CORVUS BELLI

infiNity

beyond

coldfront

INTRODUCTION

So, you've played through the five Operation: Coldfront missions. What comes next?
The full Infinity rules can be daunting in their breadth, so this pack breaks them down into several areas, adding new ones with each mission.
First, however…

HOW ARE THE N3 RULEBOOK AND WIKI LAID OUT?

THE RULEBOOK AND WIKI FOLLOW THE SAME BASIC STRUCTURE:

• Introduction contains the basic definitions of terms in the game and an overall introduction. The introductory game is similar to Mission 1 of Operation: Coldfront.

• Basic Rules covers *Line of Fire*, measuring, *Rolls*, unit profiles, the *Order Sequence* etc.

• Combat, as you'd expect, covers shooting, close combat and damage.

• Characteristics and Skills covers the characteristics of troopers, such as whether they'll run towards the enemy in an *Impetuous* manner, *Common Skills* that can be performed by all troopers and *Special Skills* that are specific to some troopers.

• Weaponry and Equipment does exactly what you'd expect, look here for guns and ammo.

• End Game chapter covers the assorted ways that a game of Infinity can finish.

• Advanced Rules covers the more complex optional rules in the game such as *Hacking*, *Special Terrain* and *Command Tokens*.

• Appendices include the *Game States* and some basic guidelines for laying out tables.

INFINITY RULES FORMATTING

SKILL BOXES

Skills come in several varieties, but are all laid out in the same way. Equipment and Weapons that can be declared as a Skill also use this format.

NAME OF THE SKILL	TYPE OF SKILL
Labels listed here give you further information about the skill.	

REQUIREMENTS

• Anything that has to be fullfilled to perform the Skill goes here.

• Where there are multiple Requirements they must all be fullfilled, unless the Skill says otherwise.

EFFECTS

• The Effects of the Skill go here.

• Multiple Effects may be listed.

GAME STATES
N3 175-185

These describe the various conditions a trooper can be in or enter, such as falling *Unconscious* or *Dead*, being *Engaged* in combat or being hidden as a marker in *Camouflaged state*.

Each state has five parts:

Label - some states have the *Null* label, meaning that the trooper doesn't generate any *Orders* and usually counts as a casualty at the end of the game.

Marker - if there is a status marker associated with the state, it will be shown here.

Activation - these are the triggers for the state, for example *Unconscious* triggers when the trooper is reduced to zero *Wounds* or *Structure*.

Effects - as with a Skill, the effects of the state will be listed here. Taking *Unconscious* as the example again, the trooper will fall *Prone* if able to, doesn't generate *Orders* and almost all it's *Skills* and *Equipment* shut down.

Cancellation - lists how to get out of the state. For *Unconscious* this includes somebody successfully using the *Doctor Special Skill* on a trooper with *Wounds* (but watch out if they fail, as you'll then need to look up the *Dead* state!) or taking more damage (see *Dead* state again).

TYPES OF SKILLS IN AN ORDER

N3 p28

Operation: Coldfront presents a limited number of Skill combinations that a trooper can declare for their *Order*. This is more open in the full game, limiting the trooper by types of *Skill* rather than specific *Skills*.

So, an *Order* can comprise of:

- Two *Short Movement Skills* (for example *Move-Move* or *Move-Discover*),

- A *Short Movement Skill* and a *Short Skill* (*Move-BS Attack*, *Discover-BS Attack*, *Move-Dodge*),

- A single *Entire Order Skill* (*Combat Jump*, *Jump*, *Climb*).
What you can't do is combine two *Short Skills* in one *Order*, so for example a trooper can't *BS Attack-BS Attack*, or *BS Attack-Dodge*.

SKILLS AND AROS

All *Skills* that list *ARO* in the skill type can also be used in reaction. For example, *Discover* is both a *Short Movement Skill* and an *ARO Skill*, while *BS Attack* is both a *Short Skill* and an *ARO Skill*.

Skills without the ARO type cannot be used in reaction, for example *Combat Jump*.

AUTOMATIC SKILLS AND DEPLOYMENT SKILLS

There are two more types of *Skill*.

Automatic Skills are passive abilities that aren't usually declared as part of an *Order* as they're 'always on'. For example, the TankHunter's and Naga's *Camouflage* which gives attackers a -3 *BS MOD* and also allows them to deploy in the *Camouflaged* Marker state.

Deployment Skills can be active or passive, so the Naga's *Infiltrate Skill* is a passive ability used during *Deployment*, while some troopers' *Combat Jump* is an active ability used when the trooper arrives on the table.

MISSION 6: RECONTROL THE MAYA NODE

This mission introduces the full versions of several rules that were simplified for Operation: Coldfront and adds a wider variety of actions that your troopers can perform. It also introduces the concept of Open and Private Information. There are a large number of new and expanded rules in this mission, so no new troops are used.

THE ORDER EXPENDITURE SEQUENCE

N3 p28, Orders and the Order Pool

N3 p31, Order Expenditure Sequence

One of the fundamental parts of Infinity is the **Order Expenditure Sequence**. While its not complex, its more complete than Coldfront's Move, see if there are reactions, declare second Skill, roll dice'.

Once you've read through the sequence on p31 a couple of times, there are some important things to remember!

- All actions apart from movement are resolved in the Resolution Step after all Skills and AROs have been declared,

- The Skills and AROs are all resolved at the same time,

- You can shoot and be shot at anywhere along your movement.

So, don't think of a *Move-BS Attack* representing the trooper moving up to a firing position and only then taking aim, but moving forwards while firing on the move.

> *Sergeant JW's Tactical Tips - one of the most common uses of this is to peek round a corner and back with a Move, see what the enemy troopers declare in reaction, then declare a BS Attack with the second Skill of the Order, even though the trooper is ending their Move out of sight. This means that your trooper is safely out of sight in the reactive turn, and if they do fall Unconscious from enemy AROs they're in a much safer position for your Doctors or Paramedics to reach them.*

If you're coming across timing issues it's always worth coming back to the *Order Expenditure Sequence* again, and remembering that all the actions in the *Order* are taking place at the same time.

ZONE OF CONTROL

N3 p20, Zone of Control

Related to the Order Expenditure Sequence is another new term, **Zone of Control**. This represents hearing nearby enemy troopers and being able to *Change Facing* to face the sound. This is particularly useful when someone is trying to sneak up behind you.

COVER

N3 p34, Cover

In the full rules, to claim the **Partial Cover** bonuses, the trooper's *Silhouette* must be at least one-third obscured by the terrain piece they're touching. Being in cover doesn't just give a +3 MOD to the target's ARM, but also to their BTS if the attacker's weapon forces *BTS Rolls* rather than *ARM Rolls*.

DEPLOYMENT

N3 p26, Initiative and Deployment

In the full rules, each player is allowed to keep back one trooper (commonly called the 'reserve') to be deployed after the bulk of their opponent's force has been deployed.

MOVEMENT

MOVEMENT & THE PRONE STATE
N3 p60-61, Move Short Movement Skill, General Movement Rules

N3 p182, Prone Game State.

The *Common Skill* **Move** has some additional restrictions, mainly that the trooper's base must be fully supported (no moving out over the edge of a roof) and that you can't move through gaps narrower than the trooper's base.

The **General Movement Rules** add extra rules that apply to all movement. Something that's completely new after Coldfront is the ability to enter or leave the *Prone* state for free at the start of a movement. *Prone* is a *Game State*, or a condition that the trooper can be in — *Unconscious* being a prime example. A trooper that is *Prone* halves their MOV values, but counts as only being 3mm high, the height of a normal base.

> *Sergeant JW's Tactical Tips - This makes it possible to crawl along behind a wall or parapet without being seen, and also allows the trooper to claim Partial Cover when lying down on a surface higher than the firer. Note that troopers that fall Unconscious will also enter the Prone state, so a trooper standing behind a wall or parapet will fall over, allowing a Doctor or Paramedic to safely crawl up to them and attempt to heal them.*

ACTIVATE
N3 p50

This is a general skill used to open and close doors etc. As a *Short Movement Skill*, it can be combined with another *Short Movement Skill* or a *Short Skill* such as *BS Attack*.

CAUTIOUS MOVEMENT
N3 p52

This represents the trooper sneaking across narrow gaps when the enemy's attention is elsewhere and lets the trooper move once, from outside *LoF* to outside *LoF* without triggering any reactions - but woe betide you misjudge the distances, because if you end the move in sight everyone will get their *AROs* and they will be unopposed rolls…

JUMP & CLIMB
N3 p59, Jump

N3 p53, Climb

N3 p43, Falling Damage

These are *Entire Order Movement Skills* that allow increased movement around the battlefield. They both let the trooper move their first MOV value without need for a roll, either **Climbing** up a vertical surface or **Jumping** across gaps and over obstacles, but as *Entire Order Skills* any enemy troopers are going to get unopposed reactions.

Note that *Climb* has the downside of not being able to do anything else while on the wall, and if you misjudge the distance for a *Jump* you'll end up taking *Falling Damage*.

ENGAGE
N3 p56

Engage is a type of *Dodge* that lets the reactive trooper attempt to move into base contact with the active trooper. This can be very useful to let your close combat troopers leap into combat as someone moves past but it comes with a high penalty for misjudging distances - if the active trooper isn't in range, you don't even get your *PH* roll to defend against any attacks from the active trooper.

IDLE
N3 p57

Idle is a hold-all *Short Movement Skill*, it's generally used to activate the trooper on the spot so that you can see what *AROs* the enemy troopers declare. It's also the default for *Skills* that fail their *Requirements*, for example if you try to declare an *Engage* reaction but the active trooper is too far away.

LEAN OUT
N3 p60

This is another *Entire Order Skill*, in this case effectively combining a *Move* and a *BS Attack* - as the name suggests, it lets a trooper temporarily lean out over a balcony, parapet or the edge of a roof or out of a window to get better *LoF*.

COMBAT

BS ATTACK, COVER
N3 p33-34 Ballistic Skills

Ranged combat is covered in much more detail here, particularly **Partial Cover** and **Total Cover**.

The rules for template weapons are also in the *Ballistic Skills* section, but these will be added in Mission 8.

NEW RULE: GUTS ROLLS
N3 p43-44, Guts Roll

An additional basic rule not included in Coldfront is the **Guts Roll**.

A trooper that gets shot and survives has to succeed at a *WIP Roll* to stay in position, with a failure meaning that they duck back into better cover or go *Prone*.

This means that tough units in cover can be forced to duck back if you hit them, even if you don't manage to wound them.

SUPPRESSIVE FIRE
N3 p63

This is a weapon-specific *Common Skill*, representing the trooper letting rip with an automatic weapon to try and keep the enemy's heads down. An *Entire Order Skill*, it puts the trooper into the *Suppressive Fire game state*. The trooper doesn't get to fire during the Order, so make sure you're out of sight but in a good defensive position.

SUPPRESSIVE FIRE STATE
N3 p64

A trooper in this state gets *Burst* 3 in *ARO* rather than the usual *Burst* 1, but there are two extra effects:

• The weapon's range bands are replaced by the *Suppressive Fire* range bands, of +0 from 0-16" and -3 from 16-24". There are no range bands beyond 24.

• Any *Face to Face Roll* against the trooper in *Suppressive Fire state* (such as *BS Attack*, *Dodge* or *CC Attack*) suffers a -3 MOD. As this stacks with other *MODs* such as *Partial Cover* and *TO Camouflage* it can be hard to get past someone suppressing an area.

For the forces in this mission, the Rifles, Combi Rifles, Breaker Rifles, Breaker Combi Rifles and HMGs have the *Suppressive Fire Trait*, allowing the user to enter the *Suppressive Fire state*.

> *Sergeant JW's Tactical Tips — Suppressive Fire is very good for defending an area, but due to the 24" maximum range you need to be careful about positioning, as declaring any other skill (such as a Dodge) will cancel the Suppressive Fire state. You also need to be careful when entering the state as you will get shot unopposed by anyone in sight…*

DODGE

N3 p55

Note that the **Dodge** skill can be used even when not being attacked, when it will become a *Normal Roll* rather than a *Face to Face Roll*.

IMPORTANT - Dodge is a Short Skill not a Short Movement Skill so cannot be combined with other Short Skills such as BS Attack. It only gives you movement in the reactive turn, never in the active turn.

DISCOVER

N3 p54

All the *MODs* for *BS Attack* also apply to **Discover**, including range *MODs*, so for example a *Camo* Marker in *Partial Cover* that's in the 8-32" +0 range band will be at *WIP* -6 to *Discover*.

CHANGE FACING, ALERT & WARNING!

N3 p52, Change Facing

N3 p51, Alert

N3 p45, Warning!

Change Facing is an *ARO Skill* that lets a reactive trooper try to turn round if the active trooper is within their *ZoC*. It's like a limited *Dodge* at PH-3 so can help avoid enemy attacks, but a success lets the trooper turn on the spot rather than move 2"

Alert is a related *ARO Skill* that lets one of your troopers with LoF shout out a warning to the rest of your force, letting them all declare *Change Facing AROs* even if the active trooper is outside their *ZoC*.

Warning! is a general rule for troopers that didn't use an *Order* or *ARO*, letting them turn for free at the end of the *Order* if anyone within their *ZoC* (including themselves) was attacked. Note that the attack doesn't need to hit to trigger the *Warning!* rule.

> *Sergeant JW's Tactical Tips - choosing when to declare a Change Facing ARO or to depend on the Warning! rule is an art in itself - the Change Facing PH-3 Roll will give you a defense against incoming fire, but your roll is likely to be beaten and leave you facing the wrong way even if you survive. On the other hand if you don't react at all you can turn for free, but only if you actually survive…*

INTUITIVE ATTACK, SPECULATIVE FIRE & RESET

N3 p58. Intuitive Attack

N3 p62. Speculative Fire

N3 p62. Reset

The **Intuitive Attack** and **Speculative Fire** *Common Skills* are specific to certain weapons and are covered in Mission 8.

Reset is the equivalent of a *Dodge* against Hacking and Comms Attacks, and isn't used in any of the Beyond Coldfront Missions.

NEW RULE: OPEN AND PRIVATE INFORMATION

N3 p9

Some information about your troopers is known by both players, some is known only by you. For example, the identity of your *Lieutenant* is **Private Information**, as is anything hidden under a *Camouflage* Marker.

Other information about a trooper is **Open Information** and is known to both players. So, your opponent should always know what weapons and skills a trooper has, as long as they aren't hidden away in a *Marker* state such as *Camouflaged*.

MISSION DETAILS

This mission is identical to Mission 5 in Operation: Coldfront.

FORCES

Side A (Ariadna): 2 Line Kazaks, 1 TankHunter, 1 Scout, 1 Ratnik and 1 Veteran Kazak. Total troop number: 6.

Side B (ALEPH): 3 Dakinis, 1 Deva Functionary, 1 Naga, 1 Shukra Consultant and 1 Yadu Trooper (Lieutenant). Total troop number: 7
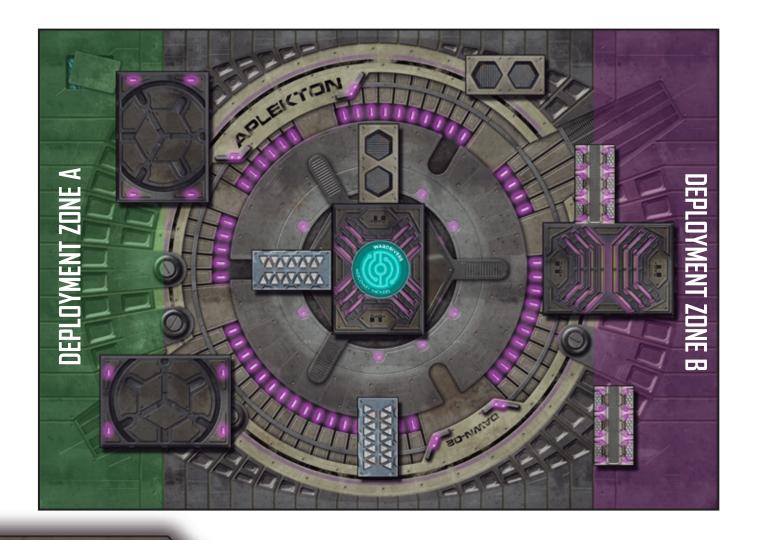
Private Lieutenants - before the game, privately nominate which of your troopers is the Lieutenant. For the Ariadna force this can be the Veteran Kazak or one of the Line Kazaks. For the ALEPH force this can be the Yadu Trooper.

Remember - spending the Lieutenant Order lets your opponent know who your Lieutenant is!

Sergeant JW's Tactical Tips - you can choose to hide your Lieutenant amongst the basic troopers and not benefit from the Lieutenant Order, or go for a more aggressive option and use a more elite trooper as the Lieutenant, making use of their 'free' extra Order each turn - at the risk of going into Loss of Lieutenant if and when they get hunted down…

END-GAME CONDITIONS

The game ends at the end of the third Game Round or when one of the players has no troops on the table. Victory goes to the player with the most Objective Points.

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

MISSION 6: UNITS

ISC: Line Kazaks — Line Troops

LINE KAZAKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	13	1	0	1	2	total

Name	BS Weapons	CC Weapons	SWC	C
LINE KAZAK	Rifle	Knife	-	-

ISC: Veteran Kazaks — Elite Troops

VETERAN KAZAKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	17	13	12	14	4	0	1	2	2

Special Skills: CH: Mimetism · V: NWI · Veteran

Name	BS Weapons	CC Weapons	SWC	C
VETERAN KAZAK	AP Rifle	Knife	-	-

ISC: TankHunters — Elite Troops

TANKHUNTERS Regiment

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	12	14	3	0	1	2	3

Special Skills: CH: Camouflage · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
TANKHUNTER (Chain of Command)	AP Rifle	Knife	-	-

ISC: Scouts — Elite Troops

Ariadna SCOUTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	13	13	1	0	1	2	3

Special Skills: CH: Camouflage · Infiltration · Marksmanship L1 · Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
SCOUT	Boarding Shotgun	Pistol, Knife	-	-

ISC: Armata-2 Proyekt 'Ratnik' — Headquarters Troops

Armata-2 Proyekt 'RATNIK' — FULL POWER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	13	14	13	6	3	1	5	1

Special Skills: Lo-Tech A · V: Dogged

Armata-2 Proyekt 'RATNIK' — BATTLE RAVAGED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	12	12	13	13	4	0	1	5	--

Special Skills: V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
RATNIK	Heavy Rocket Launcher, Heavy Shotgun	Knife	-	-

ISC: Dakini Tacbots — Line Troops

DAKINI Tacbots

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	2	Total

Special Skills: CH: Mimetism

Name	BS Weapons	CC Weapons	SWC	C
DAKINI Tacbot	Combi Rifle		-	-

ISC: Yadu Troopers, Tactical Assault Teams — Veteran Troops

YADU Troopers, Tactical Assault Teams

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	13	12	14	3	3	1	2	5

Special Skills: V: No Wound Incapacitation · Veteran

Name	BS Weapons	CC Weapons	SWC	C
YADU	MULTI Rifle	Knife	-	-

ISC: Deva Functionaries — Veteran Troops

DEVA Functionaries

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	11	15	2	3	1	2	5

Special Skills: V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
DEVA	Combi Rifle	Knife	-	-

ISC: Nagas — Spec. Trained Troops

NAGAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	12	14	1	0	1	2	3

Special Skills: CH: Camouflage · Infiltration · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
NAGA	MULTI Sniper Rifle	Knife	-	-

ISC: Shukra Consultants — Spec. Trained Troops

Shukra CONSULTANTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	16	12	11	14	1	3	1	2	2

Special Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
SHUKRA (Chain of Command)	Boarding Shotgun	Knife	-	-

MISSION 6: WEAPONS

NAME	RANGE					DAMAGE	B	AMMUNITION	TRAITS
AP RIFLE	SHORT 0	MEDIUM +3	LONG -3	MAXIMUM -6		13	3	AP	SUPPRESSIVE FIRE
BOARDING SHOTGUN (AP MODE)	SHORT +6	MEDIUM 0	LONG -3			14	2	AP	
COMBI RIFLE	SHORT +3	MEDIUM +3	LONG -3	MAXIMUM -6		13	3	N	SUPPRESSIVE FIRE
HEAVY ROCKET LAUNCHER (HIT MODE)	SHORT -3	MEDIUM 0	LONG +3	MAXIMUM -3		15	2	N	
HEAVY SHOTGUN (AP MODE)	SHORT +6	MEDIUM 0	LONG -3			15	2	AP	
KNIFE						PH-1	1	N	CC
MULTI RIFLE (BURST MODE)	SHORT +3	MEDIUM +3	LONG -3	MAXIMUM -6		13	3	AP	SUPPRESSIVE FIRE
MULTI SNIPER RIFLE (AP MODE)	SHORT -3	MEDIUM 0	LONG +3	MAXIMUM -3		15	2	AP	
RIFLE	SHORT 0	MEDIUM +3	LONG -3	MAXIMUM -6		13	3	N	SUPPRESSIVE FIRE
SUPPRESSIVE FIRE MODE	SHORT 0	MEDIUM 0	LONG -3				3		

MISSION 7: AREA DOMINATION

This mission adds further detail to the weapons and Special Ammunition types used by your troopers. Note that template weapons will be added in Mission 8.

The mission also introduces two new troops, the Frontovik and the Apsara Cyberdancer, and the idea of controlling different areas of the table at the end of the game.

GUNS & AMMO

Coldfront limits troopers to a small selection of weapons. The full range of weapons and ammo types in Infinity is much more extensive.

WEAPON PROFILES & TRAITS
N3 p105, Weapon Profile, Traits

N3 p251, Weapons Chart

Traits are the main addition to weapon profiles in the full game. These keywords show you what additional abilities and effects the weapon has, for example Pistols all have the *CC* Trait, meaning that they can be used when declaring a *CC Attack*.

You'll also find that some weapons have multiple firing modes, allowing the wielder to choose between different sets of abilities each time they're activated by Order or ARO.

SPECIAL AMMUNITION
N3 p107 onwards

In Coldfront you've already come across **Normal** ammo (as used by Rifles and Combi Rifles) and **AP** ammo (halved *ARM Rolls*). Here are some more that are used by the troopers in these missions.

SHOCK AMMUNITION
N3 p114

On a one *Wound* target such as a Line Kazak, a failed *ARM Roll* against **Shock** ammo will take the target straight to *Dead* state instead of *Unconscious*, making it impossible to heal them.

FIRE AMMUNITION
N3 p110

One of the most terrifying ammo types in the game, each **Fire** hit causes the target to keep making *ARM Rolls* until they pass one, taking a *Wound* each time they fail, for a potential infinite amount of damage. Although it's usual to stop rolling once the target has entered *Dead* state…

Fire ammo also has additional effects on *Special Skills* or *Equipment* with the *Fire-Sensitive Label*, for example anyone with the *Camouflage* skill (such as the Naga) that gets hit with *Fire* ammo has their *Camo* skill reduced to *Mimetism*.

NANOTECH AMMUNITION
N3 p112

This is similar to *Normal* ammo but inflicts *BTS Rolls* instead of *ARM Rolls*.

FLASH AMMUNITION & STUN AMMUNITION
Human Sphere N3 p50

Flash ammo temporarily incapacitates the target. If they fail a *BTS Roll* they enter the *Stunned* state. Note that this ammo type was updated in *Human Sphere N3.*

Stun ammo *(also from Human Sphere N3, p51)* is a more powerful equivalent, inflicting two *BTS Rolls* per hit.

STUNNED STATE
Human Sphere N3 p102

Stunned troopers cannot declare any *Attacks*, for example *BS Attack* or *CC Attack*, and any other *Rolls* they make suffer an additional *-3 MOD* to represent their disorientation. *Stunned* state is automatically cancelled at the end of the current *Player Turn*.

ADHESIVE AMMUNITION
N3 p107

Adhesive ammo is an incapacitating ammunition that forces that target to make a *Normal Roll* against their *PH*, with a *-6 MOD*. If they fail, they enter *Immobilized-2* state for the rest of the game. The only way to cancel IMM-2 state is with the help of an Engineer (see mission 9).

IMMOBILIZED-2 STATE
N3 p179

Immobilized-2 troopers are stuck in place. Roughly speaking, they cannot declare any *Skills* except *Discover* or *Alert*, but will still count as being alive and will still generate *Orders* each turn. The only way to cancel IMM-2 state is with the help of an Engineer (see mission 9).

DOUBLE ACTION (DA) AMMUNITION
N3 p108

DA ammo forces the target to make two *ARM Rolls* per hit, with each failed *Roll* causing the target to lose a *Wound*.

T2 AMMUNITION
Human Sphere N3 p51

T2 ammo is made from expensive Teseum. Targets make a single ARM Roll per hit, but each failed save results in the target losing two Wounds instead of one.

ELECTROMAGNETIC (E/M) AMMUNITION
N3 p109

E/M ammo forces the target to make a *BTS Roll* per hit, against halved BTS. If the BTS Roll is failed, the target enters the Isolated state for the rest of the game. If the target is Heavy Infantry (for example the Veteran Kazak or Ratnik), they also enter the Immobilized-2 state.

Note that the Veteran Skill makes a trooper immune to Isolated state, but not to IMM-2!

ISOLATED STATE
N3 p181

Isolated troopers have been disconnected from their force's tactical communications. They become *Irregular* in their next Turn (see Mission 2), and in addition cannot have any Regular Orders spent on them. A *Lieutenant* in *Isolated* state will cause *Loss of Lieutenant* in the player's next Turn. The only way to cancel *Isolated* state is with the help of an *Engineer* (see mission 8).

BREAKER AMMUNITION
Human Sphere N3 p108

Breaker ammo forces the target make a *BTS Roll* per hit instead of an *ARM Roll*, against halved BTS.

EXPLOSIVE (EXP) AMMUNITION
N3 p110

EXP ammo forces the target to make three *ARM Rolls* per hit, with each failed Roll causing the target to lose a Wound. **EXP+AP** ammo will also apply the ARM-halving effect of *AP* ammo.

EXPANDED WEAPONS

KNIFE

These are in Coldfront but in slightly simplified form. **Knives** have *Shock* ammo and the *Silent Trait*. When combined with the *Stealth* skill (usually found on troopers with *Camo*, *Camo* or *Martial Arts*), this allows the user to sneak up behind someone and potentially take them down without alerting nearby troopers. See *N3 p106* Silent and *N3 p102* Stealth.

Silent and CC Attack - the *CC Attack* against the target will be resolved normally, with them getting a standard *CC Attack* or *Dodge*, but anyone within *ZoC* and without *LoF* won't get an *ARO* (or be able to use the *Warning!* rule) unless the target survives. This is an exception to the standard *Order Expenditure Sequence* as you effectively have an *ARO* step happening after the close combat.

COMBI RIFLE, RIFLE, MULTI RIFLE, AP RIFLE

These have the *Suppressive Fire Trait*, allowing the user to enter the *Suppressive Fire state*.

MULTI RIFLE
N3 p128

MULTI weapons carry multiple types of ammunition, allowing the user to pick the most appropriate ammo type, on the fly. MULTI Rifles have several different firing modes. Burst mode allows the full Burst 3 of the weapon, and a choice of either *Shock* or *AP* ammo for the whole Burst. Anti-materiel and Stun modes allow the use of *DA* or *Stun* ammo, but with a reduced Burst of 1.

MULTI Rifles have the *Suppressive Fire Trait* but only when used in Burst mode. The player will be able to choose between *AP* and *Shock* ammo each time they react.

MULTI SNIPER RIFLE
N3 p131

MULTI *Sniper Rifles* have also have multiple firing modes. Anti-materiel and AP modes allow the full Burst 2 of the weapon, with *DA* or *AP* ammo, while Stun mode allows the use of *Stun* ammo, but with a reduced Burst of 1. They do not have the *Suppressive Fire Trait*.

HEAVY ROCKET LAUNCHER
HS N3 p65

This uses Fire ammunition, and will gain a template mode in Mission 8.

ADDITIONAL WEAPONS

PISTOL
N3 p126

Almost all troopers carry some form of **Pistol** as a sidearm. *Pistols* don't have the *Suppressive Fire Trait* but do have the *CC Trait*.

> *Sergeant JW's Tactical Tips – Pistols are weak at shooting but have a +3 MOD within 8" so are good sidearms for troopers with long range weaponry like Sniper Rifles.*

HEAVY PISTOL
N3 p126

These fire larger caliber ammo than a standard Pistol, with higher Damage and applying *Shock* ammo.

ADHESIVE LAUNCHER (ADHL)
N3 p116

Firing *Adhesive* ammunition, these weapons are capable of *Immobilizing* any target in a single hit, but their low Burst makes them unreliable.

ELECTRIC PULSE
Human Sphere N3 p119

This is a defensive close combat weapon which lets the trooper attempt to Immobilize an enemy trooper. Note that **Electric Pulse** was updated from the N3 rulebook version.

When used in *Close Combat*, the user automatically rolls a seven. If they win the *Face to Face Roll* or are unopposed, the target enters the *IMM-2* state for the rest of the current Turn and the following Turn, and then automatically leaves the state.

D-CHARGES
Human Sphere N3 p55

Usually used for demolitions purposes, they also have a CC Mode, but due to not being designed as CCWs the user suffers a *-3 CC MOD* when using them. Applying *EXP+AP* ammo, they are truly devastating if they hit, but the user only carries three, one of which is used each time the user declares a *CC Attack* with one, whether it hits or not. Note that **D-Charges** were updated from the N3 rulebook version.

TRENCH-HAMMER
Third Offensive Book

Designed for close quarters battle, Trench-hammers have a Thrown mode and a CC Mode, but can only be used three times. Thrown weapons are treated exactly like BS Weapons but roll against the user's PH Attribute instead of their BS Attribute.

WEAPONS FOR THE ARIADNA UNITS

LINE KAZAKS
Rifle, Pistol, Knife. Remember that the Rifle can be used for Suppressive Fire.

VETERAN KAZAKS
AP Rifle, Pistol, Heavy Pistol, Knife. Remember that the AP Rifle can be used for Suppressive Fire. The Veteran Kazak will gain a Light Flamethrower in Mission 8.

TANKHUNTER REGIMENT
AP Rifle, ADHL, D-Charges, Pistol, Knife. Remember that the AP Rifle can be used for Suppressive Fire. TankHunters also have V: Courage (see the Frontovik, added later in this mission).

ARIADNA SCOUT
Boarding Shotgun, D-Charges, Pistol, Knife. In mission 8, the Boarding Shotgun will gain a template mode and the Scout will gain Mines.

ARMATA-2 RATNIK
Heavy Shotgun, Heavy Rocket Launcher, Heavy Pistol, Trench-hammer, Knife. In mission 8, the Heavy Shotgun and Heavy Rocket Launcher will gain template modes.

WEAPONS FOR THE ALEPH UNITS

DAKINI TACBOTS
Combi Rifle, Electric Pulse. Remember that the Combi Rifle can be used for Suppressive Fire.

YADU TROOPERS
MULTI Rifle, Heavy Pistol, Knife. Remember that the MULTI Rifle can be used for Suppressive Fire, choosing between Shock and AP ammunition. The Yadu will gain an E/Marat and Drop Bears in Mission 8.

DEVA FUNCTIONARIES
Combi Rifle, Pistol, Knife. Remember that the Combi Rifle can be used for Suppressive Fire. In Mission 8 the Deva will gain a Nanopulser.

NAGAS
MULTI Sniper Rifle, Pistol, Knife. The Naga will gain Mines in Mission 8.

SHUKRA CONSULTANTS
Boarding Shotgun, Pistol, Knife. In Mission 8, the Boarding Shotgun will gain a template mode and the Shukra will gain a Nanopulser.

NEW UNIT RULES

FRONTOVIK
Mimetism works the same as it does on the Dakinis.

Valor: Courage *(N3 p97)* lets the trooper choose to automatically pass or fail any *Guts Checks* that they are forced to make.

Veteran L1 *(N3 p98)* troopers always stay *Regular* (for example in *Loss of Lieutenant*) and cannot be *Isolated*.

T2 Rifle *(Human Sphere N3 p64)* is exactly the same as a standard Rifle, but loads *T2* ammo.

Assault Pistol *(Human Sphere N3 p62)* is a *Pistol* with *Burst 4* and *Damage 13*.

D-Charges *(Human Sphere N3 p55)* can be used in close combat to devastating effect, with their *EXP+AP* ammo.

Light Rocket Launcher a lighter version of the gun on the Ratnik, it uses *Fire* ammo, and will gain a template mode in Mission 8.

APSARA CYBERDANCER

Submachine Gun *(Human Sphere N3 p68)* can fire *AP* or *Shock* ammo, and has the *Suppressive Fire Trait*.

MISSION DETAILS

MAIN OBJECTIVES

- At the end of the game, *Dominate* the Sector furthest from to your Deployment Zone (4 Objective Points).

- At the end of the game, *Dominate* the central Sector (3 Objective Points).

- At the end of the game, *Dominate* the Sector nearest to your Deployment Zone (1 Objective Point).

SECONDARY OBJECTIVES

- Kill the same number of enemy troopers as the adversary (1 Objective Point).

- Kill more enemy troopers than the adversary (2 Objective Points).

FORCES

Side A (Ariadna): 3 Line Kazaks, 1 Veteran Kazak, 1 Tankhunter, 1 Scout, 1 Ratnik and 1 Frontovik.

Side B (ALEPH): 3 Dakinis, 1 Yadu Trooper, 1 Deva, 1 Naga, 1 Shukra and 1 Apsara.

Private Lieutenants - before the game, privately nominate which of your troopers is the Lieutenant. For the Ariadna force this can be the Veteran Kazak or one of the Line Kazaks. For the ALEPH force this must be the Yadu Trooper.

SPECIAL SCENARIO RULES

Sectors - at the end of the game but not before, divide the area between the two *Deployment Zones* into three equal **Sectors**, as seen on the map.

Dominate a Sector - a *Sector* is **Dominated** by a player if he has more troops than the adversary inside the area. Troops in a *Null* state (*Unconscious, Dead…*) do not count.

A trooper is inside a Sector when more than half the trooper's base is inside that Sector.

END-GAME CONDITIONS

The game ends at the end of the third Game Round or when one of the players has no troops on the table. Victory goes to the player with the most Objective Points.

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

MISSION 7: UNITS

ISC: Line Kazaks — Line Troops

LINE KAZAKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	13	1	0	1	2	total

Name	BS Weapons	CC Weapons	SWC	C
LINE KAZAK	Rifle	Pistol, Knife	-	-

ISC: Veteran Kazaks — Elite Troops

VETERAN KAZAKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	17	13	12	14	4	0	1	2	2

Special Skills: CH: Mimetism · Shock Immunity · Veteran

Name	BS Weapons	CC Weapons	SWC	C
VETERAN KAZAK	AP Rifle	Heavy Pistol, Knife	-	-

ISC: TankHunters — Elite Troops

TANKHUNTERS Regiment

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	12	14	3	0	1	2	3

Special Skills: CH: Camouflage · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
TANKHUNTER (Chain of Command)	AP Rifle, Adhesive Launcher, D-Charges	Pistol, Knife	-	-

ISC: Scouts — Elite Troops

Ariadna SCOUTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	13	13	1	0	1	2	4

Special Skills: CH: Camouflage · Infiltration

Name	BS Weapons	CC Weapons	SWC	C
SCOUT	Boarding Shotgun, D-Charges	Pistol, Knife	-	-

ISC: Armata-2 Proyekt 'Ratnik' — Headquarters Troops

Armata-2 Proyekt 'RATNIK'
FULL POWER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	13	14	13	6	3	1	5	1

Special Skills: Lo-Tech A · V: Dogged

Armata-2 Proyekt 'RATNIK'
BATTLE RAVAGED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	12	12	13	13	4	0	1	5	--

Special Skills: V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
RATNIK	Heavy Rocket Launcher, Heavy Shotgun	Heavy Pistol, Trench-hammer, Knife	-	-

ISC: Frontoviks, Separate Assault Bat. — Veteran Troops

FRONTOVIKS, Separate Assault Bat.

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	11	13	2	0	1	2	2

Special Skills: CH: Mimetism · V: Courage · Veteran

Name	BS Weapons	CC Weapons	SWC	C
FRONTOVIK	T2 Rifle, Light Rocket Launcher, D-Charges	Assault Pistol, Knife	-	-

ISC: Dakini Tacbots — Line Troops

DAKINI Tacbots

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	2	Total

Special Skills: CH: Mimetism

Name	BS Weapons	CC Weapons	SWC	C
DAKINI Tacbot	Combi Rifle	Electric Pulse	-	-

ISC: Yadu Troopers, Tactical Assault Teams — Veteran Troops

YADU Troopers, Tactical Assault Teams

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	13	12	14	3	3	1	2	2

Special Skills: V: No Wound Incapacitation · Veteran

Name	BS Weapons	CC Weapons	SWC	C
YADU	MULTI Rifle	Heavy Pistol, Knife	-	-

ISC: Deva Functionaries — Veteran Troops

DEVA Functionaries

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	11	15	2	3	1	2	2

Special Skills: V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
DEVA	Combi Rifle	Pistol, Knife	-	-

ISC: Nagas — Spec. Trained Troops

NAGAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	12	14	1	0	1	2	3

Special Skills: CH: Camouflage · Infiltration · Multiterrain · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
NAGA	MULTI Sniper Rifle	Pistol, Knife	-	-

ISC: Shukra Consultants — Spec. Trained Troops

Shukra CONSULTANTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	16	12	11	14	1	3	1	2	1

Special Skills: Counterintelligence · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
SHUKRA (Chain of Command)	Boarding Shotgun	Pistol, Knife	-	-

ISC: Apsaras — Spec. Trained Troops

APSARAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	10	14	1	3	1	2	1

Name	BS Weapons	CC Weapons	SWC	C
APSARA	Submachine Gun	Pistol, Knife	-	-

MISSION 7: WEAPONS

NAME	RANGE	DAMAGE	B	AMMUNITION	TRAITS
ADHESIVE LAUNCHER	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 — 0 / +3 / -3 / -6		1	ADH	NON-LETHAL
AP RIFLE	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 — 0 / +3 / -3 / -6	13	3	AP	SUPPRESSIVE FIRE
ASSAULT PISTOL	0 SHORT 8 MEDIUM 16 LONG 24 96 — +3 / 0 / -6	13	4 (1 IN CC)	N	CC
BOARDING SHOTGUN (AP MODE)	0 SHORT 8 MEDIUM 16 LONG 24 96 — +6 / 0 / -3	14	2	AP	
BREAKER PISTOL	0 SHORT 8 MEDIUM 16 LONG 24 96 — +3 / 0 / -6	12	2 (1 IN CC)	BREAKER	CC
COMBI RIFLE	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 — +3 / +3 / -3 / -6	13	3	N	SUPPRESSIVE FIRE
D-CHARGES (DEPLOYABLE MODE)		14	1	AP+EXP	ANTI-MATERIEL, DEPLOYABLE, DISPOSABLE (3)
D-CHARGES (CC MODE)		14	1	AP+EXP	CC (-3), DISPOSABLE (3)
ELECTRIC PULSE			1		2 TURNS, AUTOMATIC (7), CC, STATE: IMM-2, NON LOOTABLE, NON-LETHAL
FLASH PULSE	0 SHORT 8 MEDIUM 24 LONG 48 MAXIMUM 96 — 0 / +3 / -3 / -6	13	1	FLASH	NON-LOOTABLE, TECHNICAL WEAPON
FORWARD OBSERVER	0 SHORT 8 MEDIUM 24 LONG 48 MAXIMUM 96 — 0 / 0 / -3 / -6		2		NON LOOTABLE, NON-LETHAL, TECHNICAL WEAPON
HEAVY PISTOL	0 SHORT 8 MEDIUM 16 LONG 24 96 — +3 / 0 / -6	14	2 (1 IN CC)	SHOCK	CC
HEAVY ROCKET LAUNCHER (HIT MODE)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 — -3 / 0 / +3 / -3	15	2	FIRE	
HEAVY SHOTGUN (AP MODE)	0 SHORT 8 MEDIUM 16 LONG 24 96 — +6 / 0 / -3	15	2	AP	
KNIFE		PH-1	1	SHOCK	CC, SILENT
LIGHT ROCKET LAUNCHER (HIT MODE)	0 SHORT 8 MEDIUM 24 LONG 32 MAXIMUM 48 96 — 0 / +3 / -3 / -6	14	2	FIRE	
MULTI RIFLE (ANTI-MATERIEL MODE)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 — +3 / +3 / -3 / -6	13	1	DA	ANTI-MATERIEL, LIGHT MULTI
MULTI RIFLE (BURST MODE)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 — +3 / +3 / -3 / -6	13	3	AP/SHOCK	LIGHT MULTI, SUPPRESSIVE FIRE
MULTI RIFLE (STUN MODE)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96 — +3 / +3 / -3 / -6	14	1	STUN	LIGHT MULTI, NON-LETHAL
MULTI SNIPER RIFLE (ANTI-MATERIEL MODE)	0 SHORT 8 MEDIUM 16 LONG 48 MAXIMUM 96 — -3 / 0 / +3 / -3	15	2	DA	ANTI-MATERIEL, MEDIUM MULTI
MULTI SNIPER RIFLE (AP MODE)	0 SHORT 8 MEDIUM 16 LONG 48 MAXIMUM 96 — -3 / 0 / +3 / -3	15	2	AP	MEDIUM MULTI
MULTI SNIPER RIFLE (STUN MODE)	0 SHORT 8 MEDIUM 16 LONG 48 MAXIMUM 96 — -3 / 0 / +3 / -3	15	1	STUN	MEDIUM MULTI, NON-LETHAL

NAME	RANGE					DAMAGE	B	AMMUNITION	TRAITS
PISTOL	SHORT **+3** (0)	MEDIUM **0** (8)	LONG **-6** (16)	(24)	(96)	11	2 (1 IN CC)	N	CC
RIFLE	SHORT **0** (0)	MEDIUM **+3** (8)	LONG **-3** (16)	MAXIMUM **-6** (32)	(48) (96)	13	3	N	SUPPRESSIVE FIRE
SUBMACHINE GUN (AP MODE)	SHORT **+3** (0)	MEDIUM **0** (8)	LONG **-3** (16)	MAXIMUM **-6** (24) (32)	(96)	13	3	AP	SUPPRESSIVE FIRE
SUBMACHINE GUN (SHOCK MODE)	SHORT **+3** (0)	MEDIUM **0** (8)	LONG **-3** (16)	MAXIMUM **-6** (24) (32)	(96)	13	3	SHOCK	SUPPRESSIVE FIRE
SUPPRESSIVE FIRE MODE	SHORT **0** (0)	MEDIUM **0** (8)	LONG **-3** (16)	(24)	(96)		3		
T2 RIFLE	SHORT **0** (0)	MEDIUM **+3** (8)	LONG **-3** (16)	MAXIMUM **-6** (32)	(48) (96)	13	3	T2	ANTI-MATERIEL, SUPPRESSIVE FIRE
TRENCH-HAMMER (CC MODE)						PH	1	DA	ANTI-MATERIEL, CC, DISPOSABLE (3)
TRENCH-HAMMER (THROWN MODE)	SHORT **0** (0)	(8)			(96)	13	1	DA	ANTI-MATERIEL, DISPOSABLE (3), THROWING WEAPON

MISSION 8: TAKE THE HIGH GROUND

This mission introduces Template Weapons and the Common Skills Intuitive Attack and Speculative Fire.
The mission also introduces four new troops, the Strelok and Vassily Plushenko for Ariadna and Yadu Officer Shakti and the Rudras GunBot for ALEPH.
The objectives of the mission are also very different, adding scoring at the end of each Game Round for dominating rooftops.

TEMPLATE WEAPONS

N3 p35- p39

Template Weapons have several exceptions to the usual *Ballistic Skills* rules, and aren't covered in Operation Coldfront.

Here's a summary and some of the in-game implications.

First off, Templates are divided into two types:

• **Direct Template Weapons** represent Flamethrowers and similar weapons such as Chain Rifles, usually with a *Teardrop Template* extending out from the firer's Silhouette or sometimes a *Circular Template* centered on the firer.

• **Impact Template Weapons** cover all weapons that cause some kind of explosion at the point of impact, including Missile Launchers, Shotguns, Grenades etc.

TEMPLATE WEAPONS

• The template(s) are placed on the table **when declaring the Attack** and don't require a successful BS Attack to be placed.

• Because you can only attack enemies, any template that touches a friendly or *Neutral* trooper (even an *Unconscious* one) will be cancelled. This includes firing into combat as the template will count as hitting everyone in the combat.

• *Total Cover* (but not intervening troopers, smoke clouds etc.) will limit the area of a template.

• *ARM/BTS* bonuses for *Partial Cover* are ignored.

Placing the template as soon as you declare the attack is really important - not just to find out if it's been cancelled due to friendly troopers but also because any reactive trooper affected by the template will have a *Dodge* reaction triggered, even if they don't have *LoF* to the firer and aren't in *ZoC*. However there is a -3 PH MOD if the trooper can't see the active trooper.

Remember that any stationary troopers in either force block *LoF*, so if there are several troopers lined up behind a corner, you can often hit several of them without *LoF* as the trooper at the front is blocking the *LoF* of the ones behind.

DIRECT TEMPLATE WEAPONS

Pay close attention to the diagrams on *N3 p36-37* for working out who is affected by a DTW teardrop template.

Examples include the Nanopulser of the Deva Functionary and Shukra Consultant and the Light Flamethrower of the Veteran Kazak.

Direct Template Weapons do not roll to hit, instead they automatically hit everyone in their area of effect who doesn't successfully *Dodge* or *Change Facing*.

> *Sergeant JW's Tactical Tips — the automatic hit of a DTW is a two-edged sword - on the one hand you don't need to beat your opponent's Roll in a Face to Face Roll, on the other hand if they decide to tank the hit and shoot you, you don't get the protection of a Face to Face Roll either.*

Note that although you can't directly attack a *Camo* or *TO Camo* marker without *Discovering* them first, if they're next to a valid target they're going to get hit by the template unless they *Dodge*, and either *Dodging* or getting hit is going to reveal them as a model anyway. Users of a DTW can also use the *Common Skill Intuitive Attack* to try to directly attack unrevealed Camo and TO Camo markers.

> *Sergeant JW's Tactical Tips - remember that troopers in a marker state that can't normally be shot at (Camouflaged, TO Camouflaged…) are revealed for their entire movement path if they shoot, enter base contact etc. so can be auto-hit with a DTW. This makes troopers armed with DTWs one of the natural counters to Camouflaged troopers.*

IMPACT TEMPLATE WEAPONS

Examples include the Boarding Shotgun of the Scout and Shukra Consultant, and the Heavy Rocket Launcher of the Ratnik.

ITWs work more like a normal *BS Weapon*, with a *Roll* to hit and opposed *Face to Face Rolls*. As with all template weapons, you place the template when declaring the attack, with circular templates being centred on the main target and teardrop templates hitting the front edge of the main target and then extending behind them, directly along the line of fire. See the diagrams at the bottom of *N3 p38.*

When you get to the *Resolution* step of the Order you roll to hit the main target, but any successes are then compared **separately** against everyone's *Rolls*. So even if the main target manages to beat your *Roll*, that doesn't protect the secondary targets affected by the template, they will all have to *BS Attack*, *Dodge* etc. and beat your *Rolls*. Obviously, if you fail your *Rolls* (or the weapon turned out to be out of range) then the template doesn't hit anyone.

This has many in-game implications:

• As with DTWs, *Camo* and *TO Camo* markers can get hit by shooting a visible trooper who's a valid target.

• Because you only roll to hit the main target, you can sometimes ignore *MODs* to hit a harder target by shooting someone else near them. For example instead of shooting the revealed *TO Camo* trooper in *Partial Cover* (-6 BS for TO Camo, -3 BS for Partial Cover), shoot the normal guy standing in front of the cover.

• *Unconscious* enemy troopers (which are always left on the table until they enter the *Dead* state) can make very good "shotgun pivots" because their Automatic Skills (such as *TO Camo*) and Automatic Equipment (such as *Optical Disruption Devices* or *ODDs*) shut off, making them easy to hit.

NEW SKILL: INTUITIVE ATTACK

N3 p58

N3 p165, Zero Visibility Zone

This *Common Skill* can be performed by anyone with a weapon that has the *Intuitive Attack Trait*, which includes all Direct Template Weapons. As an *Entire Order Skill*, the trooper doesn't get to do anything else.

Intuitive Attack lets the trooper hose down an area they suspect contains an enemy trooper they can't see, for example a *Camouflage* or *TO Camouflage* marker or an enemy trooper hidden by Smoke. Rather than the usual automatic hit, an intuitive Attack becomes a Face to Face Roll between the user's unmodified WIP and the reactions of the targets.

As with a failed *Discover Roll*, a failed *Intuitive Attack Roll* stops the trooper from attempting an *Intuitive Attack* against the same target for the rest of the player turn.

Sergeant JW's Tactical Tips - as a failed Discover against a marker doesn't affect the ability to use Intuitive Attack and vice-versa, any trooper with a DTW effectively gets two chances to reveal or attack any given marker. Also, failing Intuitive Attack against one target doesn't stop you declaring Intuitive Attack against another nearby target and happening to hit the one you failed against…

NEW SKILL: SPECULATIVE FIRE

N3 p62

Another *Common Skill* that requires a specific weapon, **Speculative Fire** is not used by any of the troopers in Beyond Coldfront.

NEW & EXPANDED WEAPONS

LIGHT FLAMETHROWER
N3 p120

The Veteran Kazak's AP Rifle has an underslung Light Flamethrower. This is a Direct Template Weapon firing *Fire* ammo. It has the *Intuitive Attack Trait*, allowing the trooper to perform the *Intuitive Attack* skill.

BOARDING SHOTGUN
N3 p130

Templates. Templates are nasty. *Boarding Shotguns* have templates. The *Impact Template Weapon (Small Teardrop) Trait* means that when you fire a *Boarding Shotgun* in blast mode, you place the *Small Teardrop Template* along the *LoF*, with the narrow end of the template touching the front edge of the target's *Silhouette*. As troopers don't block templates, this means that Shotguns can affect many enemy troopers at once, especially if they are lined up behind a building. Alternatively, the *Boarding Shotgun* can fire in AP mode, as it's been used so far, applying *AP* ammo instead of using the template.

MINES
N3 p123

Troopers with Mines start the game with three of them. These can be placed in base contact with the trooper as a *Short Skill* or ARO and are placed as *Camouflaged markers*, so they need to be *Discovered* before they can be attacked. A deployed Mine contains an IFF system, automatically getting triggered by any enemy trooper that declares or performs an *Order* or *ARO* where they could be hit by the Mine's *Small Teardrop Template*. For the full rules see *N3 p123-124.*

IMPORTANT - Mines are one of the few things in the game that can react to an ARO, allowing you to use them in a very aggressive manner in your own turn, as well as defensively.

IMPORTANT 2 - Mines go off against enemy troopers, whether they are models, Camo markers or TO Camo markers! They also ignore all Visibility Zones so an area of Smoke won't affect them. They are not triggered by enemy Impersonation markers as these are perceived to be allies, hoodwinking everyone's IFF systems.

MULTI SNIPER RIFLE

(N3 p131) the Naga Sniper is armed with a *MULTI Sniper Rifle* rather than a basic *Sniper Rifle*. MULTI Sniper Rifles can fire *Burst 2 DA* ammo, *Burst 2 AP* ammo or *Burst 1 Stun* ammo.

Sergeant JW's Tactical Tips - DA and Stun Special Ammunition are popular choices for ARO shots as DA has a good chance of taking down the active trooper, while Stun has a good chance of temporarily stopping even the toughest attacker.

MULTI Sniper Rifles don't have the *Suppressive Fire Trait*.

NANOPULSER
N2 p125

The Deva Functionary and Shukra Consultant each have a *Nanopulser*, a Direct Template Weapon firing *Nanotech* ammo. The *Nanopulser* has the *Intuitive Attack Trait*, allowing the trooper to perform the *Intuitive Attack* skill.

LIGHT ROCKET LAUNCHER & HEAVY ROCKET LAUNCHER
HS N3 p65

The Rocket Launchers both gain a Blast mode with the *Impact Template Weapon (Small Teardrop) Trait*, meaning that they place a circular template centred on the target trooper.

DROP BEARS

(N3 p117) Drop Bears are *Mines* that can be placed as normal (but without being *Camouflage* markers) or or via Thrown mode. As *Throwing Weapons (N3 p107)* the trooper uses their *PH Attribute* instead of their *BS Attribute* but applies all *BS MODs* as normal.

ADDITIONAL UNIT WEAPONS: ARIADNA

VETERAN KAZAK
Light Flamethrower

ARIADA SCOUT
Anti-personnel Mines

ADDITIONAL UNIT WEAPONS: ALEPH

DEVA FUNCTIONARY
Nanopulser

YADU
E/Marat, Drop Bears

SHUKRA CONSULTANT
Nanopulser

NEW UNIT RULES

STRELOK
Forward Deployment L2 *(Human Sphere N3 p26)* lets the trooper deploy up to 8" beyond their *Deployment Zone*.

Ambush Camouflage *(N3 p74)* works in the same way as normal *Camouflage*, but during deployment you can place a second *Camouflage marker* within *ZoC* of the user. This fake *Camouflage marker* will be removed if *Discovered* or if the user is revealed in any way.

T2 Marksman Rifle *(Third Offensive Book)* has longer range bands than a standard *Rifle*, and applies *T2* ammo.

Mines, Pistol, Knife

VASSILY PLUSHENKO
Forward Observer *(N3 p78)* lets the user put an enemy trooper into the Targeted state if they are hit, and also grants the user a Flash Pulse weapon.

Targeted state *(N3 p185)* grants a +3 MOD to anyone shooting or hacking the trooper. The state is removed at the end of the current Turn.

Ambush Camouflage works the same as for the Strelok.

T2 Sniper Rifle *(Human Sphere N3 p67)* is a standard Sniper Rifle loading T2 ammo. Unlike a MULTI Sniper Rifle it only has one firing mode. *T2 Sniper Rifles* don't have the *Suppressive Fire Trait*.

Flash Pulse *(N3 p120)* is a weapon that temporarily incapacitates the target, applying *Flash* ammo.

D-Charges, Heavy Pistol, Knife

YADU OFFICER SHAKTI
Mk12 *(Human Sphere N3 p62)* is a heavy rifle with extended range.

E/Marat *(Human Sphere N3 p56)* is a *Direct Template Weapon* using the large teardrop template, and applying *E/M* ammo to *Isolate* and in some cases *Immobilize* targets.

Veteran L1, V: Courage, Heavy Pistol, Knife

RUDRAS GUNBOTS
Climbing Plus *(N3 p74)* lets the trooper walk up walls as if they were flat ground, but they will be unable to claim *Cover* while on the wall.

Mine Dispenser *(Third Offensive Book)* is a two-use system for firing Mines across the table. If the BS Roll is successful, a revealed Mine is placed on the target spot.

MULTI Rifle, Electric Pulse

MISSION DETAILS

MAIN OBJECTIVES

• At the end of each Game Round, *Dominate* the same number of *Designated Buildings* as the adversary, but only if at least one *Designated Building* is *Dominated* (1 Objective Point).

• At the end of each Game Round, *Dominate* more *Designated Buildings* than the adversary (3 Objective Points).

SECONDARY OBJECTIVES

• Kill more enemy troopers than the adversary (1 Objective Point).

FORCES

Side A (Ariadna): 3 Line Kazaks, 1 Veteran Kazak, 1 Tankhunter, 1 Scout, 1 Ratnik, 1 Frontovik, 1 Strelok and Vassily Plushenko.

Side B (ALEPH): 3 Dakinis, 1 Yadu Trooper, 1 Deva, 1 Naga, 1 Shukra, 1 Apsara, 1 Rudras GunBot and Shakti.

Private Lieutenants - before the game, privately nominate which of your troopers is the Lieutenant. For the Ariadna force this can be the Veteran Kazak, Vassily Plushenko or one of the Line Kazaks. For the ALEPH force this can be the Yadu Trooper or Shakti.

SPECIAL SCENARIO RULES

Designated Buildings — there are four target buildings, as seen on the map.

Dominate a Designated Building - a *Designated Building* is *Dominated* by a player if he has more troops than the adversary on the building's roof. Troops in a *Null* state (*Unconscious, Dead...*) do not count.

END-GAME CONDITIONS

The game ends at the end of the third Game Round or when one of the players has no troops on the table. Victory goes to the player with the most Objective Points.

MISSION 8: UNITS

ISC: Line Kazaks — Line Troops

LINE KAZAKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	13	1	0	1	2	total

Name	BS Weapons	CC Weapons	SWC	C
LINE KAZAK	Rifle	Pistol, Knife	-	-

ISC: Veteran Kazaks — Elite Troops

VETERAN KAZAKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	17	13	12	14	4	0	1	2	2

Special Skills: CH: Mimetism · Veteran V: NWI

Name	BS Weapons	CC Weapons	SWC	C
VETERAN KAZAK	AP Rifle, Light Flamethrower	Heavy Pistol, Knife	-	-

ISC: TankHunters — Elite Troops

TANKHUNTERS Regiment

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	12	14	3	0	1	2	3

Special Skills: CH: Camouflage · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
TANKHUNTER (Chain of Command)	AP Rifle, Adhesive Launcher, D-Charges	Pistol, Knife	-	-

ISC: Scouts — Elite Troops

Ariadna SCOUTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	13	13	1	0	1	2	3

Special Skills: CH: Camouflage · Infiltration

Name	BS Weapons	CC Weapons	SWC	C
SCOUT	Boarding Shotgun, D-Charges, Antipersonnel Mines	Pistol, Knife	-	-

ISC: Armata-2 Proyekt 'Ratnik' — Headquarters Troops

Armata-2 Proyekt 'RATNIK'
FULL POWER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	13	14	13	6	3	1	5	1

Special Skills: Lo-Tech A · V: Dogged

Armata-2 Proyekt 'RATNIK'
BATTLE RAVAGED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	12	12	13	13	4	0	1	5	--

Special Skills: V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
RATNIK	Heavy Rocket Launcher, Heavy Shotgun	Heavy Pistol, Trench-hammer, Knife	-	-

ISC: Frontoviks, Separate Assault Bat. — Veteran Troops

FRONTOVIKS, Separate Assault Bat.

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	11	13	2	0	1	2	2

Special Skills: CH: Mimetism · V: Courage · Veteran

Name	BS Weapons	CC Weapons	SWC	C
FRONTOVIK	T2 Rifle, Light Rocket Launcher, D-Charges	Assault Pistol, Knife	-	-

ISC: Streloks, Kazak Reconaissance Unit — Spec. Trained Troops

STRELOKS, Kazak Reconaissance Unit

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	11	13	1	0	1	2	1

Special Skills: CH: Ambush Camouflage · Forward Deployment L2

Name	BS Weapons	CC Weapons	SWC	C
STRELOK	T2 Marksman Rifle, Antipersonnel Mines	Pistol, Knife	-	-

ISC: Vassily Plushenko, TankHunters Officer — Character

VASSILY PLUSHENKO, TankHunters Officer

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	12	14	3	0	1	2	1

Special Skills: CH: Ambush Camouflage · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
VASSILY Lieutenant (Forward Observer)	T2 Sniper, D-Charges	Heavy Pistol, Knife	-	-

ISC: Dakini Tacbots — Line Troops

DAKINI Tacbots

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	2	Total

Special Skills: CH: Mimetism

Name	BS Weapons	CC Weapons	SWC	C
DAKINI Tacbot	Combi Rifle	Electric Pulse	-	-

ISC: Yadu Troopers, Tactical Assault Teams — Veteran Troops

YADU Troopers, Tactical Assault Teams

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	13	12	14	3	3	1	2	2

Special Skills: V: No Wound Incapacitation · Veteran

Name	BS Weapons	CC Weapons	SWC	C
YADU	MULTI Rifle, E/Marat, Drop Bears	Heavy Pistol, Knife	-	-

ISC: Deva Functionaries — Veteran Troops

DEVA Functionaries

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	11	15	2	3	1	2	2

Special Skills: V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
DEVA	Combi Rifle, Nanopulser	Pistol, Knife	-	-

ISC: Nagas — Spec. Trained Troops

NAGAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	12	14	1	0	1	2	3

Special Skills: CH: Camouflage · Infiltration · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
NAGA	MULTI Sniper Rifle	Pistol, Knife	-	-

ISC: Shukra Consultants — Spec. Trained Troops

Shukra CONSULTANTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	16	12	11	14	1	3	1	2	1

Special Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
SHUKRA (Chain of Command)	Boarding Shotgun, Nanopulser	Pistol, Knife	-	-

ISC: Apsaras — Spec. Trained Troops

APSARAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	10	14	1	3	1	2	1

Name	BS Weapons	CC Weapons	SWC	C
APSARA	Submachine Gun	Pistol, Knife	-	-

ISC: Yadu Officer Shakti — Veteran Troops

SHAKTI, Yadu Officer

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	16	13	12	14	3	3	2	2	1

Special Skills: V: Courage · Veteran

Name	BS Weapons	CC Weapons	SWC	C
SHAKTI	Mk12, E/Marat	Heavy Pistol, Knife	-	-

ISC: Rudras GunBots — Support Troops

RUDRAS GunBots

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	7	12	10	12	4	6	2	4	1

Special Skills: Climbing Plus

Name	BS Weapons	CC Weapons	SWC	C
RUDRA	MULTI Rifle, Mine Dispenser	Electric Pulse	-	-

MISSION 8: WEAPONS

NAME	RANGE					DAMAGE	B	AMMUNITION	TRAITS
ADHESIVE LAUNCHER	SHORT 0–8: 0	MEDIUM 8–16: +3	LONG 16–32: -3	MAXIMUM 32–48: -6	48–96		1	ADH	NON-LETHAL
ANTI-PERSONNEL MINE						13	1	SHOCK	CONCEALED, DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), INTUITIVE ATTACK
AP RIFLE	SHORT 0–8: 0	MEDIUM 8–16: +3	LONG 16–32: -3	MAXIMUM 32–48: -6	48–96	13	3	AP	SUPPRESSIVE FIRE
ASSAULT PISTOL	SHORT 0–8: +3	MEDIUM 8–16: 0	LONG 16–24: -6	24–96		13	4 (1 IN CC)	N	CC
BOARDING SHOTGUN (AP MODE)	SHORT 0–8: +6	MEDIUM 8–16: 0	LONG 16–24: -3	24–96		14	2	AP	
BOARDING SHOTGUN (BLAST MODE)	SHORT 0–8: +6	MEDIUM 8–16: 0	LONG 16–24: -3	24–96		14	2	N	IMPACT TEMPLATE (SMALL TEARDROP)
BREAKER PISTOL	SHORT 0–8: +3	MEDIUM 8–16: 0	LONG 16–24: -6	24–96		12	2 (1 IN CC)	BREAKER	CC
COMBI RIFLE	SHORT 0–8: +3	MEDIUM 8–16: +3	LONG 16–32: -3	MAXIMUM 32–48: -6	48–96	13	3	N	SUPPRESSIVE FIRE
D-CHARGES (DEPLOYABLE MODE)						14	1	AP+EXP	ANTI-MATERIEL, DEPLOYABLE, DISPOSABLE (3)
D-CHARGES (CC MODE)						14	1	AP+EXP	CC (-3), DISPOSABLE (3)
DROP BEARS (THROWING WEAPON)	SHORT 0–8: +3	MEDIUM 8–16: -3	16–96				1		DISPOSABLE (3), SPECULATIVE FIRE, TARGETLESS, THROWING WEAPON
DROP BEARS (DEPLOYABLE WEAPON)						13	1	SHOCK	DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), INTUITIVE ATTACK
E/MARAT						13	1	E/M	DIRECT TEMPLATE (LARGE TEARDROP), INTUITIVE ATTACK
ELECTRIC PULSE							1		2 TURNS, AUTOMATIC (7), CC, STATE: IMM-2, NON LOOTABLE, NON-LETHAL
FLASH PULSE	SHORT 0–8: 0	MEDIUM 8–24: +3	LONG 24–48: -3	MAXIMUM 48–96: -6		13	1	FLASH	NON-LOOTABLE, TECHNICAL WEAPON
FORWARD OBSERVER	SHORT 0–8: 0	MEDIUM 8–24: 0	LONG 24–48: -3	MAXIMUN 48–96: -6			2		NON LOOTABLE, NON-LETHAL, TECHNICAL WEAPON
HEAVY PISTOL	SHORT 0–8: +3	MEDIUM 8–16: 0	LONG 16–24: -6	24–96		14	2 (1 IN CC)	SHOCK	CC
HEAVY ROCKET LAUNCHER (BLAST MODE)	SHORT 0–8: -3	MEDIUM 8–16: 0	LONG 16–32: +3	MAXIMUM 32–48: -3	48–96	14	2	FIRE	IMPACT TEMPLATE (CIRCULAR)
HEAVY ROCKET LAUNCHER (HIT MODE)	SHORT 0–8: -3	MEDIUM 8–16: 0	LONG 16–32: +3	MAXIMUM 32–48: -3	48–96	15	2	FIRE	
HEAVY SHOTGUN (AP MODE)	SHORT 0–8: +6	MEDIUM 8–16: 0	LONG 16–24: -3	24–96		15	2	AP	
HEAVY SHOTGUN (BLAST MODE)	SHORT 0–8: +6	MEDIUM 8–16: 0	LONG 16–24: -3	24–96		15	2	N	IMPACT TEMPLATE (SMALL TEARDROP)
KNIFE						PH-1	1	SHOCK	CC, SILENT
LIGHT FLAMETHROWER						13	1	FIRE	DIRECT TEMPLATE (SMALL TEARDROP, INTUITIVE ATTACK)

NAME	RANGE	DAMAGE	B	AMMUNITION	TRAITS
LIGHT ROCKET LAUNCHER (BLAST MODE)	SHORT 0 (0–8) / MEDIUM +3 (8–24) / LONG -3 (24–32) / MAXIMUM -6 (32–48) / (48–96)	13	2	FIRE	IMPACT TEMPLATE (CIRCULAR)
LIGHT ROCKET LAUNCHER (HIT MODE)	SHORT 0 (0–8) / MEDIUM +3 (8–24) / LONG -3 (24–32) / MAXIMUM -6 (32–48) / (48–96)	14	2	FIRE	
MK12	SHORT 0 (0–8) / MEDIUM +3 (8–24) / LONG -3 (24–32) / MAXIMUM -6 (32–48) / (48–96)	15	3	N	SUPPRESSIVE FIRE
MULTI RIFLE (ANTI-MATERIEL MODE)	SHORT +3 (0–8) / MEDIUM +3 (8–16) / LONG -3 (16–32) / MAXIMUM -6 (32–48) / (48–96)	13	1	DA	ANTI-MATERIEL, LIGHT MULTI
MULTI RIFLE (BURST MODE)	SHORT +3 (0–8) / MEDIUM +3 (8–16) / LONG -3 (16–32) / MAXIMUM -6 (32–48) / (48–96)	13	3	AP/SHOCK	LIGHT MULTI, SUPPRESSIVE FIRE
MULTI RIFLE (STUN MODE)	SHORT +3 (0–8) / MEDIUM +3 (8–16) / LONG -3 (16–32) / MAXIMUM -6 (32–48) / (48–96)	14	1	STUN	LIGHT MULTI, NON-LETHAL
MULTI SNIPER RIFLE (ANTI-MATERIEL MODE)	SHORT -3 (0–8) / MEDIUM 0 (8–16) / LONG +3 (16–48) / MAXIMUM -3 (48–96)	15	2	DA	ANTI-MATERIEL, MEDIUM MULTI

MISSION 9: ACCESS ALL AREAS

This mission introduces and expands several troop-specific Special Skills.
The mission also introduces two optional troops not included in the Beyond Coldfront set — the Kazak Spetsnaz for Ariadna and Andromeda for ALEPH.
Another new mission concept is added in the form of Specialist Troops. These are the only troopers who can interact with the Gate objectives in this mission.

ARIADNA SPECIAL SKILLS, EQUIPMENT & WEAPONS

LINE KAZAKS

Line Kazaks have no additional abilities.

VETERAN KAZAKS

Shock Immunity *(N3 p84)* lets the trooper treat *Shock* ammo as *Normal* ammo, so that they do not die outright to a single failed *ARM Roll* against *Shock* ammo.

Veteran L2 *(N3 p98)* also includes:

Sixth Sense L2 *(N3 p92)* which makes the trooper immune to the effects of Surprise Shot and Surprise Attack. In addition, the trooper can react to any Attack on them as if they were facing the attacker.

Paramedic *(N3 p88)* grants the user:

MediKit *(N3 p138)* can be used to heal Unconscious targets, as long as they have a Wounds (W) Attribute and not Structure (STR). If the target is in range, then declaring the MediKit Short Skill lets the target make a PH-3 Roll, with failure putting the target into Dead state and success putting the target on 1 Wound and no longer being Unconscious. MediKits can also be shot at allied troopers, applying the rules above if there is a successful hit. MediKits have unlimited uses.

TANKHUNTER

Camouflage

Camouflaged state can be regained by spending an *Entire Order* while outside *LoF* of any enemy troopers

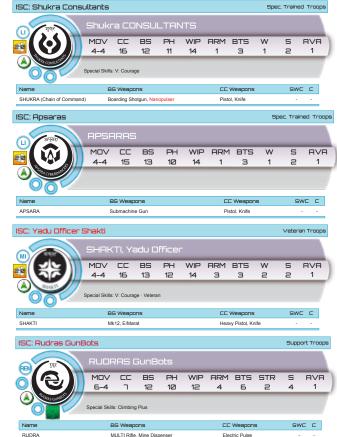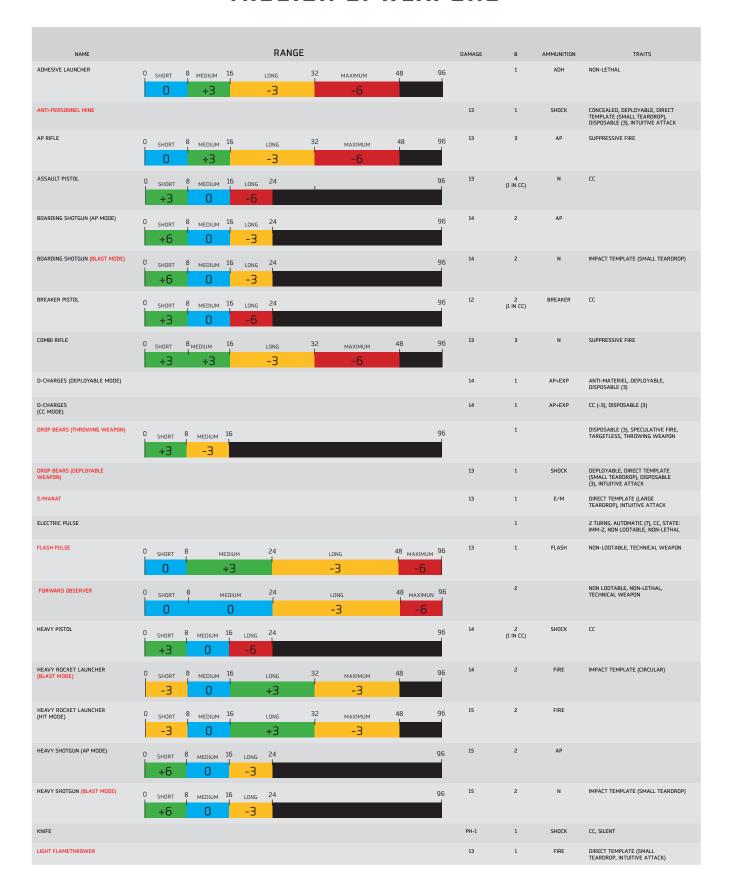**Camouflage also grants:**

Camouflage > Stealth *(N3 p102)* which lets the user declare *Short Movement Skills* within *ZoC* of enemy troopers without triggering *AROs*, unless the enemy trooper has *LoF*. It also lets the trooper declare *Cautious Movement* within enemy *Zones of Control*. Note that Stealth doesn't work against troopers that have Sixth Sense.

Revealing from *Camouflaged state* in the active turn lets the trooper use:

Camouflaged state > Surprise Shot *(N3 p96)* inflicts a -3 *MOD* on enemy *FtF Rolls* when declaring *BS Attack* or when declaring a *Hacking attack*.

Camouflaged state > Surprise Attack *(N3 p103)* is the Close Combat equivalent of *Surprise Shot*, and lets the user declare a *CC Attack* while inflicting an additional -6 *MOD* on enemy *Face to Face Rolls*.

ARIADNA SCOUT

Multiterrain *(N3 p87)* lets the trooper choose a terrain type during *Deployment* and ignore movement penalties for that terrain type during the game, see *N3 p162* in the Advanced Rules for terrain movement penalties.

Camouflage works the same as for the TankHunter.

Infiltration *(N3 p83)* also lets the trooper try to infiltrate between the center line of the table and the enemy *Deployment Zone*, but at the cost of a *PH-3 Roll* with a failed *Roll* revealing the trooper, placed in their own *Deployment Zone* touching any table edge.

Marksmanship L1 *(N3 p86)* lets the user apply *Shock* ammo to their weapons when declaring a BS Attack.

RATNIK

Minesweeper *(Human Sphere N3 p80)* is a *BS Weapon* that lets the user 'shoot' a revealed *Deployable Weapon* such as an enemy *Mine*, with a successful *Roll* meaning that the enemy *Deployable Weapon* has been taken over and now belongs to the user's force.

Heavyweight *(N3 p80)* restricts the ability of the trooper to move through smaller doors.

V: Dogged works the same as for the Naga, and also grants **V: Courage**. Note that once a trooper has activated Dogged, they cannot be healed in any way, for example by using the Engineer Skill.

FRONTOVIK

Engineer *(N3 p76)* has two main uses. When in base contact with a trooper, the Engineer can declare the Engineer Short Skill and make a WIP Roll. On a success, the target can either regain 1 STR on their profile, also cancelling Unconscious state if this brings the target back up to 1 STR (note that this cannot be used to regain the Full Power profile of a Ratnik), or the target cancels the Isolated and Immobilized game states.

VASSILY PLUSHENKO

Ambush Camouflage also grants the user **Stealth**, and lets them use **Surprise Shot** and **Surprise Attack** when revealing from Camouflaged state.

V: Dogged also grants **V: Courage**.

STRELOK

Ambush Camouflage also grants the user **Stealth**, and lets them use **Surprise Shot** and **Surprise Attack** when revealing from Camouflaged state.

ALEPH SPECIAL SKILLS & EQUIPMENT

DAKINI TACBOTS

Ghost: Remote Presence *(N3 p79)* grants the trooper **Courage**. If the trooper has *STR* instead of *W* (as the Dakinis do), the trooper has a second level of *Unconscious* before they enter *Dead* state.

Troop Type: Remote *(N3 p23)* Remotes suffer a *-3 MOD* when performing *Dodge*, or equivalent Skills such as *Change Facing* or *Engage*. In addition, Remotes cannot use the *Cautious Movement Common Skill*.

Structure (STR) Attribute works as it does with the Ratnik.

NAGAS

Camouflage works the same as for the TankHunter.

Dogged grants **Courage**.

APSARA

Ghost: Jumper LZ (*Third Offensive Book***)** is a Skill that benefits Remotes in Fireteams. Please see the HS N3. *G: Jumper LZ* also grants **G: Remote Presence** and therefore **Courage**.

DEVA

No Wound Incapacitation grants **Courage**.

SHUKRA CONSULTANT

Shock Immunity works the same as for the Veteran Kazak.

Counterintelligence *(Third Offensive Book)* affects the *Strategic Use of Command Tokens (N3 p147)* from the *Advanced Rules*, reducing their effectiveness when used against you.

Biometric Visor L2 *(Human Sphere N3 p73)* increases the chances of *Discovering* an *Impersonation* marker *(N3 p179 and p180),* and cancels the use of *Surprise Shot* and *Surprise Attack* when used by a trooper in *IMP-1* or *IMP-2* state.

RUDRAS GUNBOT

G: Remote Presence works the same as for the Dakinis.

Troop Type: Remote works the same as for the Dakinis.

Repeaters *(N3 p140)* extend the reach of a Hacker when using the Advanced Rules.

NEW & EXPANDED WEAPONS

HMG

N3 p122

A heavy support weapon, the HMG has a high *Burst* of 4 and the *Suppressive Fire Trait*.

NEW UNIT RULES

KAZAK SPETSNAZ

Ambush Camouflage works the same as for the Strelok and for Vassily.

Marksmanship L1 works the same as for the Scout.

Marksmanship L2 *(N3 p86)* lets the user ignore the -3 BS MOD for shooting a target in Partial Cover.

Martial Arts L2 *(N3 p100)* lets the user choose from a series of MODs when declaring a CC Attack.

HMG

ANDROMEDA

Forward Deployment L1 (*Human Sphere N3 p26*) lets the trooper deploy up to 4" beyond their *Deployment Zone.*

Mimetism works the same as for the Dakinis.

Guard L3 *(Human Sphere N3 p43)* is similar to the Spetsnaz' Martial Arts, allowing the user to choose from a series of MODs when declaring CC Attack.

Stealth works the same as for the TankHunter.

No Wound Incapacitation works the same as for the Yadu.

Specialist Operative *(Human Sphere N3 p42)* lets the trooper interact with mission objectives.

Breaker Pistol *(N3 p126)* is a Pistol with Damage 12 and Breaker ammo.

MISSION DETAILS

MAIN OBJECTIVES

- At the end of the game, have more *Configured Gates* than the opponent (4 Objective Points).

- At the end of the game, have the same number of *Configured Gates* as the opponent (1 Objective Point, only if the player has at least one *Configured Gate*).

- At the end of the game, for each *Configured Gate* (1 Objective Point).

SECONDARY OBJECTIVES

- Kill more enemy troopers than the adversary (2 Objective Point).

FORCES

Side A (Ariadna): 3 Line Kazaks, 1 Veteran Kazak (Specialist Troop), 1 Tankhunter (Specialist Troop), 1 Scout, 1 Ratnik, 1 Frontovik (Specialist Troop), 1 Strelok, Vassily Plushenko (Specialist Troop) and a Kazak Spetsnaz.

Side B (ALEPH): 3 Dakinis, 1 Yadu Trooper, 1 Deva (Specialist Troop), 1 Naga, 1 Shukra (Specialist Troop), 1 Apsara, 1 Rudras GunBot, Shakti (Specialist Troop) and Andromeda (Specialist Troop).

Private Lieutenants - before the game, privately nominate which of your troopers is the Lieutenant. For the Ariadna force this can be the Veteran Kazak, Vassily Plushenko or one of the Line Kazaks. For the ALEPH force this can be the Yadu Trooper or Shakti.

SPECIAL SCENARIO RULES

Configure the Gates — each Heavy Duty Workshop Module (the buildings that have 'MAYA on the roof and sides) has a *Gate* on each long side.

To *Configure a Gate*, a Specialist Troop must be in base contact with the *Gate*, spend one Short Skill and succeed at a Normal **WIP** Roll. If the roll is failed, it can be repeated as many times as necessary, each time spending the corresponding Short Skill.

Players place a Player Marker (Player A/Player B) in base to base contact with a *Gate* they have *Configured* to identify it.

A player can *Configure a Gate* which has previously been *Configured* by his adversary by using the same procedure. In such a situation, that Gate is no longer considered to be *Configured* by the enemy.

END-GAME CONDITIONS

The game ends at the end of the third Game Round or when one of the players has no troops on the table. Victory goes to the player with the most Objective Points.

MISSION 9: ARIADNA UNITS

ISC: Line Kazaks — Line Troops

LINE KAZAKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	11	13	1	0	1	2	total

Name	BS Weapons	CC Weapons	SWC	C
LINE KAZAK	Rifle	Pistol, Knife	0	9

ISC: Veteran Kazaks — Elite Troops

VETERAN KAZAKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	17	13	12	14	4	0	1	2	2

Special Skills: CH: Mimetism · Non Hackable · Shock Immunity · Veteran L2 (Sixth Sense L2, V: NWI)

Name	BS Weapons	CC Weapons	SWC	C
VETERAN KAZAK Paramedic (MediKit)	AP Rifle, Light Flamethrower	Heavy Pistol, Knife	0	37

ISC: TankHunters — Elite Troops

TANKHUNTERS Regiment

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	12	12	14	3	0	1	2	3

Special Skills: CH: Camouflage · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
TANKHUNTER (Chain of Command)	AP Rifle, Adhesive Launcher, D-Charges	Pistol, Knife	0	30

ISC: Scouts — Elite Troops

Ariadna SCOUTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	13	13	1	0	1	2	3

Special Skills: CH: Camouflage · Infiltration · Marksmanship L1 · Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
SCOUT	Boarding Shotgun, D-Charges, Antipersonnel Mines	Pistol, Knife	0	25

ISC: Armata-2 Proyekt 'Ratnik' — Headquarters Troops

Armata-2 Proyekt 'RATNIK' — FULL POWER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	13	14	13	6	3	1	5	1

Equipment: Minesweeper
Special Skills: Fireteam: Duo · Heavyweight · Lo-Tech A · V: Dogged

Armata-2 Proyekt 'RATNIK' — BATTLE RAVAGED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	12	12	13	13	4	0	1	5	--

Equipment: Minesweeper
Special Skills: Fireteam: Duo · Heavyweight · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
RATNIK	Heavy Rocket Launcher, Heavy Shotgun	Heavy Pistol, Trench-hammer, Knife	2	44

ISC: Frontoviks, Separate Assault Bat. — Veteran Troops

FRONTOVIKS, Separate Assault Bat.

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	11	13	2	0	1	2	2

Special Skills: CH: Mimetism · V: Courage · Veteran L1

Name	BS Weapons	CC Weapons	SWC	C
FRONTOVIK Engineer	T2 Rifle, Light Rocket Launcher, D-Charges	Assault Pistol, Knife	0.5	33

ISC: Streloks, Kazak Reconaissance Unit — Spec. Trained Troops

STRELOKS, Kazak Reconaissance Unit

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	11	13	1	0	1	2	1

Special Skills: CH: Ambush Camouflage · Forward Deployment L2

Name	BS Weapons	CC Weapons	SWC	C
STRELOK	T2 Marksman Rifle, Antipersonnel Mines	Pistol, Knife	0	29

ISC: Vassily Plushenko, TankHunters Officer — Character

VASSILY PLUSHENKO, TankHunters Officer

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	12	14	3	0	1	2	1

Special Skills: CH: Ambush Camouflage · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
VASSILY Lieutenant (Forward Observer)	T2 Sniper, D-Charges	Heavy Pistol, Knife	1	35

ISC: Kazak Spetsnaz — Elite Troops

KAZAK SPETSNAZS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	12	12	13	2	0	1	2	2

Special Skills: Marksmanship L2 · Martial Arts L2

Name	BS Weapons	CC Weapons	SWC	C
SPETSNAZ (CH: Ambush Camouflage)	HMG	Pistol, CCW, Knife	1.5	38

MISSION 9: ALEPH UNITS

ISC: Dakini Tacbots — Line Troops

DAKINI Tacbots — REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	2	Total

Special Skills: CH: Mimetism · G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
DAKINI Tacbot	Combi Rifle	Electric Pulse	0	13

ISC: Yadu Troopers, Tactical Assault Teams — Veteran Troops

YADU Troopers, Tactical Assault Teams — MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	13	12	14	3	3	1	2	2

Special Skills: Fireteam: Duo · Shock Immunity · V: No Wound Incapacitation · Veteran L1

Name	BS Weapons	CC Weapons	SWC	C
YADU	MULTI Rifle, E/Marat, Drop Bears	Heavy Pistol, Knife	0	36

ISC: Deva Functionaries — Veteran Troops

DEVA Functionaries — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	11	15	2	3	1	2	2

Special Skills: V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
DEVA	Combi Rifle, Nanopulser	Pistol, Knife	0	23

ISC: Nagas — Spec. Trained Troops

NAGAS — SK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	12	14	1	0	1	2	3

Special Skills: CH: Camouflage · Infiltration · Multiterrain · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
NAGA	MULTI Sniper Rifle	Pistol, Knife	1.5	34

ISC: Shukra Consultants — Spec. Trained Troops

Shukra CONSULTANTS — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	16	12	11	14	1	3	1	2	1

Equipment: Biometric Visor L2
Special Skills: Counterintelligence · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
SHUKRA (Chain of Command)	Boarding Shotgun, Nanopulser	Pistol, Knife	0	25

ISC: Apsaras — Spec. Trained Troops

APSARAS — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	10	14	1	3	1	2	1

Name	BS Weapons	CC Weapons	SWC	C
APSARA (G: Jumper Level Z)	Submachine Gun	Pistol, Knife	0	22

ISC: Yadu Officer Shakti — Veteran Troops

SHAKTI, Yadu Officer — MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	16	13	12	14	3	3	2	2	1

Special Skills: V: Courage · Veteran L1

Name	BS Weapons	CC Weapons	SWC	C
SHAKTI	Mk12, E/Marat	Heavy Pistol, Knife	0	40

ISC: Rudras GunBots — Support Troops

RUDRAS GunBots — REM

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	7	12	10	12	4	6	2	4	1

Equipment: Repeater
Special Skills: Climbing Plus · G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
RUDRA	MULTI Rifle, Mine Dispenser	Electric Pulse	0	39

ISC: Andromeda, Sophistes of the Steel Phalanx — Character

ANDROMEDA, Sophistes of the Steel Phalanx — LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	12	12	13	2	3	1	4	1

Special Skills: CH: Mimetism · Forward Deployment L1 · Guard L3 · Kinematika L2 · Specialist Operative · Stealth · V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
ANDROMEDA (Forward Deployment L2)	Combi Rifle, Flash Pulse, D-Charges	Breaker Pistol, DA CC Weapon, Knife	0	34

MISSION 9: WEAPONS

NAME	RANGE					DAMAGE	B	AMMUNITION	TRAITS
CC WEAPON						PH	1	N	CC
DA CC WEAPON						PH	1	DA	ANTI-MATERIEL, CC
HEAVY MACHINE GUN (HMG)	SHORT 0–8: -3	MEDIUM 8–16: 0	LONG 16–32: +3	MAXIMUM 32–48: -3	48–96:	15	4	N	SUPPRESSIVE FIRE
MEDIKIT	SHORT 0–8: +3	MEDIUM 8–16: 0	LONG 16–24: -6	24–96:			1		NON-LETHAL

CORVUS BELLI

INFINITY