULTI Rifle, Nanopulser</td>
<td>Pistol, DA CCW</td>
<td>0.5</td>
<td>65</td>
</tr>
<tr>
<td>Hac Tao (Executive Order)</td>
<td>HMG, Nanopulser</td>
<td>Pistol, DA CCW</td>
<td>2</td>
<td>69</td>
</tr>
</tbody>
</table>

**Special Skills:** CH: TO Camouflage · Kinematika L1
### ISC: Hsien Warriors

**Headquarters Troops**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>19</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

- **Equipment:** Multispectral Visor L2
- **Special Skills:** Martial Arts L1

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>HSIEN</td>
<td>MULTI Rifle, Nanopulser</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>57</td>
</tr>
<tr>
<td>HSIEN</td>
<td>MULTI Rifle, Nanopulser + 1 TinBot B (Deflector L2)</td>
<td>Pistol, AP CCW</td>
<td>0.5</td>
<td>60</td>
</tr>
<tr>
<td>HSIEN</td>
<td>HMG, Nanopulser</td>
<td>Pistol, AP CCW</td>
<td>2</td>
<td>61</td>
</tr>
<tr>
<td>HSIEN Lieutenant</td>
<td>Boarding Shotgun, Nanopulser</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>52</td>
</tr>
<tr>
<td>HSIEN Lieutenant</td>
<td>MULTI Rifle, Nanopulser</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>60</td>
</tr>
<tr>
<td>HSIEN Lieutenant</td>
<td>HMG, Nanopulser</td>
<td>Pistol, AP CCW</td>
<td>2</td>
<td>61</td>
</tr>
</tbody>
</table>

### ISC: Gújìá Squadrons

**Mechanized Troops**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>19</td>
<td>14</td>
<td>17</td>
<td>13</td>
<td>8</td>
<td>6</td>
<td>3</td>
<td>7</td>
<td>2</td>
</tr>
</tbody>
</table>

- **Equipment:** ECM
- **Special Skills:** Manned

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gújìá</td>
<td>MULTI HMG, Heavy Flamethrower</td>
<td>AP CCW</td>
<td>2</td>
<td>88</td>
</tr>
<tr>
<td>Gújìá Lieutenant</td>
<td>MULTI HMG, Heavy Flamethrower</td>
<td>AP CCW</td>
<td>3</td>
<td>88</td>
</tr>
</tbody>
</table>

### Gújìá PILOT

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>14</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

- **Special Skills:** Pilot

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gújìá PILOT</td>
<td>Pistol, Knife</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### ISC: Gúláng Skirmishers

**Spec. Trained Troops**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>14</td>
<td>11</td>
<td>12</td>
<td>14</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

- **Equipment:** Multispectral Visor L1
- **Special Skills:** CH: Camouflage · Infiltration · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gúláng</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>25</td>
</tr>
<tr>
<td>Gúláng</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>24</td>
</tr>
<tr>
<td>Gúláng</td>
<td>MULTI Sniper Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>33</td>
</tr>
<tr>
<td>Gúláng Hacker (Assault Hacking Device)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>31</td>
</tr>
<tr>
<td>Gúláng (Forward Observer, Deployable Repeater)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>Gúláng Lieutenant</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>25</td>
</tr>
</tbody>
</table>
### ISC: Ninjas

**NINJAS**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>NINJA</td>
<td>Tactical Bow</td>
<td>Pistol, DA CCW, Knife</td>
<td>0</td>
<td>26</td>
</tr>
<tr>
<td>NINJA</td>
<td>Combi Rifle</td>
<td>Pistol, Shock CCW, Knife</td>
<td>0</td>
<td>34</td>
</tr>
<tr>
<td>NINJA</td>
<td>Combi Rifle</td>
<td>Pistol, AP CCW, Knife</td>
<td>0</td>
<td>34</td>
</tr>
<tr>
<td>NINJA</td>
<td>Combi Rifle</td>
<td>Pistol, DA CCW, Knife</td>
<td>0</td>
<td>35</td>
</tr>
<tr>
<td>NINJA</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Shock CCW, Knife</td>
<td>1.5</td>
<td>42</td>
</tr>
<tr>
<td>NINJA Hacker (Assault Hacking Device)</td>
<td>Combi Rifle</td>
<td>Pistol, Shock CCW, Knife</td>
<td>0.5</td>
<td>40</td>
</tr>
</tbody>
</table>

**ISC: Shaolin Warrior Monks**

**SHAOLIN Warrior Monks**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>SHAOLIN</td>
<td>Combi Rifle, Smoke Grenades</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>11</td>
</tr>
<tr>
<td>SHAOLIN</td>
<td>Combi Rifle, Smoke Grenades</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>11</td>
</tr>
<tr>
<td>SHAOLIN</td>
<td>Combi Rifle, Smoke Grenades</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>SHAOLIN</td>
<td>Chain Rifle, Smoke Grenades</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td>SHAOLIN</td>
<td>Boarding Shotgun, Smoke Grenades</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>SHAOLIN</td>
<td>Combi Rifle + Smoke Light Grenade Launcher</td>
<td>Pistol, Shock CCW</td>
<td>1</td>
<td>11</td>
</tr>
</tbody>
</table>

**ISC: Zhanshi Yisheng**

**Zhanshi YISHENG**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zhanshi YISHENG</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>15</td>
</tr>
</tbody>
</table>

**ISC: Mech-Engineer, Zhanshi Gōngchéng**

**MECH-ENGINEERS (Zhanshi Gongchéng)**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>MECH-ENGINEER</td>
<td>Combi Rifle, D-Charges</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>15</td>
</tr>
</tbody>
</table>
ISC: Wèibing Yàokòng

**WÈIBING Yàokòng (Guardian Remote)**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: Deactivator · Forward Observer · G: Remote Presence · Repeater · Sat-lock · Sensor

**Name**

<table>
<thead>
<tr>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>WÈIBING Yàokòng</td>
<td>Combi Rifle, Sniffer</td>
<td>Electric Pulse</td>
<td>0</td>
</tr>
</tbody>
</table>

ISC: Hùsòng Yàokòng

**HÙSÒNG Yàokòng (Escort Remote)**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Equipment: 360º Visor

Special Skills: G: Remote Presence · Total Reaction

**Name**

<table>
<thead>
<tr>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>HÙSÒNG Yàokòng</td>
<td>HMG</td>
<td>Electric Pulse</td>
<td>1</td>
</tr>
</tbody>
</table>
### ISC: Son-Bae Yaokong

**SON-BRE Yaokong**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>12</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: G: Remote Presence

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>SON-BAE Yaokong</td>
<td>Smart Missile Launcher</td>
<td>Electric Pulse</td>
<td>1.5</td>
<td>18</td>
</tr>
</tbody>
</table>

### ISC: Chaiyi Yaokong

**CHAIYI Yaokong (Messenger Remote)**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-6</td>
<td>8</td>
<td>8</td>
<td>11</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: CH: Mimetism · G: Remote Presence · Repeater

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHAIYI Yaokong</td>
<td>Flash Pulse, Sniffer</td>
<td>Electric Pulse</td>
<td>0</td>
<td>8</td>
</tr>
</tbody>
</table>

### ISC: Sun Tze

**SUN TZÉ**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>15</td>
<td>12</td>
<td>12</td>
<td>11</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: CH: Mimetism · Strategos L3 · Total Immunity · V: No Wound Incapacitation

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUN TZÉ</td>
<td>Boarding Shotgun, 2 Nanopulsers, Flash Pulse</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>55</td>
</tr>
<tr>
<td>SUN TZÉ Lieutenant (Advanced Command)</td>
<td>MULTI Rifle, 2 Nanopulsers, Flash Pulse</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>60</td>
</tr>
</tbody>
</table>
### ISC: Line Kazaks

**Line Troops**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>LINE KAZAK</td>
<td>Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>9</td>
</tr>
<tr>
<td>LINE KAZAK</td>
<td>AP HMG</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>23</td>
</tr>
<tr>
<td>LINE KAZAK</td>
<td>Rifle, Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>13</td>
</tr>
<tr>
<td>LINE KAZAK</td>
<td>Sniper Rifle</td>
<td>Pistol,Knife</td>
<td>0.5</td>
<td>16</td>
</tr>
<tr>
<td>LINE KAZAK</td>
<td>Missile Launcher</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>17</td>
</tr>
<tr>
<td>LINE KAZAK (Forward Observer)</td>
<td>Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>LINE KAZAK Paramedic (MedKit)</td>
<td>Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>11</td>
</tr>
<tr>
<td>LINE KAZAK Lieutenant</td>
<td>Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>9</td>
</tr>
</tbody>
</table>

### ISC: Para-Commandos

**Spec. Trained Troops**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>PARA-COMMANDO</td>
<td>Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>20</td>
</tr>
<tr>
<td>PARA-COMMANDO</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>31</td>
</tr>
<tr>
<td>PARA-COMMANDO</td>
<td>Boarding Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>22</td>
</tr>
<tr>
<td>PARA-COMMANDO</td>
<td>Rifle, Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>24</td>
</tr>
<tr>
<td>PARA-COMMANDO</td>
<td>Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>27</td>
</tr>
<tr>
<td>PARA-COMMANDO (Forward Observer)</td>
<td>Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>21</td>
</tr>
</tbody>
</table>
### ISC: Kazak Spetsnazs

**KAZAK SPETSNAZS**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>20</td>
<td>12</td>
<td>12</td>
<td>13</td>
<td>2</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: Marksmanship L2 · Martial Arts L2

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPETSNAZ (CH: Ambush Camouflage)</td>
<td>HMG</td>
<td>Pistol, CCW, Knife</td>
<td>1.5</td>
<td>38</td>
</tr>
<tr>
<td>SPETSNAZ (CH: Ambush Camouflage)</td>
<td>Sniper Rifle</td>
<td>Pistol, CCW, Knife</td>
<td>1.5</td>
<td>34</td>
</tr>
<tr>
<td>SPETSNAZ (CH: Mimetism, AD: Parachutist)</td>
<td>Boarding Shotgun, Grenades</td>
<td>Pistol, AP CCW, Knife</td>
<td>0</td>
<td>33</td>
</tr>
<tr>
<td>SPETSNAZ (CH: Mimetism, AD: Parachutist)</td>
<td>Rifle, Grenades</td>
<td>Pistol, AP CCW, Knife</td>
<td>0</td>
<td>31</td>
</tr>
</tbody>
</table>

### ISC: USAriadna GRUNTS, Line Rangers Regiments

**USAriadna GRUNTS, Line Rangers Regiments**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>13</td>
<td>11</td>
<td>11</td>
<td>12</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: Shock Immunity

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRUNT</td>
<td>Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>GRUNT</td>
<td>Heavy Flamethrower, Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>GRUNT</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>21</td>
</tr>
<tr>
<td>GRUNT</td>
<td>Rifle, Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>14</td>
</tr>
<tr>
<td>GRUNT (Marksmanship LX)</td>
<td>Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>18</td>
</tr>
<tr>
<td>GRUNT (Inferior Infiltration)</td>
<td>Heavy Flamethrower, Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>11</td>
</tr>
<tr>
<td>GRUNT (Forward Observer)</td>
<td>Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>11</td>
</tr>
<tr>
<td>GRUNT Paramedic (MedKit)</td>
<td>Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>GRUNT Lieutenant</td>
<td>Rifle</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>10</td>
</tr>
<tr>
<td>GRUNT Lieutenant</td>
<td>Rifle, Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>14</td>
</tr>
</tbody>
</table>

### ISC: TankHunters

**TANKHUNTERS Regiment**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>14</td>
<td>12</td>
<td>12</td>
<td>14</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

Special Skills: CH: Camouflage · V: Courage

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>TANKHUNTER</td>
<td>AP Rifle, Adhesive Launcher, D-Charges</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>25</td>
</tr>
<tr>
<td>TANKHUNTER</td>
<td>AP HMG, D-Charges</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>35</td>
</tr>
<tr>
<td>TANKHUNTER</td>
<td>Portable Autocannon, D-Charges</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>34</td>
</tr>
<tr>
<td>TANKHUNTER</td>
<td>Missile Launcher</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>29</td>
</tr>
<tr>
<td>TANKHUNTER Lieutenant</td>
<td>AP Rifle, Adhesive Launcher, D-Charges</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>25</td>
</tr>
</tbody>
</table>
### ISC: Minutemen

**5th MINUTEMEN ‘Ohio’**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>MINUTEMAN</td>
<td>Riffle, 2 Light Flamethrowers</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>22</td>
</tr>
<tr>
<td>MINUTEMAN</td>
<td>AP, HMG</td>
<td>Pistol, CCW</td>
<td>1.5</td>
<td>34</td>
</tr>
<tr>
<td>MINUTEMAN</td>
<td>Boarding Shotgun, Grenades</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>24</td>
</tr>
<tr>
<td>MINUTEMAN</td>
<td>Missile Launcher, Light Flamethrower</td>
<td>Pistol, CCW</td>
<td>1.5</td>
<td>29</td>
</tr>
<tr>
<td>MINUTEMAN (Forward Observer)</td>
<td>Riffle, 2 Light Flamethrowers</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>23</td>
</tr>
<tr>
<td>MINUTEMAN (Marksmanship L1, X-Visor)</td>
<td>AP Riffle, 2 Light Flamethrowers</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>29</td>
</tr>
<tr>
<td>MINUTEMAN Lieutenant</td>
<td>Riffle, 2 Light Flamethrowers</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>22</td>
</tr>
<tr>
<td>MINUTEMAN Lieutenant</td>
<td>AP, HMG</td>
<td>Pistol, CCW</td>
<td>1</td>
<td>34</td>
</tr>
</tbody>
</table>

**Special Skills:** Kinematika L1 · Multiterrain · Not Hackable · Shock Immunity

### ISC: Moblots

**13ème MOBLOTS**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOBLOT</td>
<td>Riffle, Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>21</td>
</tr>
<tr>
<td>MOBLOT</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>29</td>
</tr>
<tr>
<td>MOBLOT</td>
<td>AP Riffle, Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>23</td>
</tr>
<tr>
<td>MOBLOT</td>
<td>Boarding Shotgun, Panzerfaust</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>23</td>
</tr>
<tr>
<td>MOBLOT (CH: Mimetism)</td>
<td>Riffle, Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>23</td>
</tr>
<tr>
<td>MOBLOT (Infiltration)</td>
<td>Riffle, Light Shotgun E/Mauler</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>26</td>
</tr>
<tr>
<td>MOBLOT Engineer</td>
<td>Riffle, Light Shotgun D-Charges</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>25</td>
</tr>
<tr>
<td>MOBLOT Paramedic (MedKit)</td>
<td>Riffle, Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>23</td>
</tr>
<tr>
<td>MOBLOT Lieutenant</td>
<td>Riffle, Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>21</td>
</tr>
<tr>
<td>MOBLOT Lieutenant</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>29</td>
</tr>
</tbody>
</table>

**Special Skills:** Jungle Terrain · Not Hackable · Shock Immunity

### ISC: Veteran Kazaks

**VETERAN KAZAKS**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>VETERAN KAZAK</td>
<td>AP Riffle, Light Flamethrower</td>
<td>Heavy Pistol, Knife</td>
<td>0</td>
<td>37</td>
</tr>
<tr>
<td>VETERAN KAZAK</td>
<td>AP, HMG</td>
<td>Heavy Pistol, Knife</td>
<td>2</td>
<td>47</td>
</tr>
<tr>
<td>VETERAN KAZAK</td>
<td>Boarding Shotgun</td>
<td>Heavy Pistol, Knife</td>
<td>0</td>
<td>35</td>
</tr>
<tr>
<td>VETERAN KAZAK Paramedic (MedKit)</td>
<td>AP Riffle, Light Flamethrower</td>
<td>Heavy Pistol, Knife</td>
<td>0</td>
<td>39</td>
</tr>
<tr>
<td>VETERAN KAZAK (Forward Observer)</td>
<td>AP Riffle, Light Flamethrower</td>
<td>Heavy Pistol, Knife</td>
<td>0</td>
<td>38</td>
</tr>
<tr>
<td>VETERAN KAZAK Lieutenant</td>
<td>AP Riffle, Light Flamethrower</td>
<td>Heavy Pistol, Knife</td>
<td>0</td>
<td>37</td>
</tr>
<tr>
<td>VETERAN KAZAK Lieutenant</td>
<td>AP, HMG</td>
<td>Heavy Pistol, Knife</td>
<td>1</td>
<td>47</td>
</tr>
</tbody>
</table>

**Special Skills:** CH: Mimetism · Not Hackable · Shock Immunity · Veteran L2 (Sixth Sense L2, V: NWI)
### ISC: Foxtrot Rangers
#### 7th FOXTROT RANGERS 'Newport'

**Unit Profile**

- **Movement**: 4-4
- **Combat**: 13
- **Health**: 13
- **Weapon**: 13
- **Wounding**: 0
- **Stun**: 1
- **Sneak**: 2
- **AVT**: 3

**Special Skills:** CH: Camouflage · Infiltration · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>FOXTROT</td>
<td>Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>17</td>
</tr>
<tr>
<td>FOXTROT</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>19</td>
</tr>
<tr>
<td>FOXTROT</td>
<td>Rifle, Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>20</td>
</tr>
<tr>
<td>FOXTROT</td>
<td>Sniper Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>24</td>
</tr>
<tr>
<td>FOXTROT (Forward Observer)</td>
<td>Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>18</td>
</tr>
<tr>
<td>FOXTROT Lieutenant</td>
<td>Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>17</td>
</tr>
</tbody>
</table>

### ISC: HARDCASES, 2nd Irregular FRONTIERSMEN Battalion

**Unit Profile**

- **Movement**: 4-4
- **Combat**: 14
- **Health**: 11
- **Weapon**: 13
- **Wounding**: 12
- **Stun**: 0
- **AVT**: 1
- **AVT**: 2

**Special Skills:** CH: Ambush Camouflage · Infiltration · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>HARDCASE FRONTIERSMAN</td>
<td>Tactical Bow, Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>HARDCASE FRONTIERSMAN</td>
<td>Tactical Bow, Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>14</td>
</tr>
</tbody>
</table>

### ISC: S.A.S.

#### 1st Highlanders S.A.S.

**Unit Profile**

- **Movement**: 4-4
- **Combat**: 19
- **Health**: 11
- **Weapon**: 13
- **Wounding**: 13
- **Stun**: 1
- **AVT**: 2

**Special Skills:** CH: Camouflage · Infiltration · Kinematika L1 · Martial Arts L2 · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>S.A.S.</td>
<td>Rifle</td>
<td>Pistol, AP CCW, Knife</td>
<td>0</td>
<td>23</td>
</tr>
<tr>
<td>S.A.S.</td>
<td>Boarding Shotgun</td>
<td>Pistol, AP CCW, Knife</td>
<td>0</td>
<td>25</td>
</tr>
<tr>
<td>S.A.S.</td>
<td>Sniper Rifle</td>
<td>Pistol, AP CCW, Knife</td>
<td>0.5</td>
<td>30</td>
</tr>
<tr>
<td>S.A.S. (Forward Observer)</td>
<td>Rifle</td>
<td>Pistol, AP CCW, Knife</td>
<td>0</td>
<td>24</td>
</tr>
<tr>
<td>S.A.S. Lieutenant</td>
<td>Rifle</td>
<td>Pistol, AP CCW, Knife</td>
<td>2</td>
<td>23</td>
</tr>
</tbody>
</table>

### ISC: Scouts

#### Ariadna SCOUTS

**Unit Profile**

- **Movement**: 4-4
- **Combat**: 13
- **Health**: 13
- **Weapon**: 13
- **Wounding**: 13
- **Stun**: 0
- **AVT**: 1
- **AVT**: 2
- **AVT**: 3

**Special Skills:** CH: Camouflage · Infiltration · Marksmanship L1 · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>SCOUT</td>
<td>Ojotnik, D-Charges, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>29</td>
</tr>
<tr>
<td>SCOUT</td>
<td>Ojotnik, D-Charges, E-Mauler</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>29</td>
</tr>
<tr>
<td>SCOUT</td>
<td>Boarding Shotgun, D-Charges, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>25</td>
</tr>
<tr>
<td>SCOUT</td>
<td>AP Sniper Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>29</td>
</tr>
<tr>
<td>SCOUT (Forward Observer)</td>
<td>Ojotnik, D-Charges, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>SCOUT Lieutenant</td>
<td>Ojotnik, D-Charges, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>29</td>
</tr>
</tbody>
</table>
## ISC: 45th Highlanders Rifles

**45th HIGHLANDERS RIFLES ‘Galwegian’**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS</th>
<th>Weapons</th>
<th>CC</th>
<th>Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIGHLANDER</td>
<td>21</td>
<td>Rifle, Smoke Grenades</td>
<td>10</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>11</td>
</tr>
<tr>
<td>HIGHLANDER</td>
<td>14</td>
<td>Chain Rifle, Smoke Grenades</td>
<td>14</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>6</td>
</tr>
<tr>
<td>HIGHLANDER</td>
<td>1</td>
<td>Boarding Shotgun, Smoke Grenades</td>
<td>2</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>13</td>
</tr>
</tbody>
</table>

**Special Skills:** Berserk · V: Dogged

## ISC: Irmandinhos

**IRMANDINHOS**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS</th>
<th>Weapons</th>
<th>CC</th>
<th>Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>IRMANDINHO</td>
<td>20</td>
<td>Rifle, D-Charges, Smoke Grenades</td>
<td>10</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>14</td>
</tr>
<tr>
<td>IRMANDINHO</td>
<td>14</td>
<td>Chain Rifle, D-Charges, Smoke Grenades</td>
<td>13</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>8</td>
</tr>
<tr>
<td>IRMANDINHO</td>
<td>1</td>
<td>Boarding Shotgun, D-Charges, Smoke Grenades</td>
<td>1</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>16</td>
</tr>
</tbody>
</table>

**Special Skills:** Booty L1 · Engineer · Scavenger

## ISC: Antipode Assault Pack

**ANTIPODE ASSAULT PACK**

### Handler

<table>
<thead>
<tr>
<th>Name</th>
<th>BS</th>
<th>Weapons</th>
<th>CC</th>
<th>Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>HANDLER</td>
<td>13</td>
<td>Rifle, Smoke Light Grenade Launcher</td>
<td>11</td>
<td>Pistol, Knife</td>
<td>-</td>
<td>10</td>
</tr>
</tbody>
</table>

**Equipment:** Antipode Control Device

### Antipode

<table>
<thead>
<tr>
<th>Name</th>
<th>BS</th>
<th>Weapons</th>
<th>CC</th>
<th>Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANTIPODE</td>
<td>20</td>
<td>Rifle, Smoke Light Grenade Launcher</td>
<td>15</td>
<td>AP CCW</td>
<td>-</td>
<td>5</td>
</tr>
</tbody>
</table>

**Special Skills:** Antipode · CH: Camouflage · Jungle Terrain · Kinematika L2 · Sensor · Super-Jump

### Assault Pack (3 Antipodes + 1 Handler)

<table>
<thead>
<tr>
<th>Name</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASSAULT PACK</td>
<td>0</td>
<td>25</td>
</tr>
</tbody>
</table>

## ISC: Antipode Assault Pack

**ANTIPODE ASSAULT PACK**
**ISC: Dog-Warriors**  
**Support Troops**

*NOTE:* A Dog-Warrior is always deployed in Dogface form and only transmutes to Dog-Warrior under the conditions indicated by the Transmutation Special Skill.

**DOG-WARRIORS**

**FORM: DOGFACE**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>10</td>
<td>14</td>
<td>12</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: Super-Jump · Total Immunity · Transmutation · V: Courage

**FORM: DOG-WARRIOR**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>21</td>
<td>10</td>
<td>16</td>
<td>12</td>
<td>3</td>
<td>0</td>
<td>2</td>
<td>6</td>
<td>-</td>
</tr>
</tbody>
</table>

Special Skills: Super-Jump · Total Immunity · V: Courage

**Name** | **BS Weapons** | **CC Weapons** | **SWC** | **C**
---|---|---|---|---
**DOG-WARRIOR** | 2 Chain Rifles, Grenades, Smoke Grenades | AP, CCW | 0 | 27

**ISC: Kazak Doktor**  
**Support Troops**

**KAZAK DOKTOR**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>11</td>
<td>11</td>
<td>13</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Equipment: MediKit

Special Skills: Doctor

**Name** | **BS Weapons** | **CC Weapons** | **SWC** | **C**
---|---|---|---|---
**KAZAK DOKTOR** | Rifle | Pistol, Knife | 0 | 13

**ISC: Uxia McNeill**  
**Character**

**UXÍA McNEILL, Corporal of 1st Highlanders S.H.S.**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>21</td>
<td>11</td>
<td>13</td>
<td>13</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Equipment: Multispectral Visor L1

Special Skills: CH: Camouflage · Infiltration · Kinematika L1 · Martial Arts L2 · Multiterrain

**Name** | **BS Weapons** | **CC Weapons** | **SWC** | **C**
---|---|---|---|---
**UXÍA McNEILL** | Boarding Shotgun, Grenades, Smoke Grenades | Pistol, AP CCW, Knife | 0 | 28

**ISC: Van Zant**  
**Character**

**Roger VAN ZANT, Captain of 6th Airborne Ranger Reg. 'Oklahoma'**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>22</td>
<td>13</td>
<td>13</td>
<td>14</td>
<td>2</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: AD: Tactical Jump · Kinematika L1 · Martial Arts L2 · V: Dogged

**Name** | **BS Weapons** | **CC Weapons** | **SWC** | **C**
---|---|---|---|---
**VAN ZANT** | AP Rifle | Heavy Pistol, AP CCW | 1 | 37

**VAN ZANT (Executive Order)** | AP Rifle | Heavy Pistol, AP CCW | 1 | 38
### ISC: Ghulam Infantry

**Line Troops**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>GHULAM</td>
<td>Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>GHULAM</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>20</td>
</tr>
<tr>
<td>GHULAM</td>
<td>Rifle + Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>13</td>
</tr>
<tr>
<td>GHULAM</td>
<td>Missile Launcher</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>17</td>
</tr>
<tr>
<td>GHULAM</td>
<td>Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>16</td>
</tr>
<tr>
<td>GHULAM</td>
<td>Rifle + Light Shotgun, Panzerfaust</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>15</td>
</tr>
<tr>
<td>GHULAM Hacker (Hacking Device)</td>
<td>Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>20</td>
</tr>
<tr>
<td>GHULAM Doctor Plus (MedKit)</td>
<td>Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>16</td>
</tr>
<tr>
<td>GHULAM (Forward Observer)</td>
<td>Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>13</td>
</tr>
<tr>
<td>GHULAM (Deployable Repeater)</td>
<td>Rifle + Light Shotgun, E/Mauler</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>17</td>
</tr>
<tr>
<td>GHULAM Lieutenant</td>
<td>Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>12</td>
</tr>
<tr>
<td>GHULAM Lieutenant</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>20</td>
</tr>
<tr>
<td>GHULAM Lieutenant</td>
<td>Missile Launcher</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>17</td>
</tr>
</tbody>
</table>

### ISC: Naffatûn

**Line Troops**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>NAFFATûN</td>
<td>Rifle + Light Flamethrower, Grenades</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>NAFFATûN</td>
<td>Rifle + Heavy Flamethrower</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>13</td>
</tr>
<tr>
<td>NAFFATûN Lieutenant</td>
<td>Rifle + Light Flamethrower, Grenades</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
</tbody>
</table>
### ISC: Khawarijs

**Unit: Khawarijs**  
**Type:** Elite Troops  
**Special Skills:** Bioimmunity · Poison · Religious Troop · Super-Jump

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>KHAWARU</td>
<td>Rifle + Light Shotgun, Grenades</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>KHAWARU</td>
<td>Boarding Shotgun, Panzerfaust</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>KHAWARU Doctor Plus (MediKit)</td>
<td>Boarding Shotgun, Grenades</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>KHAWARU Lieutenant</td>
<td>Rifle + Light Shotgun, Grenades</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>KHAWARU Lieutenant</td>
<td>Spitfire</td>
<td>Pistol, AP CCW</td>
<td>1</td>
<td>31</td>
</tr>
</tbody>
</table>

### ISC: HASSASSIN GOVADS

**Unit: HASSASSIN GOVADS**  
**Type:** Spec. Trained Troops  
**Equipment:** Multispectral Visor L1  
**Special Skills:** Religious Troop · Veteran L1

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>GOVAD</td>
<td>Rifle + Light Shotgun</td>
<td>Breaker Pistol, Knife</td>
<td>0</td>
<td>21</td>
</tr>
<tr>
<td>GOVAD</td>
<td>HMG</td>
<td>Breaker Pistol, Knife</td>
<td>1.5</td>
<td>29</td>
</tr>
<tr>
<td>GOVAD</td>
<td>Boarding Shotgun</td>
<td>Breaker Pistol, Knife</td>
<td>0</td>
<td>20</td>
</tr>
<tr>
<td>GOVAD</td>
<td>Sniper Rifle</td>
<td>Breaker Pistol, Knife</td>
<td>0.5</td>
<td>25</td>
</tr>
<tr>
<td>GOVAD Hacker (Hacking Device)</td>
<td>Missile Launcher, Light Shotgun</td>
<td>Breaker Pistol, Knife</td>
<td>1.5</td>
<td>30</td>
</tr>
<tr>
<td>GOVAD Lieutenant</td>
<td>Rifle + Light Shotgun</td>
<td>Breaker Pistol, Knife</td>
<td>0</td>
<td>21</td>
</tr>
</tbody>
</table>

### ISC: Zhayedan Intervention Troops

**Unit: ZHAYEDAN Intervention Troops**  
**Type:** Spec. Trained Troops  
**Equipment:** AutoMediKit  
**Special Skills:** Veteran L1

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZHAYEDAN (Marksmanship L2)</td>
<td>Breaker Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>31</td>
</tr>
<tr>
<td>ZHAYEDAN</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>32</td>
</tr>
<tr>
<td>ZHAYEDAN (Marksmanship L2)</td>
<td>Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>31</td>
</tr>
<tr>
<td>ZHAYEDAN</td>
<td>Missile Launcher, Nimbus Grenades</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>30</td>
</tr>
<tr>
<td>ZHAYEDAN Doctor Plus (MediKit)</td>
<td>Boarding Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>ZHAYEDAN Lieutenant (Marksmanship L2)</td>
<td>Breaker Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>31</td>
</tr>
<tr>
<td>ZHAYEDAN Lieutenant</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>32</td>
</tr>
</tbody>
</table>
### ISC: Djanbazan Tactical Group

**DJANBAZAN Tactical Group**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>14</td>
<td>12</td>
<td>11</td>
<td>14</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

**Equipment:** Multispectral Visor L2

**Special Skills:** Multiterrain · Regeneration

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>DJANBAZAN</td>
<td>Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>DJANBAZAN</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>35</td>
</tr>
<tr>
<td>DJANBAZAN</td>
<td>Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>31</td>
</tr>
<tr>
<td>DJANBAZAN Hacker (Hacking Device)</td>
<td>Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>31</td>
</tr>
<tr>
<td>DJANBAZAN Doctor Plus (MedKit)</td>
<td>Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>27</td>
</tr>
</tbody>
</table>

### ISC: Hassassin Ragiks

**HASSASSIN RAGIKS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>14</td>
<td>12</td>
<td>12</td>
<td>15</td>
<td>2</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

**Special Skills:** AD: Combat Jump · Religious Troop · V: Dogged

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>RAGIK</td>
<td>Rifle + Light Shotgun</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>26</td>
</tr>
<tr>
<td>RAGIK</td>
<td>Boarding Shotgun</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>25</td>
</tr>
<tr>
<td>RAGIK</td>
<td>Spitfire</td>
<td>Pistol, CCW</td>
<td>1.5</td>
<td>32</td>
</tr>
<tr>
<td>RAGIK Hacker (Assault Hacking Device)</td>
<td>Rifle + Light Shotgun</td>
<td>Pistol, CCW</td>
<td>0.5</td>
<td>32</td>
</tr>
</tbody>
</table>

### ISC: Janissaries

**JANISSARIES**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>15</td>
<td>13</td>
<td>14</td>
<td>14</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

**Special Skills:** Religious Troop

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>JANISSARY</td>
<td>AP Rifle + Light Shotgun</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>36</td>
</tr>
<tr>
<td>JANISSARY</td>
<td>AP Rifle + Light Shotgun + 1 TinBot A (Deflector L1)</td>
<td>Pistol, CCW</td>
<td>0.5</td>
<td>37</td>
</tr>
<tr>
<td>JANISSARY</td>
<td>HMG</td>
<td>Pistol, CCW</td>
<td>2</td>
<td>40</td>
</tr>
<tr>
<td>JANISSARY</td>
<td>Boarding Shotgun</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>31</td>
</tr>
<tr>
<td>JANISSARY Akrar Doctor (MedKit)</td>
<td>AP Rifle + Light Shotgun</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>41</td>
</tr>
<tr>
<td>JANISSARY Lieutenant</td>
<td>AP Rifle + Light Shotgun</td>
<td>Pistol, CCW</td>
<td>0.5</td>
<td>36</td>
</tr>
</tbody>
</table>
## ISC: Maghariba Guard

**Mechanized Troops**

### MAGHARIBA GUARD

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>15</td>
<td>14</td>
<td>17</td>
<td>14</td>
<td>8</td>
<td>6</td>
<td>3</td>
<td>8</td>
<td>1</td>
</tr>
</tbody>
</table>

- **Equipment**: Advanced ECM
- **Special Skills**: Heavyweight · Manned

### MAGHARIBA PILOT

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>11</td>
<td>12</td>
<td>14</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

- **Special Skills**: Pilot

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAGHARIBA</td>
<td>MULTI HMG, Heavy Flamethrower</td>
<td>2</td>
<td>78</td>
<td></td>
</tr>
<tr>
<td>MAGHARIBA</td>
<td>MULTI HMG</td>
<td>2 Heavy Pistols</td>
<td>2</td>
<td>79</td>
</tr>
<tr>
<td>MAGHARIBA (360° Visor)</td>
<td>MULTI HMG, Heavy Flamethrower</td>
<td>2</td>
<td>98</td>
<td></td>
</tr>
</tbody>
</table>

### ISC: Hunzakuts

**Spec Trained Troops**

### HUNZAKUTS

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>11</td>
<td>12</td>
<td>14</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

- **Special Skills**: CH: Camouflage · Infiltration · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>HUNZAKUT (Deployable Repeater)</td>
<td>Rifle + Light Grenade Launcher, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>18</td>
</tr>
<tr>
<td>HUNZAKUT</td>
<td>Sniper Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>21</td>
</tr>
<tr>
<td>HUNZAKUT (Forward Observer, Deployable Repeater)</td>
<td>Rifle + Light Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>18</td>
</tr>
</tbody>
</table>

### ISC: Murabids Tuareg

**Spec Trained Troops**

### MURABIIDS TUAREG

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>11</td>
<td>12</td>
<td>15</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

- **Special Skills**: CH: TO Camouflage · Infiltration · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>TUAREG</td>
<td>Rifle + Light Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>29</td>
</tr>
<tr>
<td>TUAREG</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>28</td>
</tr>
<tr>
<td>TUAREG</td>
<td>Sniper Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>33</td>
</tr>
<tr>
<td>TUAREG Hacker (Assault Hacking Device)</td>
<td>Rifle + Light Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>35</td>
</tr>
<tr>
<td>TUAREG Doctor Plus (MedKit)</td>
<td>Rifle + Light Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>33</td>
</tr>
</tbody>
</table>
### ISC: Hassassin Fiday

**HASSASSIN FIDAY**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>21</td>
<td>11</td>
<td>12</td>
<td>15</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: Basic Impersonation · Kinematika L1 · Martial Arts L3 · Multiterrain · Religious Troop

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>FIDAY</td>
<td>Rifle + Light Shotgun, Smoke Grenades</td>
<td>Pistol, DA CCW, Knife</td>
<td>0</td>
<td>31</td>
</tr>
<tr>
<td>FIDAY</td>
<td>Rifle + Light Shotgun, Smoke Grenades</td>
<td>Pistol, AP CCW, Knife</td>
<td>0</td>
<td>30</td>
</tr>
</tbody>
</table>

### ISC: Kum Motorized Troops

**KUM MOTORIZED TROOPS**

**MOUNTED**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-6</td>
<td>20</td>
<td>11</td>
<td>13</td>
<td>14</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>4</td>
<td>Total</td>
</tr>
</tbody>
</table>

Equipment: Motorcycle · BS Weapon: Smoke Light Grenade Launcher
Special Skills: Kinematika L2 · V: Dogged

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>KUM</td>
<td>Rifle + Light Shotgun, Smoke Grenades</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>19</td>
</tr>
<tr>
<td>KUM</td>
<td>Chain Rifle, Smoke Grenades</td>
<td>Pistol, AP CCW, Knife</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>KUM</td>
<td>Light Shotgun, Smoke Grenades</td>
<td>Pistol, E/M CCW</td>
<td>0</td>
<td>14</td>
</tr>
</tbody>
</table>

**DISMOUNTED**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>20</td>
<td>11</td>
<td>13</td>
<td>14</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>Total</td>
</tr>
</tbody>
</table>

Special Skills: V: Dogged

### ISC: Najjarun Engineers

**NAJJARUN Engineer**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>11</td>
<td>10</td>
<td>14</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: Engineer · V: Courage

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>NAJJARUN Engineer</td>
<td>Rifle + Light Shotgun, D-Charges</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>17</td>
</tr>
</tbody>
</table>

### ISC: Rafiq Remotes

**RAFIQ REMOTE**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: Deactivator · Forward Observer · G: Remote Presence · Repeater · Sat-lock · Sensor

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>RAFIQ REMOTE</td>
<td>Rifle + Light Shotgun, Sniffer</td>
<td>Electric Pulse</td>
<td>0</td>
<td>16</td>
</tr>
<tr>
<td>ISG: Shihab Remotes</td>
<td><strong>Support Troops</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>--------------------</td>
<td>-------------------</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>SHIHAB REMOTES</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MOV: 6-4</td>
<td>CC: 8</td>
<td>BS: 11</td>
<td>PH: 10</td>
<td>WIP: 13</td>
</tr>
<tr>
<td>Equipment: 360° Visor</td>
<td>Special Skills: G: Remote Presence · Total Reaction</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>BS Weapons</td>
<td>CC Weapons</td>
<td>SWC</td>
<td>C</td>
</tr>
<tr>
<td>SHIHAB REMOTE</td>
<td>HMG</td>
<td>Electric Pulse</td>
<td>1</td>
<td>25</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ISG: Fanous Remotes</th>
<th><strong>Support Troops</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FANOUS REMOTES</strong></td>
<td></td>
</tr>
<tr>
<td>MOV: 6-6</td>
<td>CC: 8</td>
</tr>
<tr>
<td>Special Skills: CH: Mimetism · G: Remote Presence · Repeater</td>
<td></td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>BS Weapons</td>
</tr>
<tr>
<td>FANOUS REMOTE</td>
<td>Flash Pulse, Sniffer</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ISG: Shaytaniyah Remotes</th>
<th><strong>Support Troops</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SHAYTANIYAH REMOTES</strong></td>
<td></td>
</tr>
<tr>
<td>MOV: 6-4</td>
<td>CC: 8</td>
</tr>
<tr>
<td>Special Skills: G: Remote Presence</td>
<td></td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>BS Weapons</td>
</tr>
<tr>
<td>SHAYTANIYAH REMOTE</td>
<td>Smart Missile Launcher</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ISG: Tarik Mansuri, Khawarij Amir</th>
<th><strong>Character</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TARIK MANSURI, Khawarij Amir</strong></td>
<td></td>
</tr>
<tr>
<td>Special Skills: Bioimmunity · Kinematika L1 · Martial Arts L1 · Poison · Religious Troop · Super-Jump</td>
<td></td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>BS Weapons</td>
</tr>
<tr>
<td>TARIK MANSURI</td>
<td>AP Rifle + Light Shotgun, Nanopulser, Grenades</td>
</tr>
<tr>
<td>TARIK MANSURI</td>
<td>Spitfire, Nanopulser, Grenades</td>
</tr>
<tr>
<td>TARIK MANSURI Lieutenant</td>
<td>AP Rifle + Light Shotgun, Nanopulser, Grenades</td>
</tr>
<tr>
<td>TARIK MANSURI Lieutenant</td>
<td>Spitfire, Nanopulser, Grenades</td>
</tr>
</tbody>
</table>
ISCS: Kasym Beg, Kum Chieftain

**KASYM BEG, Kum Chieftain**
- **Mounting Status**: Mounted, Dismounted
- **Equipment**: Motorcycle · BS Weapon: Smoke Light Grenade Launcher
- **Special Skills**: Kinematika L2 · V: Dogged

**BS Weapons**
- Chain Rifle, Panzerfaust, Smoke Grenades

**CC Weapons**
- Pistol, EXP CCW

**SWC**: 0 · **C**: 16

**Name**
- Kasym Beg

**Zooms**
- Regular
- Impetuous
- Extremely Impetuous

---

**ISCS: Nazarova Twins, Kum Enforcers. Zamira Nazarova**

**ZAMIRA NAZAROVA, Kum Enforcer**
- **Mounting Status**: Mounted, Dismounted
- **Equipment**: Motorcycle · BS Weapon: Smoke Light Grenade Launcher
- **Special Skills**: Kinematika L2 · V: Dogged

**BS Weapons**
- Light Shotgun, Smoke Grenades

**CC Weapons**
- Pistol, E/M CCW

**SWC**: 0 · **C**: 15

**Name**
- Zamira Nazarova

---

**ISCS: Nazarova Twins, Kum Enforcers. Zuleyka Nazarova**

**ZULEYKA NAZAROVA, Kum Enforcer**
- **Mounting Status**: Mounted, Dismounted
- **Equipment**: Motorcycle · BS Weapon: Smoke Light Grenade Launcher
- **Special Skills**: Kinematika L2 · V: Dogged

**BS Weapons**
- 2 Light Flamethrowers, Smoke Grenades

**CC Weapons**
- 2 Breaker Pistols, DA CCW

**SWC**: 0 · **C**: 14
### ISC: Corregidor Alguaciles

#### CORREGIDOR ALGUACILES

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALGUACIL</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>ALGUACIL</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>18</td>
</tr>
<tr>
<td>ALGUACIL</td>
<td>Combi Rifle + Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>14</td>
</tr>
<tr>
<td>ALGUACIL</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>18</td>
</tr>
<tr>
<td>ALGUACIL</td>
<td>Missile Launcher</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>15</td>
</tr>
<tr>
<td>ALGUACIL Hacker (Hacking Device)</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>18</td>
</tr>
<tr>
<td>ALGUACIL Forward Observer, Deployable Repeater</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>ALGUACIL Paramedic (MedKit)</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>ALGUACIL Lieutenant</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>10</td>
</tr>
</tbody>
</table>

### ISC: Grenzers, Grenz Security Team

#### GRENZERS, Grenz Security Team

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRENZER</td>
<td>Combi Rifle + Light Flamethrower</td>
<td>Pistol, Breaker Pistol, Knife</td>
<td>0</td>
<td>25</td>
</tr>
<tr>
<td>GRENZER</td>
<td>Boarding Shotgun</td>
<td>Pistol, Breaker Pistol, Knife</td>
<td>0</td>
<td>23</td>
</tr>
<tr>
<td>GRENZER</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Breaker Pistol, Knife</td>
<td>1.5</td>
<td>32</td>
</tr>
<tr>
<td>GRENZER</td>
<td>Missile Launcher</td>
<td>Pistol, Breaker Pistol, Knife</td>
<td>1.5</td>
<td>29</td>
</tr>
<tr>
<td>GRENZER</td>
<td>Spithire</td>
<td>Pistol, Breaker Pistol, Knife</td>
<td>1.5</td>
<td>30</td>
</tr>
<tr>
<td>GRENZER Forward Observer, Sensor</td>
<td>Combi Rifle + Light Flamethrower</td>
<td>Pistol, Breaker Pistol, Knife</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>GRENZER Lieutenant</td>
<td>Combi Rifle + Light Flamethrower</td>
<td>Pistol, Breaker Pistol, Knife</td>
<td>0</td>
<td>25</td>
</tr>
</tbody>
</table>
### ISC: Hellcats

**HELLCATS**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>14</td>
<td>12</td>
<td>12</td>
<td>13</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

Special Skills: AD: Superior Combat Jump / Zero-G · V: Courage

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>HELLCAT</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>22</td>
</tr>
<tr>
<td>HELLCAT</td>
<td>HMG, E/Mauler</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>31</td>
</tr>
<tr>
<td>HELLCAT</td>
<td>Boarding Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>21</td>
</tr>
<tr>
<td>HELLCAT</td>
<td>Combi Rifle, Adhesive Launcher</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>23</td>
</tr>
<tr>
<td>HELLCAT</td>
<td>Splitfire</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>28</td>
</tr>
<tr>
<td>HELLCAT (Deployable Repeater)</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>28</td>
</tr>
<tr>
<td>HELLCAT Paramedic (MedKit)</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>24</td>
</tr>
<tr>
<td>HELLCAT Lieutenant</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>22</td>
</tr>
</tbody>
</table>

---

### ISC: Intruders

**INTRUDERS, Corregidor Assault Commandos**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>14</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Equipment: Multispectral Visor L2  
Special Skills: CH: Camouflage · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTRUDER</td>
<td>Combi Rifle + Light Flamethrower, Grenades</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>35</td>
</tr>
<tr>
<td>INTRUDER</td>
<td>HMG, Grenades</td>
<td>Pistol, CCW</td>
<td>1.5</td>
<td>42</td>
</tr>
<tr>
<td>INTRUDER</td>
<td>Combi Rifle + Light Flamethrower, Adhesive Launcher</td>
<td>Pistol, CCW</td>
<td>1</td>
<td>36</td>
</tr>
<tr>
<td>INTRUDER Hacker (Hacking Device)</td>
<td>Combi Rifle + Light Flamethrower</td>
<td>Pistol, CCW</td>
<td>0.5</td>
<td>43</td>
</tr>
<tr>
<td>INTRUDER Lieutenant</td>
<td>Combi Rifle + Light Flamethrower, Grenades</td>
<td>Pistol, CCW</td>
<td>0</td>
<td>35</td>
</tr>
<tr>
<td>INTRUDER (X-Visor)</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, CCW</td>
<td>1.5</td>
<td>43</td>
</tr>
</tbody>
</table>

---

### ISC: Reverend Moiras

**REVEREND MOIRAS**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>16</td>
<td>12</td>
<td>12</td>
<td>14</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Equipment: ODD: Optical Disruptor Device  
Special Skills: Multiterrain · Religious Troop

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>REVEREND MOIRA</td>
<td>MULTI Rifle</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>REVEREND MOIRA</td>
<td>MULTI Rifle</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>REVEREND MOIRA</td>
<td>HMG</td>
<td>Pistol, Shock CCW</td>
<td>1.5</td>
<td>34</td>
</tr>
<tr>
<td>REVEREND MOIRA</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Shock CCW</td>
<td>1.5</td>
<td>34</td>
</tr>
<tr>
<td>REVEREND MOIRA</td>
<td>MULTI Rifle + E/M Light Grenade Launcher</td>
<td>Pistol, Shock CCW</td>
<td>1</td>
<td>34</td>
</tr>
<tr>
<td>REVEREND MOIRA Hacker (Assault Hacking Device)</td>
<td>MULTI Rifle</td>
<td>Pistol, Shock CCW</td>
<td>0.5</td>
<td>36</td>
</tr>
<tr>
<td>REVEREND MOIRA Lieutenant</td>
<td>MULTI Rifle</td>
<td>Pistol, Shock CCW</td>
<td>1</td>
<td>30</td>
</tr>
</tbody>
</table>
### ISC: Reverend Healers

**REVEREND HEALERS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>19</td>
<td>13</td>
<td>12</td>
<td>14</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

**Equipment:** MediKit

**Special Skills:** CH: Mimetism · Doctor · Religious Troop

<table>
<thead>
<tr>
<th>Name</th>
<th>BS</th>
<th>CC</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>REVEREND HEALER</td>
<td>Combi Rifle, Nanopulsar</td>
<td>Pistol, EXP CCW</td>
<td>0</td>
<td>33</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>REVEREND HEALER</td>
<td>MULTI Rifle, Nanopulsar</td>
<td>Pistol, EXP CCW</td>
<td>0</td>
<td>37</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>REVEREND HEALER</td>
<td>Boarding Shotgun, Nanopulsar</td>
<td>Pistol, EXP CCW</td>
<td>0</td>
<td>32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### ISC: Mobile Brigada

**MOBILE BRIGADA**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>15</td>
<td>13</td>
<td>14</td>
<td>13</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

**Special Skills:** V: Courage

<table>
<thead>
<tr>
<th>Name</th>
<th>BS</th>
<th>CC</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOBILE BRIGADA</td>
<td>MULTI Rifle + Light Flamethrower</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>39</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MOBILE BRIGADA</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>42</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MOBILE BRIGADA</td>
<td>Boarding Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>33</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MOBILE BRIGADA</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>34</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MOBILE BRIGADA</td>
<td>Combi Rifle + 1 TinBot B (Deflector L2)</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>37</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MOBILE BRIGADA Lieutenant</td>
<td>MULTI Rifle + Light Flamethrower</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>39</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### ISC: “Lizard” Squad

**LIZARD SQUAD**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>17</td>
<td>14</td>
<td>17</td>
<td>13</td>
<td>8</td>
<td>6</td>
<td>3</td>
<td>7</td>
<td>1</td>
</tr>
</tbody>
</table>

**Equipment:** ECM

**Special Skills:** Manned

<table>
<thead>
<tr>
<th>Name</th>
<th>BS</th>
<th>CC</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>LIZARD</td>
<td>MULTI HMG, Heavy Grenade Launcher</td>
<td>2.5</td>
<td>87</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LIZARD</td>
<td>MULTI HMG, Heavy Flamethrower</td>
<td>2</td>
<td>87</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### LIZARD PILOT

**LIZARD PILOT**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

**Special Skills:** Pilot

<table>
<thead>
<tr>
<th>Name</th>
<th>BS</th>
<th>CC</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>LIZARD PILOT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### ISC: Corregidor Bandits

**Corregidor Bandits**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>21</td>
<td>12</td>
<td>13</td>
<td>12</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: CH: Camouflage · Infiltration · Martial Arts L2 · Multiterrain · Scavenger

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>BANDIT</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>BANDIT</td>
<td>Boarding Shotgun, E/Mauler</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>26</td>
</tr>
<tr>
<td>BANDIT</td>
<td>Light Shotgun, Adhesive Launcher</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>22</td>
</tr>
<tr>
<td>BANDIT Hacker (Assault Hacking Device)</td>
<td>Light Shotgun, Adhesive Launcher</td>
<td>Pistol, DA CCW</td>
<td>0.5</td>
<td>28</td>
</tr>
<tr>
<td>BANDIT (Forward Observer)</td>
<td>Light Shotgun, Adhesive Launcher</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>23</td>
</tr>
<tr>
<td>BANDIT (Deployable Repeater)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>28</td>
</tr>
</tbody>
</table>

### ISC: Zeros

**Zeros**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>11</td>
<td>12</td>
<td>13</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: CH: Camouflage · Infiltration · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZERO</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>18</td>
</tr>
<tr>
<td>ZERO</td>
<td>MULTI Sniper Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>26</td>
</tr>
<tr>
<td>ZERO</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>17</td>
</tr>
<tr>
<td>ZERO Hacker (Assault Hacking Device)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>24</td>
</tr>
<tr>
<td>ZERO (Forward Observer)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>19</td>
</tr>
<tr>
<td>ZERO (Deployable Repeater)</td>
<td>Combi Rifle, E/Mauler</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>19</td>
</tr>
</tbody>
</table>

### ISC: Spektrs

**Spektrs**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>12</td>
<td>12</td>
<td>14</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: CH: TO Camouflage · Infiltration · Multiterrain

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPEKTR</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>31</td>
</tr>
<tr>
<td>SPEKTR</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>30</td>
</tr>
<tr>
<td>SPEKTR</td>
<td>MULTI Sniper Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>39</td>
</tr>
<tr>
<td>SPEKTR Hacker (Assault Hacking Device)</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>36</td>
</tr>
<tr>
<td>SPEKTR (Forward Observer)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>32</td>
</tr>
<tr>
<td>SPEKTR (Deployable Repeater)</td>
<td>Combi Rifle, E/Mauler</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>32</td>
</tr>
</tbody>
</table>
**ISC: Die Morlock Gruppe**

**DIE MORLOCK GRUPPE**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>MORLOCK</td>
<td>Combi Rifle, Smoke Grenades</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>14</td>
</tr>
<tr>
<td>MORLOCK</td>
<td>Chain Rifle, Smoke Grenades</td>
<td>Pistol, E/M CCW</td>
<td>0</td>
<td>6</td>
</tr>
<tr>
<td>MORLOCK</td>
<td>Chain Rifle, Smoke Grenades</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>6</td>
</tr>
<tr>
<td>MORLOCK</td>
<td>Boarding Shotgun, Smoke Grenades</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>13</td>
</tr>
<tr>
<td>MORLOCK</td>
<td>Combi Rifle + Smoke Light Grenade Launcher</td>
<td>Pistol, AP CCW</td>
<td>1</td>
<td>14</td>
</tr>
</tbody>
</table>

**Special Skills:** Kinematika L1 · Martial Arts L2 · MetaChemistry

**METACHEMISTRY**

<table>
<thead>
<tr>
<th>1-3</th>
<th>Natural Armor (+1 ARM)</th>
<th>12-13</th>
<th>V: No Wound Incapacitation</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-5</td>
<td>V: Dogged</td>
<td>14</td>
<td>Sixth Sense L2</td>
</tr>
<tr>
<td>6</td>
<td>Bioimmunity</td>
<td>15-16</td>
<td>Regeneration</td>
</tr>
<tr>
<td>7-8</td>
<td>Enhanced Mobility (MDV: 3-4)</td>
<td>17-18</td>
<td>Super-Jump</td>
</tr>
<tr>
<td>9</td>
<td>Reinforced Biotech (+6 BTS)</td>
<td>19</td>
<td>Climbing Plus</td>
</tr>
<tr>
<td>10-11</td>
<td>Enhanced Physique (+1 Ph)</td>
<td>20</td>
<td>Total Immunity</td>
</tr>
</tbody>
</table>

**ISC: Corregidor Jaguars**

**CORREGIDOR JAGUARS**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>JAGUAR</td>
<td>Light Shotgun, Smoke Grenades</td>
<td>Pistol, E/M CCW</td>
<td>0</td>
<td>13</td>
</tr>
<tr>
<td>JAGUAR</td>
<td>Chain Rifle, Smoke Grenades</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>10</td>
</tr>
<tr>
<td>JAGUAR</td>
<td>Adhesive Launcher, Panzerfaust</td>
<td>Pistol, DA CCW</td>
<td>0.5</td>
<td>13</td>
</tr>
</tbody>
</table>

**Special Skills:** Martial Arts L2 · V: Dogged

**ISC: Daktaris**

**DAKTARIS (Daks, Campaign Doctors)**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>DAKTARI</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>14</td>
</tr>
</tbody>
</table>

**Equipment:** MediKit

**Special Skills:** Doctor

**ISC: Clockmakers**

**Bakunin CLOCKMAKERS**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLOCKMAKER</td>
<td>Combi Rifle, D-Charges</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>18</td>
</tr>
</tbody>
</table>
**ISC: Tunguska Interventors**

**Tunguska INTERVENTORS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>11</td>
<td>10</td>
<td>15</td>
<td>1</td>
<td>9</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

**Name**

- INTERVENTOR Hacker (Hacking Device Plus)
  - BS Weapons: Combi Rifle
  - CC Weapons: Pistol, Knife
  - SWC: 0.5
  - C: 25

- INTERVENTOR Hacker (Hacking Device Plus)
  - BS Weapons: Combi Rifle, 1 FastPanda
  - CC Weapons: Pistol, Knife
  - SWC: 0.5
  - C: 27

- INTERVENTOR Hacker (Hacking Device Plus)
  - BS Weapons: Boarding Shotgun
  - CC Weapons: Pistol, Knife
  - SWC: 0.5
  - C: 24

- INTERVENTOR Hacker (Hacking Device Plus)
  - BS Weapons: Boarding Shotgun, 1 FastPanda
  - CC Weapons: Pistol, Knife
  - SWC: 0.5
  - C: 26

- INTERVENTOR Lieutenant (Hacking Device Plus)
  - BS Weapons: Combi Rifle
  - CC Weapons: Pistol, Knife
  - SWC: 0.5
  - C: 25

- INTERVENTOR Lieutenant (Hacking Device Plus)
  - BS Weapons: Combi Rifle, 1 FastPanda
  - CC Weapons: Pistol, Knife
  - SWC: 0.5
  - C: 27

**FASTPANDA**

<table>
<thead>
<tr>
<th>MOV</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

**ISC: Stempler Zonds**

**STEMPLER ZONDS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

**Name**

- STEMPLER ZOND
  - BS Weapons: Combi Rifle, Sniffer
  - CC Weapons: Electric Pulse
  - SWC: 0
  - C: 17

**ISC: Reaktion Zonds**

**REAKTION ZONDS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>12</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

**Name**

- REAKTION ZOND
  - BS Weapons: HMG
  - CC Weapons: Electric Pulse
  - SWC: 1
  - C: 26

**ISC: Vertigo Zonds**

**VERTIGO ZONDS**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>12</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

**Name**

- VERTIGO ZOND
  - BS Weapons: Smart Missile Launcher
  - CC Weapons: Electric Pulse
  - SWC: 1.5
  - C: 18

**Special Skills**

- Climbing Plus
- Deactivator
- Forward Observer
- G: Remote Presence
- Repeater
- Sat-lock
- Sensor
- 360º Visor
- Total Reaction
- G: Remote Presence
### ISC: Meteor Zonds
**Support Troops**

**METEOR ZONDS**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>11</td>
<td>11</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: AD: Combat Jump · Forward Observer · G: Remote Presence · Repeater · Sat-lock · Sensor

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>METEOR ZOND</td>
<td>Combi Rifle</td>
<td>Electric Pulse</td>
<td>1</td>
<td>21</td>
</tr>
</tbody>
</table>

### ISC: Transductor Zonds
**Support Troops**

**TRANSDUCTOR ZONDS**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-6</td>
<td>8</td>
<td>11</td>
<td>11</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: CH: Mimetism · G: Remote Presence · Repeater

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRANSDUCTOR ZOND</td>
<td>Flash Pulse, Sniffer</td>
<td>Electric Pulse</td>
<td>0</td>
<td>8</td>
</tr>
</tbody>
</table>

### ISC: Zoe & Pi-Well, Special Clockmakers Team
**Character**

**NOTE 1:** ZOE & Pi-Well cannot be chosen separately - they must be fielded together.
**NOTE 2:** ZOE & Pi-Well must belong to the same Combat Group.

<table>
<thead>
<tr>
<th>Name</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZOE &amp; Pi-Well</td>
<td>0</td>
<td>47</td>
</tr>
</tbody>
</table>

**ZOE**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>11</td>
<td>10</td>
<td>15</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: Engineer

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZOE (Hacking Device. UPGRADE: Stop!)</td>
<td>Combi Rifle, D-Charges</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>28</td>
</tr>
</tbody>
</table>

**Pi-Well**

<table>
<thead>
<tr>
<th>MDV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

Equipment: ODD: Optical Disruptor Device

Special Skills: Forward Observer · G: Remote Presence · Repeater · Sat-lock · Sensor

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pi-Well</td>
<td>Combi Rifle</td>
<td>Electric Pulse</td>
<td>0</td>
<td>19</td>
</tr>
</tbody>
</table>
### ISC: Morat Vanguard Infantry

**Name**
- MORAT
- MORAT
- MORAT
- MORAT
- MORAT
- MORAT
- MORAT
- MORAT
- MORAT
- MORAT
- MORAT
- MORAT
- MORAT
- MORAT

<table>
<thead>
<tr>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>14</td>
</tr>
<tr>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>22</td>
</tr>
<tr>
<td>Combi Rifle + Light Grenade Launcher</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>18</td>
</tr>
<tr>
<td>K1 Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>21</td>
</tr>
<tr>
<td>Missile Launcher</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>19</td>
</tr>
<tr>
<td>MORAT Hacker (EI Hacking Device)</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>22</td>
</tr>
<tr>
<td>MORAT (Forward Observer)</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>15</td>
</tr>
<tr>
<td>MORAT Paramedic (MediKit)</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>16</td>
</tr>
<tr>
<td>MORAT Lieutenant</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>14</td>
</tr>
</tbody>
</table>

**Special Skills:** Morat

### ISC: Unidron Batroids

**Name**
- UNIDRON
- UNIDRON
- UNIDRON
- UNIDRON
- UNIDRON
- UNIDRON
- UNIDRON
- UNIDRON
- UNIDRON
- UNIDRON
- UNIDRON

<table>
<thead>
<tr>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plasma Carbine</td>
<td>Pistol, Electric Pulse</td>
<td>0</td>
<td>14</td>
</tr>
<tr>
<td>K1 Combi Rifle</td>
<td>Pistol, Electric Pulse</td>
<td>0.5</td>
<td>16</td>
</tr>
<tr>
<td>K1 Combi Rifle + 1 TinBot A (Deflector L1)</td>
<td>Pistol, Electric Pulse</td>
<td>0.5</td>
<td>17</td>
</tr>
<tr>
<td>Plasma Sniper Rifle</td>
<td>Pistol, Electric Pulse</td>
<td>1.5</td>
<td>24</td>
</tr>
<tr>
<td>Missile Launcher, Light Shotgun</td>
<td>Pistol, Electric Pulse</td>
<td>1.5</td>
<td>20</td>
</tr>
<tr>
<td>Spitfire</td>
<td>Pistol, Electric Pulse</td>
<td>1</td>
<td>18</td>
</tr>
<tr>
<td>Plasma Carbine</td>
<td>Pistol, Electric Pulse</td>
<td>0</td>
<td>15</td>
</tr>
</tbody>
</table>

**Special Skills:** G: Autotool · V: Dogged
### ISC: Fraacta Drop Unit

**NOTE:** A Fraacta is always deployed in Jump form and only transmutes to Survival Form under the conditions indicated by the Transmutation Special Skill.

#### Fraacta Drop Unit

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>14</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: AD: Combat Jump · Transmutation · V: Courage

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fraacta</td>
<td>Combi Rifle, Nanopulser</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>29</td>
</tr>
<tr>
<td>Fraacta</td>
<td>Boarding Shotgun, Nanopulser</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>28</td>
</tr>
<tr>
<td>Fraacta</td>
<td>Splistfire, Nanopulser</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>35</td>
</tr>
<tr>
<td>Fraacta (EI Assault Hacking Device)</td>
<td>Combi Rifle, Nanopulser</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>35</td>
</tr>
</tbody>
</table>

#### Fraacta Drop Unit

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>14</td>
<td>12</td>
<td>12</td>
<td>10</td>
<td>12</td>
<td>2</td>
<td>6</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: V: Courage

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fraacta</td>
<td>Combi Rifle, Nanopulser</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>29</td>
</tr>
<tr>
<td>Fraacta</td>
<td>Boarding Shotgun, Nanopulser</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>28</td>
</tr>
<tr>
<td>Fraacta</td>
<td>Splistfire, Nanopulser</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>35</td>
</tr>
<tr>
<td>Fraacta (EI Assault Hacking Device)</td>
<td>Combi Rifle, Nanopulser</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>35</td>
</tr>
</tbody>
</table>

### ISC: Umbra Legates

#### Umbra Legates

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-2</td>
<td>21</td>
<td>12</td>
<td>13</td>
<td>14</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: Advanced Deployment L1 · CH: Mimetism · Kinematika L1 · Martial Arts L4 · V: No Wound Incapacitation

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Umbra Legate K1</td>
<td>Combi Rifle, Flash Pulse</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>40</td>
</tr>
<tr>
<td>Umbra Legate K1</td>
<td>Splistfire, Flash Pulse</td>
<td>Pistol, DA CCW</td>
<td>1.5</td>
<td>41</td>
</tr>
<tr>
<td>Umbra Legate Hacker (Hacking Device Plus)</td>
<td>Boarding Shotgun, Flash Pulse</td>
<td>Pistol, DA CCW</td>
<td>0.5</td>
<td>43</td>
</tr>
<tr>
<td>Umbra Legate Lieutenant K1</td>
<td>Combi Rifle, Flash Pulse</td>
<td>Pistol, DA CCW</td>
<td>0.5</td>
<td>40</td>
</tr>
<tr>
<td>Umbra Legate Lieutenant Splistfire, Flash Pulse</td>
<td>Pistol, DA CCW</td>
<td>1.5</td>
<td>41</td>
<td></td>
</tr>
</tbody>
</table>

### ISC: Maakrep Trackers Unit

#### Maakrep Trackers Unit

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>15</td>
<td>12</td>
<td>11</td>
<td>12</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

Equipment: AutoMediKit · Multispectral Visor L2

Special Skills: Sixth Sense L1 · V: Courage

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maakrep Tracker K1</td>
<td>Combi Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>29</td>
</tr>
<tr>
<td>Maakrep Tracker K1</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>33</td>
</tr>
<tr>
<td>Maakrep Tracker K1</td>
<td>Boarding Shotgun, Grenades</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>26</td>
</tr>
<tr>
<td>Maakrep Tracker K1</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>33</td>
</tr>
<tr>
<td>Maakrep Tracker Hacker (EI Hacking Device)</td>
<td>Boarding Shotgun, Grenades</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>34</td>
</tr>
<tr>
<td>Maakrep Tracker Lieutenant K1</td>
<td>Combi Rifle + Light Shotgun</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>29</td>
</tr>
</tbody>
</table>
## ISC: Rodok, Morat Armed Imposition Detachment

**Rodok, Morat Armed Imposition Detachment**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-2</td>
<td>15</td>
<td>12</td>
<td>12</td>
<td>13</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

Special Skills: CH: Mimetism · Morat · Super-Jump

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rodok</td>
<td>Combi Rifle, 2 Light Shotguns</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>26</td>
</tr>
<tr>
<td>Rodok</td>
<td>HMG</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>27</td>
</tr>
<tr>
<td>Rodok</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>19</td>
</tr>
<tr>
<td>Rodok</td>
<td>Missile Launcher, Light Shotgun</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>28</td>
</tr>
<tr>
<td>Rodok Paramedic (MedKit)</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>21</td>
</tr>
<tr>
<td>Rodok Hacker (EI Assault Hacking Device)</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>25</td>
</tr>
<tr>
<td>Rodok Lieutenant</td>
<td>Combi Rifle, 2 Light Shotguns</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>26</td>
</tr>
</tbody>
</table>

## ISC: The Charontids

**The Charontids**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>16</td>
<td>5</td>
<td>6</td>
<td>2</td>
<td>5</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: G: Mnemonica · V: No Wound Incapacitation

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charontid</td>
<td>Plasma Rifle, Nanopulsers</td>
<td>Heavy Pistol, Knife</td>
<td>0</td>
<td>78</td>
</tr>
<tr>
<td>Charontid (Multispectral Visor L3)</td>
<td>Plasma Rifle, Nanopulsers</td>
<td>Heavy Pistol, Knife</td>
<td>2</td>
<td>79</td>
</tr>
<tr>
<td>Charontid</td>
<td>Plasma Rifle, Sepsitor Plus + 1 TinBot A (Deflector L1)</td>
<td>Heavy Pistol, Knife</td>
<td>0.5</td>
<td>78</td>
</tr>
<tr>
<td>Charontid Hacker (Hacking Device Plus)</td>
<td>Plasma Rifle, Nanopulsers</td>
<td>Heavy Pistol, Knife</td>
<td>0.5</td>
<td>73</td>
</tr>
<tr>
<td>Charontid Lieutenant</td>
<td>Plasma Rifle, Nanopulsers</td>
<td>Heavy Pistol, Knife</td>
<td>0</td>
<td>78</td>
</tr>
<tr>
<td>Charontid Lieutenant (Multispectral Visor L3)</td>
<td>HMG, Nanopulsers</td>
<td>Heavy Pistol, Knife</td>
<td>2</td>
<td>79</td>
</tr>
<tr>
<td>Charontid Lieutenant</td>
<td>Plasma Rifle, Sepsitor Plus</td>
<td>Heavy Pistol, Knife</td>
<td>0</td>
<td>77</td>
</tr>
<tr>
<td>Charontid Lieutenant</td>
<td>Plasma Rifle, Sepsitor Plus + 1 TinBot A (Deflector L1)</td>
<td>Heavy Pistol, Knife</td>
<td>0</td>
<td>78</td>
</tr>
<tr>
<td>Charontid Lieutenant Hacker (Hacking Device Plus)</td>
<td>Plasma Rifle, Nanopulsers</td>
<td>Heavy Pistol, Knife</td>
<td>0.5</td>
<td>73</td>
</tr>
</tbody>
</table>

## ISC: Raicho Armored Brigade

**Raicho Armored Brigade**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>19</td>
<td>14</td>
<td>11</td>
<td>12</td>
<td>8</td>
<td>6</td>
<td>3</td>
<td>7</td>
<td>1</td>
</tr>
</tbody>
</table>

Equipment: ECM
Special Skills: Manned · Morat

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CCWeapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Raicho</td>
<td>MULTI HMG, Heavy Flamethrower</td>
<td>AP Heavy Pistol</td>
<td>2</td>
<td>91</td>
</tr>
<tr>
<td>Raicho</td>
<td>MULTI HMG</td>
<td>AP Heavy Pistol</td>
<td>2</td>
<td>90</td>
</tr>
</tbody>
</table>

## Raicho Pilot

**Raicho Pilot**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>12</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

Special Skills: Morat · Pilot

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Raicho Pilot</td>
<td></td>
<td>Pistol, Knife</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
## ISC: Avatar

**AVATAR**

**Headquarters Troops**

**MOV CC BS PH WIP ARM BTS STR S AVA**

|   | 6-4 | 18 | 15 | 11 | 9 | 9 | 3 | 7 | 1 |

Equipment: ODD: Optical Disruptor - ECM
Special Skills: G: Mnemonica - Immunity: POS

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>AVATAR Lieutenant (Strategos L3)</td>
<td>MULTI HMG, Sepstor Plus</td>
<td>DA CCW</td>
<td>3.5</td>
<td>137</td>
</tr>
</tbody>
</table>

## ISC: 'The Shrouded'

**'THE SHROUDEOS' Shasvastii Pioneer Corps**

**Spec Trained Troops**

**MOV CC BS PH WIP ARM BTS W S AVA**

|   | 4-4 | 13 | 12 | 12 | 13 | 0 | 1 | 2 | 2 |

Equipment: AutoMediKit
Special Skills: CH: Camouflage · Infiltration · Multiterrain · Shasvastii

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>SHROUDED</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>24</td>
</tr>
<tr>
<td>SHROUDED</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>23</td>
</tr>
<tr>
<td>SHROUDED</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>31</td>
</tr>
<tr>
<td>SHROUDED Hacker (El Assault Hacking Device)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>30</td>
</tr>
<tr>
<td>SHROUDED (Forward Observer)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>25</td>
</tr>
</tbody>
</table>

## ISC: Malignos

**'MALIGNOS' Shasvastii Deep Incursion Corps**

**Veteran Troops**

**MOV CC BS PH WIP ARM BTS W S AVA**

|   | 4-4 | 13 | 12 | 12 | 14 | 1 | 3 | 1 | 2 | 2 |

Equipment: AutoMediKit
Special Skills: CH: TO Camouflage · Infiltration · Multiterrain · Shasvastii

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>MALIGNOS</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>35</td>
</tr>
<tr>
<td>MALIGNOS</td>
<td>Combi Rifle, Monofilament Mines</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>38</td>
</tr>
<tr>
<td>MALIGNOS</td>
<td>Boarding Shotgun, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>34</td>
</tr>
<tr>
<td>MALIGNOS</td>
<td>MULTI Sniper Rifle</td>
<td>Pistol, Knife</td>
<td>1.5</td>
<td>42</td>
</tr>
<tr>
<td>MALIGNOS Hacker (El Assault Hacking Device)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>41</td>
</tr>
<tr>
<td>MALIGNOS (Forward Observer)</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>36</td>
</tr>
<tr>
<td>MALIGNOS Lieutenant</td>
<td>Combi Rifle, Antipersonnel Mines</td>
<td>Pistol, Knife</td>
<td>2</td>
<td>35</td>
</tr>
</tbody>
</table>

## ISC: Speculo Killers

**SPECULO KILLERS**

**Elite Troops**

**MOV CC BS PH WIP ARM BTS W S AVA**

|   | 4-4 | 20 | 12 | 12 | 14 | 1 | 0 | 1 | 2 | 1 |

Equipment: AutoMediKit
Special Skills: Impersonation Plus · Kinematika L1 · Martial Arts L3 · Multiterrain · Shasvastii

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPECULO KILLER</td>
<td>Combi Rifle, Smoke Grenades</td>
<td>Pistol, Monofilament CCW, Knife</td>
<td>1</td>
<td>35</td>
</tr>
<tr>
<td>SPECULO KILLER</td>
<td>Boarding Shotgun, Smoke Grenades</td>
<td>Pistol, Monofilament CCW, Knife</td>
<td>1</td>
<td>34</td>
</tr>
</tbody>
</table>
### ISC: Daturazi Witch-Soldiers

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>DATURAZI</td>
<td>Combi Rifle, Smoke Grenades</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>21</td>
</tr>
<tr>
<td>DATURAZI</td>
<td>Combi Rifle, Smoke Grenades</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>21</td>
</tr>
<tr>
<td>DATURAZI</td>
<td>Chain Rifle, Grenades, Smoke Grenades</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>22</td>
</tr>
<tr>
<td>DATURAZI</td>
<td>Boarding Shotgun, Smoke Grenades</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>20</td>
</tr>
<tr>
<td>DATURAZI</td>
<td>Combi Rifle + Smoke Light Grenade Launcher</td>
<td>Pistol, Shock CCW</td>
<td>0.5</td>
<td>21</td>
</tr>
</tbody>
</table>

Special Skills: CH: Mimetism · Kinematika L1 · Martial Arts L4 · Morat

### ISC: The Hungries-'Gakis'

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>GAKI</td>
<td>AP CCW</td>
<td>0</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

Special Skills: Climbing Plus · Explode L1 · Kinematika L1

### ISC: The Hungries-'Pretas'

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRETA</td>
<td>Chain Rifle</td>
<td>AP CCW</td>
<td>0</td>
<td>7</td>
</tr>
</tbody>
</table>

Special Skills: Climbing Plus · Kinematika L1 · V: Dogged

### ISC: Med-Tech Obsidon Medchanoid

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>MED-TECH OBSIDON MEDCHANOID</td>
<td>Combi Rifle, D-Charges</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>23</td>
</tr>
</tbody>
</table>
## ISC: M-Drones

**M-DRONES**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: Deactivator · Forward Observer · G: Remote Presence · Multiterrain · Repeater · Sat-lock · Sensor

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>M-DRONE</td>
<td>Combi Rifle, Sniffer</td>
<td>Electric Pulse</td>
<td>0</td>
<td>17</td>
</tr>
</tbody>
</table>

## ISC: Q-Drones

**Q-DRONES**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Equipment: 360° Visor  
Special Skills: CH: Mimetism · G: Remote Presence · Total Reaction

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q-DRONE</td>
<td>HMG</td>
<td>Electric Pulse</td>
<td>1</td>
<td>26</td>
</tr>
<tr>
<td>Q-DRONE</td>
<td>Plasma Rifle</td>
<td>Electric Pulse</td>
<td>1</td>
<td>25</td>
</tr>
</tbody>
</table>

## ISC: T-Drones

**T-DRONES**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>8</td>
<td>12</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: G: Remote Presence

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>T-DRONE</td>
<td>Smart Missile Launcher</td>
<td>Electric Pulse</td>
<td>1.5</td>
<td>18</td>
</tr>
</tbody>
</table>

## ISC: R-Drones

**R-DRONES**

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-6</td>
<td>8</td>
<td>8</td>
<td>11</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Special Skills: CH: Mimetism · G: Remote Presence · Repeater

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>R-DRONE</td>
<td>Flash Pulse, Sniffer</td>
<td>Electric Pulse</td>
<td>0</td>
<td>8</td>
</tr>
</tbody>
</table>
**ISC: Yuan Yuan**

**YUAN YUAN**

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>YUAN YUAN</td>
<td>Chain Rifle, Smoke Grenades</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>8</td>
</tr>
<tr>
<td>YUAN YUAN</td>
<td>Chain Rifle, Smoke Grenades</td>
<td>Pistol, AP CCW</td>
<td>0</td>
<td>8</td>
</tr>
<tr>
<td>YUAN YUAN</td>
<td>Chain Rifle, Smoke Grenades</td>
<td>Pistol, DA CCW</td>
<td>0</td>
<td>9</td>
</tr>
<tr>
<td>YUAN YUAN</td>
<td>Boarding Shotgun, Smoke Grenades</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>16</td>
</tr>
<tr>
<td>YUAN YUAN</td>
<td>Rifle, Smoke Grenades</td>
<td>Pistol, Shock CCW</td>
<td>0</td>
<td>14</td>
</tr>
</tbody>
</table>

**BOOTY L1**

<p>| | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>+1 ARM</td>
<td>12</td>
<td>E/M Grenades</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>ESP CC Weapon</td>
<td>13</td>
<td>E/M CC Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Light Shotgun</td>
<td>14-15</td>
<td>+2 ARM</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>+6 ARM</td>
<td>16</td>
<td>X Visor</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Grenades</td>
<td>17</td>
<td>Monofilament CC Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Adhesive Launcher</td>
<td>18</td>
<td>Combi Rifle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Light Grenade Launcher</td>
<td>19</td>
<td>AP Rifle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Light Flamethrower</td>
<td>20</td>
<td>AutoMedikit</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Panzerfaust</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**ISC: Authorized Bounty Hunters**

Mercenary Troops

**NOTE:** Bounty Hunters are officially allowed to be used in the ITS by all human Generic Armies (PanOceania, Yu Jing, Ariadna...). They cannot be fielded by any Sectorial Army (except the Imperial Service) neither the Combined Army or the Tohaa.

### Authorized Bounty Hunters

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>14</td>
<td>12</td>
<td>10</td>
<td>13</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

Special Skills: Booty L2 · Stealth

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOUNTY HUNTER</td>
<td>Combi Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>14</td>
</tr>
<tr>
<td>BOUNTY HUNTER</td>
<td>Boarding Shotgun</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>13</td>
</tr>
<tr>
<td>BOUNTY HUNTER</td>
<td>Sniper Rifle</td>
<td>2 Breaker Pistols, Knife</td>
<td>0.5</td>
<td>19</td>
</tr>
<tr>
<td>BOUNTY HUNTER</td>
<td>Spotfire</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>20</td>
</tr>
</tbody>
</table>

### Booty L2

<table>
<thead>
<tr>
<th>1-2</th>
<th>+1 ARM</th>
<th>11 MULTIRifle</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>Chain Rifle</td>
<td>12 Multispectral Visor L1</td>
</tr>
<tr>
<td>4</td>
<td>AutoMedikit</td>
<td>13 Breaker Rifle</td>
</tr>
<tr>
<td>5</td>
<td>Nanopulser</td>
<td>14-15 Adhesive Launcher</td>
</tr>
<tr>
<td>6</td>
<td>Panzerfaust</td>
<td>16 +3 ARM</td>
</tr>
<tr>
<td>7</td>
<td>MULTI Sniper Rifle</td>
<td>17 Flash Pulse</td>
</tr>
<tr>
<td>8</td>
<td>Smoke Grenades</td>
<td>18 Motorcycle (MOV 8-6)</td>
</tr>
<tr>
<td>9</td>
<td>Ch. Mimic</td>
<td>19 ODD: Optical Disruptor</td>
</tr>
<tr>
<td>10</td>
<td>+2 ARM</td>
<td>20 HMG</td>
</tr>
</tbody>
</table>

**ISC: Wardrivers, Mercenary Hackers**

Mercenary Troops

**NOTE:** Wardrivers are officially allowed to be used in the ITS in the Generic Ariadnan Army. They cannot be fielded by any Sectorial Army neither the Combined Army or the Tohaa.

### Wardrivers, Mercenary Hackers

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: Sixth Sense L1

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>WARDRIVER Hacker (Defensive Hacking Device)</td>
<td>Boarding Shotgun</td>
<td>Pistol, Knife</td>
<td>0.5</td>
<td>17</td>
</tr>
<tr>
<td>WARDRIVER Hacker (Hacking Device)</td>
<td>Boarding Shotgun</td>
<td>Pistol, Knife</td>
<td>1</td>
<td>19</td>
</tr>
</tbody>
</table>

**ISC: CSU, Corporate Security Unit**

Mercenary Troops

**NOTE:** CSUs are officially allowed to be used in the ITS in the Neoterran Capitaline Army. Their AVA is 2.

### CSU, Corporate Security Unit

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>14</td>
<td>12</td>
<td>10</td>
<td>12</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Skills: MetaChemistry · Sixth Sense L1

<table>
<thead>
<tr>
<th>Name</th>
<th>BS Weapons</th>
<th>CC Weapons</th>
<th>SWC</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSU</td>
<td>Breaker Rifle</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>CSU</td>
<td>Combi Rifle, Nanopulser</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>12</td>
</tr>
<tr>
<td>CSU</td>
<td>Boarding Shotgun, Nanopulser</td>
<td>Pistol, Knife</td>
<td>0</td>
<td>11</td>
</tr>
</tbody>
</table>

### Metachemistry

<table>
<thead>
<tr>
<th>1-3</th>
<th>Natural Armor (+1 ARM)</th>
<th>12-13</th>
<th>V: No Wound Incapacitation</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-5</td>
<td>V: Dogged</td>
<td>14</td>
<td>Sixth Sense L2</td>
</tr>
<tr>
<td>6</td>
<td>Bioimmunity</td>
<td>15-16</td>
<td>Regeneration</td>
</tr>
<tr>
<td>7-8</td>
<td>Enhanced Mobility (MOV: 8-4)</td>
<td>17-18</td>
<td>Super-Jump</td>
</tr>
<tr>
<td>9</td>
<td>Reinforced Biotech (+6 BTS)</td>
<td>19</td>
<td>Climbing Plus</td>
</tr>
<tr>
<td>10-11</td>
<td>Enhanced Physique (+5 PH)</td>
<td>20</td>
<td>Total Immunity</td>
</tr>
</tbody>
</table>
### ISC: Anaconda, Mercenary TAG Squad

**NOTE:** This unit is composed by 1 Anaconda T.A.G. and 1 Operator.

#### Anaconda, Mercenary TAG Squad

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>16</td>
<td>13</td>
<td>16</td>
<td>13</td>
<td>6</td>
<td>6</td>
<td>2</td>
<td>7</td>
<td>1</td>
</tr>
</tbody>
</table>

**Equipment:** Escape System · ECM

**Special Skills:** Dual Wield · Kinematika L2 · Martial Arts L5 · V: No Wound Incapacitation

**Name** | BS Weapons | CC Weapons | SWC | C
---|---|---|---|---
ANACONDA | Spitfire + Light Flamethrower, Panzerfaust | CCW | 2 | 62

#### Anaconda Operator

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>12</td>
<td>10</td>
<td>13</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

**Special Skills:** V: Courage

**Name** | BS Weapons | CC Weapons | SWC | C
---|---|---|---|---
OPERATOR | Spitfire | Pistol, Knife | - | -

### ISC: Saito Togan

#### Saito Togan, Mercenary Ninja

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>24</td>
<td>11</td>
<td>13</td>
<td>13</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

**Special Skills:** CH: TO Camouflage · Infiltration · Kinematika L1 · Martial Arts L4 · Multiterrain

**Name** | BS Weapons | CC Weapons | SWC | C
---|---|---|---|---
SAITO TÖGAN | Combi Rifle, Smoke Grenades, Pistol, EXP CCW, Knife | - | 0 | 39

### ISC: Miyamoto Mushashi

#### Miyamoto Mushashi

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>W</th>
<th>S</th>
<th>AVA</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-4</td>
<td>25</td>
<td>9</td>
<td>14</td>
<td>15</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

**Special Skills:** Dual Wield · Kinematika L2 · Martial Arts L5 · V: No Wound Incapacitation

**Name** | BS Weapons | CC Weapons | SWC | C
---|---|---|---|---
MIYAMOTO MUSHASHI | Chain Rifle, Flash Pulse, Pistol, AP CCW, EXP CCW | - | 0 | 24
INDEX

#
360° Visor 133

A
Activate 50
Activation 31
AD 65
ADH 107
Adhesive 107
Adhesive Launcher 116
ADHL 116
Advanced Combat: Hacking 50, 150
Advanced Command 65
Advanced Rules 147
AHP 151
AI Beacon 67
Airborne Deployment 65
Airborne Infiltration 66
Akbar Doctor 76
Alert 51
Ambush Camouflage 74
Ammunition 107
Anti-Hacker Protocols 151
Anti-materiel 105
Antipode 68, 100
Antipode Control Device 133
AP 108
Aquatic Terrain 166
Area of Effect 35, 90
ARM 24
Armor 24
Armor-Piercing 108
ARM Roll 42
Army List 25
Army Points 25
ARO 20, 30, 33, 70, 82, 93, 100, 105, 140
ARO Skill 50
Assault 99
Assault Hacking Device 161
Assisted Fire 158
Attack 50, 65, 105
Attribute 24
Automatic Reaction Order 30
Automatic Skill 50
AutoMediKit 134
Autotool 79
AVA 24
Availability 24, 25
Back-Up 47
Ballistic Skills 24, 33
Bare-Handed 116
Base to Base contact 9
Basic Impersonation 80
Basilisk 154
Berserk 100
Bioimmunity 69
Bio-Munition 107
Bio-Technological Shield 24
Blackout 152
Blinded 175
Boo"y 69
Brain Blast 155
Breaker 108
Breakwater 156
BS 24, 33
BS Attack 33, 51, 54, 65
BTS 24
BTS Roll 42
Burnt 175
Burst 33, 40, 58, 62, 105

C
C 24
Camouflage 70
Camouflage and Hiding 70, 102, 103, 140, 141
Camouflaged 70, 175
Carbonite 155
Cautious Movement 52
CC 18, 24, 55, 105
CC Attack 40, 52, 65
CC Special Skill 65, 99
CC Weapon 109, 116
CH 70, 102, 103
Chain Rifle 116
Change Facing 51, 52, 149
CH Marker 70
Civilian 8
CLAW 150
Climb 53
Climbing Plus 74
Close Combat 24, 35, 40
Combat Group 25
Combat Jump 67, 164
Command Tokens 147
Common Skill 50
Comm-Sat 151
Comms Attack 55, 65
Comms Equipment 105
Concealed 105
Conclusion 31
Controlled Jump 157
Coordinated Order 55, 62, 66, 67, 100, 148
Cost 24
Counterstrike 156
Coup de Grâce 54
Courage 97
Cover 20, 34, 112
Critical 21, 34, 38, 41, 78
Cube 47, 75
Cybermask 159

D
DA 108
Damage 42, 105
Damaged 176
D-Charge 77
D-Charges 117
Deactivator 134
Dead 42, 176
Declaration 31
Defense Protocols 151
Defensive Hacking Device 161
Deflector 135
Deployable 105
Deployable Equipment 102
Deployable piece of equipment 8
Deployable Repeater 135
Deployable Weapon 8
Deployment 26, 49
Deployment Phase 26
Deployment Roll 80
Deployment Skill 50
Desert Terrain 166
Destroyed 177
Detonate D-Charges 77
Difficult Terrain 162
Direct Template 106
Direct Template Weapons 36
Disabled 176
Discover 54
Disengage 55
Dispersion 22
Disposable 106
Distance 20
Doctor 75
Doctor Plus 75
Dodge 21, 55, 62, 106, 111, 118, 119, 124, 149
Dogged 97, 177
Double Action 108
Double Trouble 109
Drop Bears 117
Drop Zone 66
DT 109
Dual Wield 100
Duration 106

E
ECM 136
ED 136
Effects 31
Electric Pulse 119
Electromagnetic 109
Elite Troop 23
E/M 109
INDEX

E/Mauler 119
End-Game 143
End of the Turn 28
Enemy 8
Engage 56, 149
Engaged 178
Engineer 76
Enhanced Reaction 158
Entire Order Skill 50
Equipment 24, 133
Evacuation Device 156, 154
Executive Order 77
Exorcism 155
Exotic 107
EXP 110
Expel 154
Explode 77
Explosive 110
Extremely Impetuous 47

Face to Face Roll 21, 55
Failure Category 21
Fairy Dust 157
Falling Damage 43, 93
FastPanda 137
FC 21
Fire 70, 72, 82, 110
Fire-Sensitive 106
Firewalls 151
Flamethrower 119
Flash 110
Flash Pulse 120
Forward Deployment 78
Forward Observer 78
Frenzy 49, 68
Friendly 8
FT 119
Fury 47

G 78
GADGET 150
Game Round 27
Game Sequence 27
Garrison Troop 23
G: Autotool 79
General Movement Rules 61
Ghost 78
GL 121
G: Mnemonica 79
Gotcha! 153
G: Remote Presence 76, 79
Grenade Launcher 121
Grenades 120
Guided 106
Guided Weaponry 92
Guts Roll 43
Hackable 49
Hacker 25, 79
Hacking Area 151
Hacking Device 161
Hacking Device Plus 161
Hacking Program 150
Hack Transport Aircraft 156
Headquarters Troop 23
Heavy Infantry 23
Heavy Machine Gun 122
Heavy MULTI 106
Heavyweight 80
HI 23
Hidden Deployment 72, 140, 178
High Saturation Zone 164
HMC 122
HMG 122
Hostile 8
Hostile Environment 166
Hyper-Rapid Magnetic Cannon 122

Idle 57
Immobilized-1 178
Immobilized-2 179
Immunity 84
Immunity: Possession 84
Immunity: Shock 84
Immunity: Total 84
Impact Template 106
Impact Template Weapons 36
Impersonation 80, 102, 103, 140
Impersonation-1 81, 179
Impersonation-2 81, 180
Impersonation Plus 82
Impetuous 49, 65
Impetuous Order 27, 29, 47
Impetuous Phase 28
Indiscriminate 106
Inferior Combat Jump 66
Inferior Infiltration 83
Infiltrate 83
Infiltration 72, 83
Infiltration Roll 83
Infinity Army 26
Infowar 151
Initiative 26
Initiative Roll 26
Inside 9
Inspiring Leadership 84
International Standard Code 23
Intuitive Attack 58, 106
Irregular 47
Irregular Order 27, 28
ISC 23
Isolated 181
ITAG 151
Jump 59
Jungle Terrain 166

K 78
Kinematika 84
Knife 123

Landing Crafts 173
Lean Out 60
LI 23
Lieutenant 25, 85
Lifts 172
Light Infantry 23
Light MULTI 106
Limited Time Frame Mode 144
Line of Fire 18
Line Troop 23
Lockpicking 157
LoF 18
Loss of Lieutenant 27, 31, 77
Low Visibility Zone 164

M 78
Manned 85
Marker 8
Marksmanship 85
Martial Arts 100
Maximum Modifier 20
Measurement 20
Mechanized Deployment 86
Mechanized Troop 23
MediKit 138
Medium Infantry 23
Medium MULTI 106
Mercenary Troop 23
MetaChemistry 86
MI 23
Mimetism 70
Mines 123
Missile Launcher 124
ML 124
Mnemonica 79
MOD 20
Model 8
Modifier 20
Monofilament 112
Morat 87
Motorcycle 138
Mountain Terrain 166
MOV 24
MOV Difficulty 162
Move 60
Movement 24, 50, 65
Multispectral Visor 139
Multiterra 87

N 107
Nanopulser 125
Nanotech 112
Negative Feedback 65, 106
Neutral 9
NFB 65, 106
Nimbus 113
Nimbus Plus 113
No LoF 50
Non-Hackable 87
Non-Lethal 106
Non-Lootable 106
Normal 181
Normal Roll 20
No Roll 50
No Wound Incapacitation 98, 181

Prior Deployment 106
Private Information 9, 65
Prone 182

Range 20, 105
Reflective 106
Regeneration 88
Regular 47
Regular Order 27, 28
Religious Troop 89
REM 23
Remote 23, 25
Remote Presence 79
Repeater 140
Reset 21, 55, 62, 149
Resolution 31
Retreat! 27, 143, 182
Rifle 127
Rolls 20
Rounding 21

Sat-Lock 89
Saturation Zone 164
Scavenger 102
Scenario Mode 144
Scenery Building Profile 171
Scenery Structure 168
Sensor 90
Sensor Area 90
Sepsitor 129
Sepsitorized 183
SF 107
Shavastii 91
SHIELD 150
Shock 114
Short Movement Skill 50
Short Skill 50
Shotgun 129
Silent 106
Silhouette 24
Silhouette Template 17
Sixth Sense 92, 102
SK 23
Skills 50
Skirmisher 23
Smoke 38, 111
Sniffer 141
Sniper Rifle 130
Spawn-Embryo 91, 183
Special Ammunition 107
Special Lieutenant Order 27, 29
Specially Trained Troop 23
Special Skill 24, 65
Special Skill Levels 65
Special Terrain 162
Special Unit 23
Spec. Trained Troop 23
Speculative Attack 38
Speculative Fire 62, 92, 107, 111, 165
Spikefire 132
Spotlight 154
Standard 107
State 107
Stealth 102
Stop! 159
STR 24
Strategic Use 147
Strategos 93
Structure 24
SU 23
Sucker Punch 159
Sudden Death Mode 144
Superior Combat Jump 67
Superior Infiltration 84
Super-Jump 93
Support Troop 23
Supportware 151
Support Weapons Cost 24, 25
Suppressive Fire 63, 68, 107, 132, 183
Surprise Attack 102, 103
Surprise Shot 96, 111
SWC 24, 25
SWORD 150

Table Areas 66
Tactical Bow 132
Tactical Jump 67
Tactical Phase 27
Tactical Use 147
Target 8
Targetless 107
Technical Weapon 107
Template Weapon 111
Template Weapons 35, 52, 55
Terrain 96
Throwing Weapon 107
Ties 21
TinBot 141
TO Camouflage 72
TO Camouflaged 72, 184
Toolbox 151
Total Control 155
Total Cover 34, 36
Totally inside 9
Total Reaction 96
Training 47
Trait 105
Transmutation 96
Transmuted 185
Triangulated Fire 90
Trigger Area 124
Troop Classification 23
Trooper 8
Troop Type 23
Twin Weapons 35
Types of Terrain 166

Unconscious 42, 185
Undeployed Trooper 27, 29
Unit Options 24
Unit Profile 23
Unloaded 185
UPGRADE 150
U-Turn 156

V
V 97
Valor 97
Very Difficult Terrain 163
Veteran 98
Veteran Troop 23
Victory Conditions 145
Visibility Conditions 164
Visibility Zone  62
Volume  17

W
W  24
Warband  23
Warning!  45
WB  23
White Noise  159
White Noise Zone  165
Willpower  24
WIP  24
Wounds  24

X
X Visor  141

Z
Zero-G Terrain  166
Zero Pain  156
Zero Visibility Zone  165
Zone of Control  20,107
**QUICK REFERENCE CHARTS**

**PLAYER TURN**

1. Start of the Turn: Tactical Phase
   1.1. Retreat! check
   1.2. Loss of Lieutenant check
   1.3. Order count

2. Impetuous Phase

3. Orders Phase

4. End of the Turn

**TYPES OF ORDERS**

**REGULAR ORDER**

Regular Orders are those contributed by troopers with the Training Characteristic Regular.

**IRREGULAR ORDER**

Irregular Orders are those contributed by troopers with the Training Characteristic Irregular.

**IMPETUOUS ORDER**

Impetuous Orders are those contributed by troopers with the Fury Characteristic Impetuous or Extreme Impetuous.

**LIEUTENANT ORDER**

The Lieutenant of each army has a special extra Order that is for his use only. This Order is not included in the Order Pool, but kept separate for the Lieutenant to use.

**ORDER EXPENDITURE SEQUENCE**

Each time the Active Player decides to use an Order (of whatever type) to activate a trooper, follow these steps:

1. **Activation**: The Active Player declares which trooper will activate.

2. **Order expenditure**: The Active Player removes from the table, or otherwise marks as spent, the Order Marker he uses to activate the trooper.

3. **Declaration of the First Skill**: The Active Player declares the first Short Skill of the Order, or the Entire Order he wants to use. If movements are declared, the player measures the movement distance and places the trooper at the final point of its movement.

4. **Declaration of AROs**: The Reactive Player checks which of her troopers can react against the activated trooper, and declares AROs for each of them. If a trooper can declare an ARO but fails to do so, the chance is lost. If movements are declared, the player measures the movement distance and specifies where the trooper would be at the end of its movement.

5. **Declaration of the Second Skill**: The Active Player declares the second Short Skill of the Order, if applicable. If movements are declared, the player measures the movement distance and places the trooper at the final point of its movement.

6. **Declaration of AROs**: The Reactive Player can check whether new AROs are available, and declare those. If movements are declared, the player measures the movement distance and specifies where the trooper would be at the end of its movement.

7. **Resolution**: Players take measurements, determine MODs, and make Rolls.

8. **Effects**: Players apply all effects of successful Orders or AROs, and make ARM/BTS Rolls.

9. **Conclusion**: If necessary, players make Guts Rolls and apply their effects.

**IMPETUOUS ORDER**

Legal combinations of Skills

- Airborne Deployment
- Move + Activate (Activate + Move)
- Move + Attack (Attack + Move)
- Move + Dodge (Dodge + Move)
- Move + Idle (Idle + Move)
- Move + Move
  - Jump
  - Climb
### SHORT MOVEMENT SKILLS

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Common S.</td>
<td>50</td>
</tr>
<tr>
<td>Discover</td>
<td>Common S.</td>
<td>54</td>
</tr>
<tr>
<td>Idle</td>
<td>Common S.</td>
<td>57</td>
</tr>
<tr>
<td>Move</td>
<td>Common S.</td>
<td>60</td>
</tr>
</tbody>
</table>

### ENTIRE ORDER

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Airborne Deployment</td>
<td>Special S.</td>
<td>65</td>
</tr>
<tr>
<td>Airborne Infiltration</td>
<td>Special S.</td>
<td>66</td>
</tr>
<tr>
<td>Assault</td>
<td>Special S.</td>
<td>99</td>
</tr>
<tr>
<td>Assisted Fire (Supportware)</td>
<td>Hacker</td>
<td>158</td>
</tr>
<tr>
<td>AutoMediKit (Supportware)</td>
<td>Equipment</td>
<td>134</td>
</tr>
<tr>
<td>Cautious Movement</td>
<td>Common S.</td>
<td>52</td>
</tr>
<tr>
<td>Climb</td>
<td>Common S.</td>
<td>53</td>
</tr>
<tr>
<td>Combat Jump</td>
<td>Special S.</td>
<td>67</td>
</tr>
<tr>
<td>Controlled Jump (Supportware)</td>
<td>Hacker</td>
<td>157</td>
</tr>
<tr>
<td>Cybermask (Supportware)</td>
<td>Hacker</td>
<td>159</td>
</tr>
<tr>
<td>Enhanced Reaction (Supportware)</td>
<td>Hacker</td>
<td>158</td>
</tr>
<tr>
<td>Fairy Dust (Supportware)</td>
<td>Hacker</td>
<td>157</td>
</tr>
<tr>
<td>Inferior Combat Jump</td>
<td>Special S.</td>
<td>66</td>
</tr>
<tr>
<td>Intuitive Attack</td>
<td>Common S.</td>
<td>58</td>
</tr>
<tr>
<td>Jump</td>
<td>Common S.</td>
<td>59</td>
</tr>
<tr>
<td>Lean Out</td>
<td>Common S.</td>
<td>60</td>
</tr>
<tr>
<td>Parachutist</td>
<td>Special S.</td>
<td>66</td>
</tr>
<tr>
<td>Regeneration</td>
<td>Special S.</td>
<td>88</td>
</tr>
<tr>
<td>Sat-Lock</td>
<td>Special S.</td>
<td>89</td>
</tr>
<tr>
<td>Scavenger</td>
<td>Special S.</td>
<td>102</td>
</tr>
<tr>
<td>Sensor: Triangulated Fire</td>
<td>Special S.</td>
<td>90</td>
</tr>
<tr>
<td>Speculative Fire</td>
<td>Common S.</td>
<td>62</td>
</tr>
<tr>
<td>Superior Combat Jump</td>
<td>Special S.</td>
<td>67</td>
</tr>
<tr>
<td>Suppressive Fire</td>
<td>Common S.</td>
<td>63</td>
</tr>
<tr>
<td>Tactical Jump</td>
<td>Special S.</td>
<td>67</td>
</tr>
</tbody>
</table>

### SHORT SKILLS

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Akbar Doctor</td>
<td>Special S.</td>
<td>76</td>
</tr>
<tr>
<td>Basilisk (Infowar)</td>
<td>Hacker</td>
<td>154</td>
</tr>
<tr>
<td>Blackout (Infowar)</td>
<td>Hacker</td>
<td>152</td>
</tr>
<tr>
<td>Breakwater (PD)</td>
<td>Hacker</td>
<td>156</td>
</tr>
<tr>
<td>BS Attack</td>
<td>Common S.</td>
<td>51</td>
</tr>
<tr>
<td>CC Attack</td>
<td>Common S.</td>
<td>52</td>
</tr>
<tr>
<td>Counterstrike (PD)</td>
<td>Hacker</td>
<td>156</td>
</tr>
<tr>
<td>Coup de Grâce</td>
<td>Common S.</td>
<td>54</td>
</tr>
<tr>
<td>D-Charges</td>
<td>Weapon</td>
<td>117</td>
</tr>
<tr>
<td>Deactivator</td>
<td>Equipment</td>
<td>134</td>
</tr>
<tr>
<td>Deployable Repeater</td>
<td>Equipment</td>
<td>135</td>
</tr>
<tr>
<td>Doctor</td>
<td>Special S.</td>
<td>75</td>
</tr>
<tr>
<td>Doctor Plus</td>
<td>Special S.</td>
<td>75</td>
</tr>
<tr>
<td>Dodge</td>
<td>Common S.</td>
<td>55</td>
</tr>
<tr>
<td>Drop Bears</td>
<td>Weapon</td>
<td>117</td>
</tr>
<tr>
<td>E/Mauler</td>
<td>Weapon</td>
<td>119</td>
</tr>
<tr>
<td>Electric Pulse</td>
<td>Weapon</td>
<td>119</td>
</tr>
<tr>
<td>Engineer</td>
<td>Special S.</td>
<td>76</td>
</tr>
<tr>
<td>Engineer: Detonate D-Charges</td>
<td>Special S.</td>
<td>76</td>
</tr>
<tr>
<td>Exorcism (Infowar)</td>
<td>Hacker</td>
<td>155</td>
</tr>
<tr>
<td>Expel (ITAG)</td>
<td>Hacker</td>
<td>154</td>
</tr>
<tr>
<td>FastPanda</td>
<td>Equipment</td>
<td>137</td>
</tr>
<tr>
<td>Forward Observer</td>
<td>Special S.</td>
<td>78</td>
</tr>
<tr>
<td>Gotcha! (Infowar)</td>
<td>Hacker</td>
<td>154</td>
</tr>
<tr>
<td>Lockpicker (Toolbox)</td>
<td>Hacker</td>
<td>157</td>
</tr>
<tr>
<td>MediKit</td>
<td>Equipment</td>
<td>138</td>
</tr>
<tr>
<td>Mines</td>
<td>Weapon</td>
<td>123</td>
</tr>
<tr>
<td>Monofilament Mines</td>
<td>Weapon</td>
<td>123</td>
</tr>
<tr>
<td>Oblivion (Infowar)</td>
<td>Hacker</td>
<td>154</td>
</tr>
<tr>
<td>Overlord (ITAG)</td>
<td>Hacker</td>
<td>153</td>
</tr>
<tr>
<td>Reset</td>
<td>Common S.</td>
<td>55</td>
</tr>
<tr>
<td>Sensor</td>
<td>Special S.</td>
<td>90</td>
</tr>
<tr>
<td>Sepsitor</td>
<td>Weapon</td>
<td>129</td>
</tr>
<tr>
<td>Sepsitor Plus</td>
<td>Weapon</td>
<td>129</td>
</tr>
<tr>
<td>Sniffer</td>
<td>Equipment</td>
<td>141</td>
</tr>
<tr>
<td>Spot! (Infowar)</td>
<td>Hacker</td>
<td>159</td>
</tr>
<tr>
<td>Sucker Punch (PAH)</td>
<td>Hacker</td>
<td>159</td>
</tr>
<tr>
<td>Total Control (ITAG)</td>
<td>Hacker</td>
<td>155</td>
</tr>
<tr>
<td>U-Turn (Comm-Sat)</td>
<td>Hacker</td>
<td>156</td>
</tr>
<tr>
<td>White Noise (Toolbox)</td>
<td>Hacker</td>
<td>159</td>
</tr>
<tr>
<td>Zero Pain (PD)</td>
<td>Hacker</td>
<td>156</td>
</tr>
</tbody>
</table>
### QUICK REFERENCE CHARTS

#### BOOTY L1 TABLE

| 1-3 | +1 ARM | 12 | E/M Grenades |
| 4   | EXP CC Weapon | 13 | E/M CC Weapon |
| 5   | Light Shotgun | 14-15 | +2 ARM |
| 6   | +4 ARM | 16 | X Visor |
| 7   | Grenades | 17 | Monofilament CC Weapon |
| 8   | Adhesive Launcher | 18 | Combi Rifle |
| 9   | Light GL | 19 | AP Rifle |
| 10  | Light Flamethrower | 20 | AutoMediKit |

#### BOOTY L2 TABLE

| 1-2 | +1 ARM | 11 | MULTI Rifle |
| 3   | Chain Rifle | 12 | Multispectral Visor L1 |
| 4   | AutoMediKit | 13 | Breaker Rifle |
| 5   | Nanopulser | 14-15 | Adhesive Launcher |
| 6   | Panzerfaust | 16 | +3 ARM |
| 7   | MULTI Sniper Rifle | 17 | Flash Pulse |
| 8   | Smoke Grenades | 18 | Motorcycle (MOV 8-6) |
| 9   | CH: Mimetism | 19 | ODD: Optical Disruptor |
| 10  | +2 ARM | 20 | HMG |

#### METACHEMISTRY

| 1-3 | Natural Armor (+1 ARM) | 12-13 | V: No Wound Incapacitation |
| 4-5 | V: Dogged | 14 | Sixth Sense L2 |
| 6   | Bioimmunity | 15-16 | Regeneration |
| 7-8 | Enhanced Mobility (MOV: 8-4) | 17-18 | Super-Jump |
| 9   | Reinforced Biotech (+6 BTS) | 19 | Climbing Plus |
| 10-11 | Enhanced Physique (+3 PH) | 20 | Total Immunity |

#### SPECIAL AMMO QUICK REFERENCE CHART

<table>
<thead>
<tr>
<th>Special Ammunition</th>
<th>Type of Roll</th>
<th>Number of Rolls</th>
<th>Special Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adhesive</td>
<td>PH-6</td>
<td>1</td>
<td>Immobilized-2</td>
</tr>
<tr>
<td>AP</td>
<td>ARM</td>
<td>1</td>
<td>Halved ARM</td>
</tr>
<tr>
<td>Breaker</td>
<td>BTS</td>
<td>1</td>
<td>Halved BTS</td>
</tr>
<tr>
<td>DR</td>
<td>ARM</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>DT</td>
<td>BTS</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>E/M</td>
<td>BTS</td>
<td>1</td>
<td>Halved BTS, Isolated, Immobilized-2 (HI, REM, TAG)</td>
</tr>
<tr>
<td>EXP</td>
<td>ARM</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Fire</td>
<td>ARM</td>
<td>1+</td>
<td>Roll until success, Burnt</td>
</tr>
<tr>
<td>Flash</td>
<td>BTS</td>
<td>1</td>
<td>Blinded</td>
</tr>
<tr>
<td>K1</td>
<td>ARM</td>
<td>1</td>
<td>ARM = 0</td>
</tr>
<tr>
<td>Monofilament</td>
<td>ARM</td>
<td>1</td>
<td>ARM = 0, Dead</td>
</tr>
<tr>
<td>Nanotech</td>
<td>BTS</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Nimbus</td>
<td>-</td>
<td>-</td>
<td>Low Visibility Zone, Saturation Zone</td>
</tr>
<tr>
<td>Nimbus Plus</td>
<td>-</td>
<td>-</td>
<td>Poor Visibility Zone, Saturation Zone</td>
</tr>
<tr>
<td>Plasma</td>
<td>ARM + BTS</td>
<td>One of each</td>
<td>Small Teardrop Template</td>
</tr>
<tr>
<td>Shock</td>
<td>ARM</td>
<td>1</td>
<td>Dead (troops with Wounds 1)</td>
</tr>
<tr>
<td>Smoke</td>
<td>-</td>
<td>-</td>
<td>Zero Visibility Zone</td>
</tr>
</tbody>
</table>

#### COMMAND TOKENS

Quick Reference Chart

- **Permanently move an allied troop to a different Combat Group**, but respecting the 10 members limit. This option can only be used during the **Order Count in the Tactical Phase** of the Active Turn.
- **Cancel the Possessed state of a friendly trooper in an Active Turn** that follows the turn in which the model became Possessed. This option can only be used **before the Order Count in the Tactical Phase** of the Active Turn.
- **Declare a Coordinated Order**, expending a Regular Order from the Order Pool as well.
- **Transform the Irregular Order provided by an Irregular troop into a single Regular Order**, substituting the corresponding Order Marker but only for that Player Turn.
- **Have one troop be unaffected by Retreat!** This troop ignores the effects of the Retreat! situation until the end of the game.
- **Reroll a failed WIP Roll when trying to use the Special Skill Doctor on a troop with a Cube.** This reroll does not provide a new ARO to the enemy.
- **Reroll a failed WIP Roll when trying to use the Special Skill Engineer on a troop with the Ghost Special Skill.** This reroll does not provide a new ARO to the enemy.
## RETREAT!

### QUICK REFERENCE TABLE

- If a player’s surviving troops add up to 25% or less of the Army List points, that player is declared in Retreat!
- The army is in Loss of Lieutenant.
- All troops (save Special Skill exceptions) become Irregular as per the Loss of Lieutenant rules. Place an Irregular Order Marker beside each of them.
- Place a Retreat! Marker beside each affected troop on the battlefield.
- Troops with a Retreat! Marker can only declare Short Movement Skills, Cautious Movement, Dodge and Reset.
- Troops with a Retreat! Marker who exit the table through the broad side of their Deployment Zone will be counted as Victory Points.
- At the start of each turn, re-count the survivors. If they add up to more than 25% of the Army List, cancel Retreat!

### END-GAME: SUDDEN DEATH

<table>
<thead>
<tr>
<th>Army points</th>
<th>Point value of survivors (25% Army points)</th>
</tr>
</thead>
<tbody>
<tr>
<td>400</td>
<td>100 Points or less</td>
</tr>
<tr>
<td>300</td>
<td>75 Points or less</td>
</tr>
<tr>
<td>200</td>
<td>50 Points or less</td>
</tr>
<tr>
<td>150</td>
<td>38 Points or less</td>
</tr>
<tr>
<td>100</td>
<td>25 Points or less</td>
</tr>
</tbody>
</table>

## QUICK REFERENCE CHARTS

### MARTIAL ARTS

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>Damage MOD</th>
<th>Burst MOD</th>
<th>Type of Damage</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>-3</td>
<td>+1</td>
<td>0</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>0</td>
<td>+3</td>
<td>0</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>3</td>
<td>+3</td>
<td>-3</td>
<td>0</td>
<td>0</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
<td>-6</td>
<td>0</td>
<td>0</td>
<td>-</td>
<td>*</td>
</tr>
</tbody>
</table>

* NOTE: Level 5. During the Active Turn, by declaring one Short Skill of an Order, this Level allows the user to make a CC Attack against each enemy in base to base contact with him, and in Engaged state. During the Reactive Turn, in a Face to Face Roll when the user declares a CC Attack his B will always be equal to the B of his adversary.

### SURPRISE ATTACK

<table>
<thead>
<tr>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>MOD Damage</th>
<th>Burst MOD</th>
<th>Type of Damage</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>-6</td>
<td>0</td>
<td>0</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

### BERSERK

<table>
<thead>
<tr>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>Damage MOD</th>
<th>Burst MOD</th>
<th>Type of Damage</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Berserk</td>
<td>+6</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>*</td>
</tr>
<tr>
<td>Attack</td>
<td>-3</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>**</td>
</tr>
</tbody>
</table>

* NOTE: Turns the Face to Face Roll into a Normal Roll. Both troopers make a Normal Roll, instead of the usual Face to Face Roll. Whoever declares an Attack and passes their Normal Roll forces the enemy to make an ARM Roll, and as a result both combatants may suffer Damage.

** NOTE: Allows the user to use the Assault Special Skill (see page 99).

### ASSAULT

<table>
<thead>
<tr>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>Damage MOD</th>
<th>Burst MOD</th>
<th>Type of Damage</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-</td>
<td>*</td>
</tr>
</tbody>
</table>

* NOTE: Allows the user to perform the Assault CC Special Skill.
### HACKING DEVICE

<table>
<thead>
<tr>
<th>Program Type</th>
<th>Name</th>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>Damage</th>
<th>B</th>
<th>Target</th>
<th>Skill Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLAW-1</td>
<td>Blackout</td>
<td>0</td>
<td>0</td>
<td>15</td>
<td>1</td>
<td>TAG</td>
<td>Comms Equipment</td>
<td>Short Skill/ARO</td>
</tr>
<tr>
<td>CLAW-1</td>
<td>Overlord</td>
<td>0</td>
<td>0</td>
<td>14</td>
<td>1</td>
<td>TAG</td>
<td>Short Skill/ARO</td>
<td>Hacking Area. Breaker Spec. Ammo. State: POS.</td>
</tr>
<tr>
<td>CLAW-1</td>
<td>Spotlight</td>
<td>-3</td>
<td>0</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>Short Skill</td>
<td>Turn. Hacking Area. State: Targeted.</td>
</tr>
<tr>
<td>SWORD-1</td>
<td>Brain Blast</td>
<td>0</td>
<td>0</td>
<td>14</td>
<td>2</td>
<td>Hacker</td>
<td>Short Skill/ARO</td>
<td>Hacking Area. Loss of 1 Wounds/STR.</td>
</tr>
<tr>
<td>SHIELD-1</td>
<td>Exorcism</td>
<td>0</td>
<td>-3</td>
<td>18</td>
<td>2</td>
<td>Possessed TAG</td>
<td>Short Skill</td>
<td>C cancels Possession. DT Spec. Ammo.</td>
</tr>
<tr>
<td>SHIELD-1</td>
<td>Hack Transport Aircraft</td>
<td>-6</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>ARO</td>
<td>Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.</td>
</tr>
<tr>
<td>SHIELD-1</td>
<td>U-Turn</td>
<td>-3</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>Guided Spec. Ammo</td>
<td>ARO</td>
<td>Cumulative MOD to Attacks with Guided Spec. Ammo.</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Fairy Dust</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>HI</td>
<td>Entire Order</td>
<td>2 Turns. All Hits gain Firewall MODs.</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Lockpicker</td>
<td>0</td>
<td>0</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>Short Skill/ARO</td>
<td>Base to base contact. Can open/activate Security terrain.</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Controlled Jump</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>-</td>
<td>Entire Order</td>
<td>Turn. +3 PH MOD to all Combat Jumps.</td>
</tr>
<tr>
<td>GADGET-2</td>
<td>Assisted Fire</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>REM</td>
<td>Entire Order</td>
<td>2 Turns. Target gains Marksmanship L2.</td>
</tr>
<tr>
<td>GADGET-2</td>
<td>Enhanced Reaction</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>REM</td>
<td>Entire Order</td>
<td>2 Turns. Target gains B2 in ARO.</td>
</tr>
<tr>
<td>UPGRADE (EI)</td>
<td>Sucker Punch</td>
<td>0</td>
<td>-3</td>
<td>16</td>
<td>1</td>
<td>Hacker</td>
<td>Short Skill/ARO</td>
<td>Hacking Area. DT Spec. Ammo. Loss of 1 Wounds/STR.</td>
</tr>
</tbody>
</table>

### HACKING DEVICE PLUS

<table>
<thead>
<tr>
<th>Program Type</th>
<th>Name</th>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>Damage</th>
<th>B</th>
<th>Target</th>
<th>Skill Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLAW-1</td>
<td>Blackout</td>
<td>0</td>
<td>0</td>
<td>15</td>
<td>1</td>
<td>TAG</td>
<td>Comms Equipment</td>
<td>Short Skill/ARO</td>
</tr>
<tr>
<td>CLAW-1</td>
<td>Overlord</td>
<td>0</td>
<td>0</td>
<td>14</td>
<td>1</td>
<td>TAG</td>
<td>Short Skill/ARO</td>
<td>Hacking Area. Breaker Spec. Ammo. State: POS.</td>
</tr>
<tr>
<td>CLAW-1</td>
<td>Spotlight</td>
<td>-3</td>
<td>0</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>Short Skill</td>
<td>Turn. Hacking Area. State: Targeted.</td>
</tr>
<tr>
<td>SWORD-1</td>
<td>Brain Blast</td>
<td>0</td>
<td>0</td>
<td>14</td>
<td>2</td>
<td>Hacker</td>
<td>Short Skill/ARO</td>
<td>Hacking Area. Loss of 1 Wounds/STR.</td>
</tr>
<tr>
<td>SHIELD-1</td>
<td>Exorcism</td>
<td>0</td>
<td>-3</td>
<td>18</td>
<td>2</td>
<td>Possessed TAG</td>
<td>Short Skill</td>
<td>C cancels Possession. DT Spec. Ammo.</td>
</tr>
<tr>
<td>SHIELD-1</td>
<td>Hack Transport Aircraft</td>
<td>-6</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>ARO</td>
<td>Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.</td>
</tr>
<tr>
<td>SHIELD-1</td>
<td>U-Turn</td>
<td>-3</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>Guided Spec. Ammo</td>
<td>ARO</td>
<td>Cumulative MOD to Attacks with Guided Spec. Ammo.</td>
</tr>
<tr>
<td>SHIELD-2</td>
<td>Breakwater</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>Hacker</td>
<td>Short Skill/ARO</td>
<td>Nullifies Hacking Attack.</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Fairy Dust</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>HI</td>
<td>Entire Order</td>
<td>2 Turns. All Hits gain Firewall MODs.</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Lockpicker</td>
<td>0</td>
<td>0</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>Short Skill/ARO</td>
<td>Base to base contact. Can open/activate Security terrain.</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Controlled Jump</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>-</td>
<td>Entire Order</td>
<td>Turn. +3 PH MOD to all Combat Jumps.</td>
</tr>
<tr>
<td>GADGET-2</td>
<td>Assisted Fire</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>REM</td>
<td>Entire Order</td>
<td>2 Turns. Target gains Marksmanship L2.</td>
</tr>
<tr>
<td>GADGET-2</td>
<td>Enhanced Reaction</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>REM</td>
<td>Entire Order</td>
<td>2 Turns. Target gains B2 in ARO.</td>
</tr>
<tr>
<td>UPGRADE (EI)</td>
<td>Sucker Punch</td>
<td>0</td>
<td>-3</td>
<td>16</td>
<td>1</td>
<td>Hacker</td>
<td>Short Skill/ARO</td>
<td>Hacking Area. DT Spec. Ammo. Loss of 1 Wounds/STR.</td>
</tr>
</tbody>
</table>
# Quick Reference Charts

## Defensive Hacking Device

<table>
<thead>
<tr>
<th>Program Type</th>
<th>Name</th>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>Damage</th>
<th>B</th>
<th>Target</th>
<th>Skill Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>SHIELD-1</td>
<td>Exorcism</td>
<td>0</td>
<td>-3</td>
<td>18</td>
<td>2</td>
<td>Possessed TAG</td>
<td>Short Skill</td>
<td>Cancels Possession. DT Spec. Ammo.</td>
</tr>
<tr>
<td>SHIELD-1</td>
<td>Hack Transport Aircraft</td>
<td>-6</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>ARO</td>
<td>Short Skill</td>
<td>Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.</td>
</tr>
<tr>
<td>SHIELD-1</td>
<td>U-Turn</td>
<td>-</td>
<td>-3</td>
<td>-1</td>
<td>1</td>
<td>Guided Spec Ammo</td>
<td>ARO</td>
<td>Cumulative MOD to Attacks with Guided Spec. Ammo.</td>
</tr>
<tr>
<td>SHIELD-2</td>
<td>Breakwater</td>
<td>0</td>
<td>-6</td>
<td>-1</td>
<td>1</td>
<td>Hacker</td>
<td>Short Skill</td>
<td>Nullifies Hacking Attack.</td>
</tr>
<tr>
<td>SHIELD-3</td>
<td>Counterstrike</td>
<td>-3</td>
<td>-3</td>
<td>1</td>
<td>-</td>
<td>Hacker</td>
<td>Short Skill</td>
<td>Reflects Hacking attack to back to attacker.</td>
</tr>
<tr>
<td>SHIELD-3</td>
<td>Zero Pain</td>
<td>0</td>
<td>0</td>
<td>-2</td>
<td>2</td>
<td>Hacker</td>
<td>Short Skill</td>
<td>Nullifies Hacking Attack. B2 in ARO.</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Fairy Dust</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td></td>
<td>Hi</td>
<td>Entire Order</td>
<td>2 Turns. All HIs gain Firewall MODs.</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Lockpicker</td>
<td>0</td>
<td>0</td>
<td>-1</td>
<td>-</td>
<td>ARO</td>
<td>Short Skill</td>
<td>Base to base contact. Can open/activate Security terrain.</td>
</tr>
<tr>
<td>GADGET-1</td>
<td>Controlled Jump</td>
<td>-</td>
<td>-</td>
<td>-1</td>
<td>-</td>
<td>ARO</td>
<td>Entire Order</td>
<td>Turn. +3 PH MOD to all Combat Jumps.</td>
</tr>
<tr>
<td>GADGET-2</td>
<td>Assisted Fire</td>
<td>-</td>
<td>-</td>
<td>-1</td>
<td>1</td>
<td>REM</td>
<td>Entire Order</td>
<td>2 Turns. Target gains Marksmanship L2.</td>
</tr>
<tr>
<td>GADGET-2</td>
<td>Enhanced Reaction</td>
<td>-</td>
<td>-</td>
<td>-1</td>
<td>1</td>
<td>REM</td>
<td>Entire Order</td>
<td>2 Turns. Target gains B2 in ARO.</td>
</tr>
</tbody>
</table>

## Assault Hacking Device

<table>
<thead>
<tr>
<th>Program Type</th>
<th>Name</th>
<th>Attack MOD</th>
<th>Opponent MOD</th>
<th>Damage</th>
<th>B</th>
<th>Target</th>
<th>Skill Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLAW-1</td>
<td>Blackout</td>
<td>0</td>
<td>0</td>
<td>15</td>
<td>1</td>
<td>TAG, Hi, REM, Hacker</td>
<td>Short Skill</td>
<td>Hacking Area. State: Disabled.</td>
</tr>
<tr>
<td>CLAW-1</td>
<td>Overlord</td>
<td>-3</td>
<td>0</td>
<td>14</td>
<td>1</td>
<td>TAG</td>
<td>Short Skill</td>
<td>Hacking Area. Breaker Spec. Ammo. State: POS.</td>
</tr>
<tr>
<td>CLAW-1</td>
<td>Spotlight</td>
<td>-3</td>
<td>0</td>
<td>-1</td>
<td>1</td>
<td>-</td>
<td>Short Skill</td>
<td>Turn. Hacking Area. State: Targeted.</td>
</tr>
<tr>
<td>CLAW-2</td>
<td>Expel</td>
<td>0</td>
<td>0</td>
<td>13</td>
<td>1</td>
<td>TAG</td>
<td>Short Skill</td>
<td>Hacking Area. The TAG expels its Pilot.</td>
</tr>
<tr>
<td>CLAW-2</td>
<td>Oblivion</td>
<td>0</td>
<td>0</td>
<td>16</td>
<td>1</td>
<td>TAG, Hi, REM, Hacker</td>
<td>Short Skill</td>
<td>Hacking Area. State: Isolated.</td>
</tr>
<tr>
<td>CLAW-3</td>
<td>Basilisk</td>
<td>0</td>
<td>0</td>
<td>15</td>
<td>3</td>
<td>TAG, Hi, REM, Hacker</td>
<td>Short Skill</td>
<td>2 Turns. Hacking Area. State: IMM-1.</td>
</tr>
<tr>
<td>CLAW-3</td>
<td>Total Control</td>
<td>0</td>
<td>0</td>
<td>16</td>
<td>1</td>
<td>TAG</td>
<td>Short Skill</td>
<td>Hacking Area. DT Spec. Ammo. State: POS.</td>
</tr>
</tbody>
</table>

## Possessed Trooper

<table>
<thead>
<tr>
<th>MOV</th>
<th>CC</th>
<th>BS</th>
<th>PH</th>
<th>WIP</th>
<th>ARM</th>
<th>BTS</th>
<th>ARM</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-4</td>
<td>13</td>
<td>12</td>
<td>*</td>
<td>11</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
</tr>
</tbody>
</table>

**NOTE**: Use the trooper’s original values.

## Restrictions Chart

**Remotes**

Cannot use **Cautious Movement**.

Cannot go **Prone**.

Suffer a -3 MOD to **Dodge**, **Engage** and **Change Facing Rolls**.

**TAGs**

Cannot use **Cautious Movement**.

Cannot go **Prone**.

Suffer a -6 MOD to **Dodge**, **Engage** and **Change Facing Rolls**.

**Troops mounted on Motorcycles**

Cannot use **Cautious Movement**.

Cannot go **Prone**.

Cannot use **Climb**.

Cannot **Jump** upwards.

Cannot claim **Partial Cover MODs**.

Suffer a -3 MOD to **Dodge**, **Engage** and **Change Facing Rolls**.

**Impetuous/ Extremely Impetuous Troops**

Cannot claim **Partial Cover MODs**.

---

250
<table>
<thead>
<tr>
<th>Name</th>
<th>Range</th>
<th>Damage</th>
<th>B</th>
<th>Ammunition</th>
<th>Traits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adhesive Launcher</td>
<td>0</td>
<td>-3</td>
<td>-6</td>
<td></td>
<td>Non-Lethal</td>
</tr>
<tr>
<td>Anti-personnel Mine</td>
<td>-</td>
<td>13</td>
<td>1</td>
<td>Shock</td>
<td></td>
</tr>
<tr>
<td>AP CC Weapon</td>
<td>-</td>
<td>PH 1</td>
<td>AP</td>
<td>CC</td>
<td></td>
</tr>
<tr>
<td>AP Heavy Machine Gun</td>
<td>-</td>
<td>15</td>
<td>4</td>
<td>AP</td>
<td>Suppressive Fire</td>
</tr>
<tr>
<td>AP Heavy Pistol</td>
<td>+3</td>
<td>14</td>
<td>2</td>
<td>AP CC</td>
<td></td>
</tr>
<tr>
<td>AP Rifle</td>
<td>-</td>
<td>13</td>
<td>3</td>
<td>AP</td>
<td>Suppressive Fire</td>
</tr>
<tr>
<td>AP Sniper Rifle</td>
<td>0</td>
<td>15</td>
<td>2</td>
<td>AP</td>
<td></td>
</tr>
<tr>
<td>Bare Hands</td>
<td>-</td>
<td>PH-2</td>
<td>N</td>
<td>CC</td>
<td></td>
</tr>
<tr>
<td>Boarding Shotgun (AP Mode)</td>
<td>-</td>
<td>14</td>
<td>2</td>
<td>AP</td>
<td></td>
</tr>
<tr>
<td>Boarding Shotgun (Blast Mode)</td>
<td>-</td>
<td>14</td>
<td>2</td>
<td>N</td>
<td>Impact Template (Small Teardrop)</td>
</tr>
<tr>
<td>Breaker Combi Rifle</td>
<td>+3</td>
<td>13</td>
<td>3</td>
<td>Breaker</td>
<td>Suppressive Fire</td>
</tr>
<tr>
<td>Breaker Pistol</td>
<td>-</td>
<td>12</td>
<td>2</td>
<td>Breaker CC</td>
<td></td>
</tr>
<tr>
<td>Breaker Rifle</td>
<td>-</td>
<td>13</td>
<td>3</td>
<td>Breaker</td>
<td>Suppressive Fire</td>
</tr>
<tr>
<td>CC Weapon</td>
<td>-</td>
<td>PH 1</td>
<td>N</td>
<td>CC</td>
<td></td>
</tr>
<tr>
<td>Chain Rifle</td>
<td>-</td>
<td>13</td>
<td>1</td>
<td>N</td>
<td>Direct Template (Large Teardrop), Intuitive Attack</td>
</tr>
<tr>
<td>Combi Rifle</td>
<td>0</td>
<td>13</td>
<td>3</td>
<td>N</td>
<td>Suppress Fire</td>
</tr>
<tr>
<td>D-Charges</td>
<td>-</td>
<td>14</td>
<td>1</td>
<td>AP+EXP</td>
<td>Anti-materiel, CC, Deployable, Disposable (3)</td>
</tr>
<tr>
<td>DA CC Weapon</td>
<td>-</td>
<td>PH 1</td>
<td>DA</td>
<td>Anti-materiel, CC</td>
<td></td>
</tr>
<tr>
<td>Deactivator</td>
<td>+6</td>
<td>-1</td>
<td></td>
<td>BS Attack, Non-Lootable</td>
<td></td>
</tr>
<tr>
<td>Discover</td>
<td>0</td>
<td>-1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Drop Bears (Deployable Weapon)</td>
<td>-</td>
<td>13</td>
<td>1</td>
<td>Shock</td>
<td>Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack</td>
</tr>
<tr>
<td>E/M CC Weapon</td>
<td>-</td>
<td>PH 1</td>
<td>N+E/M</td>
<td>CC</td>
<td></td>
</tr>
<tr>
<td>E/M Grenades</td>
<td>0</td>
<td>13</td>
<td>1</td>
<td>E/M</td>
<td>Impact Template (Circular), Speculative Fire, Throwing Weapon</td>
</tr>
<tr>
<td>E/Mauler</td>
<td>-</td>
<td>13</td>
<td>1</td>
<td>E/M</td>
<td>Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack</td>
</tr>
<tr>
<td>Electric Pulse</td>
<td>-</td>
<td>-1</td>
<td></td>
<td>2 Turns, CC, IMM-2, Non-Lootable</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Range</td>
<td>Damage</td>
<td>B</td>
<td>Ammunition</td>
<td>Traits</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>----------------</td>
<td>--------</td>
<td>---</td>
<td>------------</td>
<td>-------------------------------</td>
</tr>
<tr>
<td>EXP CC Weapon</td>
<td>-</td>
<td>PH 1</td>
<td></td>
<td>EXP</td>
<td>Anti-materiel, CC</td>
</tr>
<tr>
<td>Flash Pulse</td>
<td>SHORT 0 - MEDIUM 8 - LONG 24</td>
<td>13 1</td>
<td>Flash</td>
<td>Non-Lootable, Technical Weapon</td>
<td></td>
</tr>
<tr>
<td>Forward Observer</td>
<td>SHORT 0 - MEDIUM 8 - LONG 24</td>
<td>- 2</td>
<td>-</td>
<td>Non-Lethal, Non-Lootable, Technical Weapon</td>
<td></td>
</tr>
<tr>
<td>Grenades</td>
<td>SHORT +3 - MEDIUM -3 - LONG -6</td>
<td>13 1</td>
<td>Normal</td>
<td>Impact Template (Circular), Speculative Fire, Throwing Weapon</td>
<td></td>
</tr>
<tr>
<td>Heavy Flamethrower</td>
<td>-</td>
<td>14 1</td>
<td>Fire</td>
<td>Direct Template (Large Teardrop, Intuitive Attack.)</td>
<td></td>
</tr>
<tr>
<td>Heavy Grenade Launcher</td>
<td>SHORT -3 - MEDIUM 0 - LONG 32 - MAXIMUM 48</td>
<td>14 1</td>
<td>N</td>
<td>Impact Template (Circular), Non-Lootable, Speculative Fire</td>
<td></td>
</tr>
<tr>
<td>Heavy Machine Gun (HMG)</td>
<td>SHORT -3 - MEDIUM +3 - LONG -3</td>
<td>15 4</td>
<td>N</td>
<td>Suppressive Fire</td>
<td></td>
</tr>
<tr>
<td>Heavy Pistol</td>
<td>SHORT +3 - MEDIUM 0 - LONG 24</td>
<td>14 2</td>
<td>(1 in CC)</td>
<td>Shock CC</td>
<td></td>
</tr>
<tr>
<td>Heavy Shotgun (AP Mode)</td>
<td>SHORT +6 - MEDIUM 0 - LONG 24</td>
<td>15 2</td>
<td>AP</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Heavy Shotgun (Blast Mode)</td>
<td>SHORT +6 - MEDIUM 0 - LONG 24</td>
<td>15 2</td>
<td>N</td>
<td>Impact Template (Small Teardrop)</td>
<td></td>
</tr>
<tr>
<td>Hyper Rapid Magnetic Cannon (Anti-materiel Mode)</td>
<td>SHORT -3 - MEDIUM 0 +3 - LONG 0</td>
<td>15 1</td>
<td>DA</td>
<td>Anti-materiel, Light MULTI, Non-Lootable</td>
<td></td>
</tr>
<tr>
<td>Hyper Rapid Magnetic Cannon (Burst Mode)</td>
<td>SHORT -3 - MEDIUM 0 +3 - LONG 0</td>
<td>15 5</td>
<td>AP/ Shock</td>
<td>Light MULTI, Non-Lootable, Suppressive Fire</td>
<td></td>
</tr>
<tr>
<td>K1 Combi Rifle</td>
<td>SHORT +3 - MEDIUM -3 - LONG -6</td>
<td>12 3</td>
<td>K1</td>
<td>Anti-materiel, Suppressive Fire</td>
<td></td>
</tr>
<tr>
<td>K1 Sniper Rifle</td>
<td>SHORT -3 - MEDIUM +3 - LONG -6</td>
<td>12 2</td>
<td>K1</td>
<td>Anti-materiel</td>
<td></td>
</tr>
<tr>
<td>Knife</td>
<td>-</td>
<td>PH-1</td>
<td>1</td>
<td>Shock</td>
<td>CC, Silent</td>
</tr>
<tr>
<td>Light E/M Grenade Launcher</td>
<td>SHORT +3 - MEDIUM -3 - LONG -6</td>
<td>13 1</td>
<td>E/M</td>
<td>Impact Template (Circular), Speculative Fire</td>
<td></td>
</tr>
<tr>
<td>Light Flamethrower</td>
<td>-</td>
<td>13 1</td>
<td>Fire</td>
<td>Direct Template (Small Teardrop, Intuitive Attack.)</td>
<td></td>
</tr>
<tr>
<td>Light Grenade Launcher</td>
<td>SHORT +3 - MEDIUM -3 - LONG -6</td>
<td>13 1</td>
<td>N</td>
<td>Impact Template (Circular), Speculative Fire</td>
<td></td>
</tr>
<tr>
<td>Light Nimbus Grenade Launcher</td>
<td>SHORT +3 - MEDIUM -3 - LONG -6</td>
<td>13 1</td>
<td>Nimbus</td>
<td>Impact Template (Circular), Non-Lethal, Reflective, Speculative Fire, Targetless</td>
<td></td>
</tr>
<tr>
<td>Light Shotgun</td>
<td>SHORT +6 - MEDIUM 0 - LONG 24</td>
<td>13 2</td>
<td>N</td>
<td>Impact Template (Small Teardrop)</td>
<td></td>
</tr>
<tr>
<td>Light Smoke Grenade Launcher</td>
<td>SHORT +3 - MEDIUM -3 - LONG -6</td>
<td>- 1</td>
<td>Smoke</td>
<td>Impact Template (Circular), Non-Lethal, Special Dodge, Speculative Fire, Targetless</td>
<td></td>
</tr>
<tr>
<td>MediKit</td>
<td>SHORT +3 - MEDIUM 0 - LONG 24</td>
<td>- 1</td>
<td>-</td>
<td>Non-Lethal</td>
<td></td>
</tr>
<tr>
<td>Missile Launcher (Antitank Mode)</td>
<td>SHORT -3 - MEDIUM 0 +3 - LONG -3</td>
<td>14 1</td>
<td>AP+EXP</td>
<td>Anti-materiel</td>
<td></td>
</tr>
<tr>
<td>Missile Launcher (Blast Mode)</td>
<td>SHORT -3 - MEDIUM 0 +3 - LONG -3</td>
<td>14 1</td>
<td>EXP</td>
<td>Anti-materiel, Impact Template (Circular)</td>
<td></td>
</tr>
<tr>
<td>Monofilament CC Weapon</td>
<td>-</td>
<td>12 1</td>
<td>Mono-filament</td>
<td>CC</td>
<td></td>
</tr>
</tbody>
</table>
### Quick Reference Charts

#### Weapons Chart

<table>
<thead>
<tr>
<th>Name</th>
<th>Range</th>
<th>Damage</th>
<th>B</th>
<th>Ammunition</th>
<th>Traits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monofilament Mine</td>
<td>-</td>
<td>12</td>
<td>1</td>
<td>Mono-filament</td>
<td>Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack</td>
</tr>
<tr>
<td>MULTI Heavy Machine Gun</td>
<td>0</td>
<td>-3</td>
<td>0</td>
<td>+3</td>
<td>15 EXP Anti-materiel, Heavy MULTI, Non-Lootable</td>
</tr>
<tr>
<td>(Anti-materiel Mode)</td>
<td>SHORT</td>
<td>MEDIUM</td>
<td>LONG</td>
<td>32 Maximum</td>
<td></td>
</tr>
<tr>
<td>MULTI Heavy Machine Gun</td>
<td>0</td>
<td>-3</td>
<td>0</td>
<td>+3</td>
<td>15 AP/ Shock Heavy MULTI, Non-Lootable, Suppressive Fire</td>
</tr>
<tr>
<td>(Burst Mode)</td>
<td>SHORT</td>
<td>MEDIUM</td>
<td>LONG</td>
<td>32 Maximum</td>
<td></td>
</tr>
<tr>
<td>MULTI Rifle (Anti-materiel Mode)</td>
<td>0</td>
<td>+3</td>
<td>+3</td>
<td>-3</td>
<td>13 DA Anti-materiel, Light MULTI</td>
</tr>
<tr>
<td>MULTI Rifle (Burst Mode)</td>
<td>0</td>
<td>+3</td>
<td>+3</td>
<td>-3</td>
<td>13 AP/ Shock Light MULTI, Suppressive Fire</td>
</tr>
<tr>
<td>MULTI Sniper Rifle (Anti-materiel Mode)</td>
<td>0</td>
<td>-3</td>
<td>0</td>
<td>+3</td>
<td>15 DA Anti-materiel, Medium MULTI</td>
</tr>
<tr>
<td>MULTI Sniper Rifle (AP Mode)</td>
<td>0</td>
<td>-3</td>
<td>0</td>
<td>+3</td>
<td>15 AP Medium MULTI</td>
</tr>
<tr>
<td>Nanopulser</td>
<td>-</td>
<td>13</td>
<td>1</td>
<td>Nanotech</td>
<td>Direct Template (Small Teardrop), Intuitive Attack, Non-Lootable</td>
</tr>
<tr>
<td>Nimbus Grenades</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
<td>96</td>
<td>- 1 Nimbus Impact Template (Circular), Non Lethal, Reflective, Speculative Fire, Targetless, Throwing Weapon</td>
</tr>
<tr>
<td>Nimbus Plus Grenades</td>
<td>0</td>
<td>+3</td>
<td>-3</td>
<td>96</td>
<td>- 1 Nimbus Plus Impact Template (Circular), Non Lethal, Reflective, Speculative Fire, Targetless, Throwing Weapon</td>
</tr>
<tr>
<td>Ojotnik</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>14 AP -</td>
</tr>
<tr>
<td>Panzerfaust</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>14 AP+EXP Anti-materiel, Disposable (2)</td>
</tr>
<tr>
<td>Pistol</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>11 N CC</td>
</tr>
<tr>
<td>Plasma Carbine (Blast Mode)</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>13 Plasma Impact Template (Small Teardrop)</td>
</tr>
<tr>
<td>Plasma Carbine (Hit Mode)</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>14 Plasma -</td>
</tr>
<tr>
<td>Plasma Rifle (Blast Mode)</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>13 Plasma Impact Template (Small Teardrop), Suppressive Fire</td>
</tr>
<tr>
<td>Plasma Rifle (Hit Mode)</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>14 Plasma Suppressive Fire</td>
</tr>
<tr>
<td>Plasma Sniper Rifle (Blast Mode)</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>14 Plasma Impact Template (Small Teardrop)</td>
</tr>
<tr>
<td>Plasma Sniper Rifle (Hit Mode)</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>15 Plasma -</td>
</tr>
<tr>
<td>Portable Autocannon</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>15 AP+EXP Anti-materiel</td>
</tr>
<tr>
<td>Rifle</td>
<td>0</td>
<td>-3</td>
<td>+3</td>
<td>96</td>
<td>13 N Suppress Fire</td>
</tr>
<tr>
<td>Sepsitor</td>
<td>-</td>
<td>WIP 1</td>
<td></td>
<td>-</td>
<td>Direct Template (Large Teardrop), Disposible (2), Intuitive Attack, Non-Lootable</td>
</tr>
<tr>
<td>Sepsitor Plus</td>
<td>-</td>
<td>WIP 1</td>
<td></td>
<td>-</td>
<td>Direct Template (Large Teardrop), Intuitive Attack, Non-Lootable</td>
</tr>
</tbody>
</table>
### WEAPONS CHART

<table>
<thead>
<tr>
<th>Name</th>
<th>Range</th>
<th>Damage</th>
<th>B</th>
<th>Ammunition</th>
<th>Traits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shock CC Weapon</td>
<td>-</td>
<td>PH</td>
<td>1</td>
<td>Shock CC</td>
<td></td>
</tr>
<tr>
<td>Smart Missile Launcher</td>
<td>-</td>
<td>14</td>
<td>1</td>
<td>AP+DA</td>
<td>Anti-materiel, Guided, Impact Template (Circular)</td>
</tr>
<tr>
<td>(Guided Mode)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Smart Missile Launcher</td>
<td>0</td>
<td>14</td>
<td>1</td>
<td>AP+DA</td>
<td>Anti-materiel, Impact Template (Circular)</td>
</tr>
<tr>
<td>(Auto Aim-Mode)</td>
<td>0</td>
<td>14</td>
<td>1</td>
<td>AP+DA</td>
<td></td>
</tr>
<tr>
<td>Smoke Grenades</td>
<td>+3</td>
<td>-3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sniper Rifle</td>
<td>-3</td>
<td>15</td>
<td>2</td>
<td>Shock</td>
<td></td>
</tr>
<tr>
<td>Spitfire</td>
<td>0</td>
<td>14</td>
<td>4</td>
<td>N</td>
<td>Suppressive Fire</td>
</tr>
<tr>
<td>Suppress Fire Mode</td>
<td>0</td>
<td>-3</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tactical Bow</td>
<td>+3</td>
<td>1</td>
<td>PH</td>
<td>DA</td>
<td>Anti-materiel, Silent</td>
</tr>
</tbody>
</table>

### SCENERY ITEM PROFILE CHART

<table>
<thead>
<tr>
<th>TYPE OF ELEMENT</th>
<th>NAME</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>AW</th>
<th>TRAITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Access</td>
<td>Armored Door</td>
<td>8</td>
<td>3</td>
<td>3</td>
<td>Optional</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Armored Window</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>Optional</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Doorway</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>Optional</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>High Security Gate</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>Optional</td>
<td>Hackable (WIP-3 Roll)</td>
</tr>
<tr>
<td></td>
<td>High Security Window</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>Optional</td>
<td>Hackable (WIP-3 Roll)</td>
</tr>
<tr>
<td></td>
<td>Security Gate</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>Optional</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Security Window</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>Optional</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Window</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Optional</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Biowall</td>
<td>5</td>
<td>0</td>
<td>2</td>
<td>-</td>
<td>Fire-Vulnerable</td>
</tr>
<tr>
<td></td>
<td>Bulkhead</td>
<td>6</td>
<td>0</td>
<td>3</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Girder Structure</td>
<td>11</td>
<td>3</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Inner Wall</td>
<td>8</td>
<td>0</td>
<td>3</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Outer Wall</td>
<td>10</td>
<td>0</td>
<td>3</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Partition</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Ramp</td>
<td>4</td>
<td>0</td>
<td>2</td>
<td>-</td>
<td>Runway</td>
</tr>
<tr>
<td></td>
<td>Reinforced Wall</td>
<td>12</td>
<td>0</td>
<td>4</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Construction</td>
<td>Walkway</td>
<td>4</td>
<td>0</td>
<td>2</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Armory/ Panoply/ Locker</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>-</td>
<td>Logistics</td>
</tr>
<tr>
<td></td>
<td>Balcony</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Beacon</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>-</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Console</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>-</td>
<td>Hackable (WIP Roll)</td>
</tr>
<tr>
<td></td>
<td>Elevator</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>-</td>
<td>Compartment, Cargo Single</td>
</tr>
<tr>
<td></td>
<td>Hoist</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>-</td>
<td>Cargo Plus, Compartment</td>
</tr>
<tr>
<td></td>
<td>Piece of Street Furniture</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Security Console</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>-</td>
<td>Hackable (WIP-3 Roll)</td>
</tr>
<tr>
<td></td>
<td>Supply Crate</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Tech-Coffin</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Transmission Antenna</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>-</td>
<td>Hackable (WIP Roll)</td>
</tr>
</tbody>
</table>
### SCENERY BUILDING PROFILE CHART

<table>
<thead>
<tr>
<th>Type of Building</th>
<th>Type of Construction</th>
<th>Type of Access</th>
<th>Access Width</th>
<th>Traits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Administration Building</td>
<td>Outer Wall (x4)</td>
<td>Security Gate (x4)</td>
<td>Narrow Access (x2)</td>
<td>-</td>
</tr>
<tr>
<td>Biobungalow</td>
<td>Biowall (x4)</td>
<td>Doorway (x2)</td>
<td>Narrow Access</td>
<td></td>
</tr>
<tr>
<td>Bunker</td>
<td>Reinforced Wall (x4)</td>
<td>Armored Door (x4)</td>
<td>Narrow Access (x2)</td>
<td>-</td>
</tr>
<tr>
<td>Colony Prefab</td>
<td>Bulkhead (x4)</td>
<td>Doorway (x2)</td>
<td>Narrow Access (x1)</td>
<td>-</td>
</tr>
<tr>
<td>Engine Room</td>
<td>Outer Wall (x4)</td>
<td>Security Gate (x2)</td>
<td>Wide Access (x2)</td>
<td>Saturation Zone</td>
</tr>
<tr>
<td>Landing Pad</td>
<td>Girder Structure (x4)</td>
<td>-</td>
<td>Wide Access (x1)</td>
<td>Landing Aid</td>
</tr>
<tr>
<td>Multitower</td>
<td>Inner Wall (x4)</td>
<td>Security Gate (x1)</td>
<td>Narrow Access (x1)</td>
<td>-</td>
</tr>
<tr>
<td>Residence</td>
<td>Inner Wall (x4)</td>
<td>Doorway (x2)</td>
<td>Narrow Access</td>
<td></td>
</tr>
</tbody>
</table>

### DROPSHIP TABLE

<table>
<thead>
<tr>
<th>TYPE OF LANDING CRAFT</th>
<th>PH</th>
<th>ARM</th>
<th>BTS</th>
<th>STR</th>
<th>IW</th>
<th>TRAITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dropship</td>
<td>15</td>
<td>8</td>
<td>9</td>
<td>3</td>
<td></td>
<td>Cargo Standard, Compartment, Hackable, Combat Jump.</td>
</tr>
<tr>
<td>Dropcarrier</td>
<td>15</td>
<td>8</td>
<td>9</td>
<td>3</td>
<td></td>
<td>Cargo Plus, Compartment, Hackable, Combat Jump.</td>
</tr>
</tbody>
</table>

### SPECIAL TERRAIN SUGGESTIONS AND EXAMPLES

<table>
<thead>
<tr>
<th>Examples</th>
<th>Type of Terrain</th>
<th>MOV Difficulty</th>
<th>Visibility Conditions</th>
<th>Saturation</th>
<th>Hostility Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beach</td>
<td>Aquatic</td>
<td>Difficult</td>
<td>-</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Open sea</td>
<td>Aquatic</td>
<td>Very Difficult</td>
<td>-</td>
<td>No</td>
<td>Insecure</td>
</tr>
<tr>
<td>Swamp</td>
<td>Aquatic</td>
<td>Very Difficult</td>
<td>-</td>
<td>Saturation Zone</td>
<td>Insecure</td>
</tr>
<tr>
<td>Rocky ground</td>
<td>Desert</td>
<td>Difficult</td>
<td>-</td>
<td>Saturation Zone</td>
<td></td>
</tr>
<tr>
<td>Sand dunes</td>
<td>Desert</td>
<td>Very Difficult</td>
<td>-</td>
<td>No</td>
<td>Adverse</td>
</tr>
<tr>
<td>Low mountain or steep hills</td>
<td>Mountain</td>
<td>Difficult</td>
<td>-</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Arctic plains</td>
<td>Mountain</td>
<td>Difficult</td>
<td>-</td>
<td>No</td>
<td>Insecure</td>
</tr>
<tr>
<td>Mid-mountain</td>
<td>Mountain</td>
<td>Very Difficult</td>
<td>-</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>High mountain</td>
<td>Mountain</td>
<td>Very Difficult</td>
<td>Low Visibility</td>
<td>Saturation Zone</td>
<td>Adverse</td>
</tr>
<tr>
<td>Woods</td>
<td>Jungle</td>
<td>Difficult</td>
<td>Low Visibility</td>
<td>Saturation Zone</td>
<td>Insecure</td>
</tr>
<tr>
<td>Jungle</td>
<td>Jungle</td>
<td>Very Difficult</td>
<td>Low Visibility</td>
<td>Saturation Zone</td>
<td>Adverse</td>
</tr>
<tr>
<td>Dense jungle</td>
<td>Jungle</td>
<td>Very Difficult</td>
<td>Poor Visibility</td>
<td>High Saturation Zone</td>
<td>Dangerous</td>
</tr>
<tr>
<td>Primeval forest</td>
<td>Jungle</td>
<td>Very Difficult</td>
<td>Zero Visibility</td>
<td>High Saturation Zone</td>
<td>Dangerous</td>
</tr>
<tr>
<td>Zero-G</td>
<td>Zero-G</td>
<td>Very Difficult</td>
<td>-</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Storm</td>
<td>Aquatic/Desert/</td>
<td></td>
<td>Increases Visibility Conditions by one level</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Engine Room</td>
<td>- (Optional:</td>
<td></td>
<td>Low Visibility</td>
<td>Saturation Zone</td>
<td></td>
</tr>
<tr>
<td>Generator Room</td>
<td>- (Optional:</td>
<td></td>
<td>White Noise</td>
<td>Saturation Zone</td>
<td></td>
</tr>
<tr>
<td>Energy Core Room</td>
<td>- (Optional:</td>
<td></td>
<td>Low Visibility + White Noise</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

255