



CORVUS BELLI  
iNFiNITY

BEYOND  
ICESTORIA



# BEYOND ICESTORM



## INTRODUCTION

So you've played through the five Operation: Icestorm 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: Icestorm.
- » 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 fulfilled to perform the Skill goes here.
- Where there are multiple Requirements they must all be fulfilled, 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 its *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: Icestorm 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 Spektr's *TO Camouflage* which gives attackers a -6 *BS MOD* and also allows them to deploy in the *TO Camouflaged* marker state.

**Deployment Skills** can be active or passive, so the Spektr's *Infiltrate Skill* is a passive ability used during *Deployment*, while the Akal, Sikh Commando's *Combat Jump* (actually *Airborne Deployment Level 4: Combat Jump*) is an active ability used when the trooper arrives on the table.

# MISSION 6: RETAKE R&D

This mission introduces the full versions of several rules that were simplified for Operation: Icestorm 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 it's not complex, it's more complete than Icestorm'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.

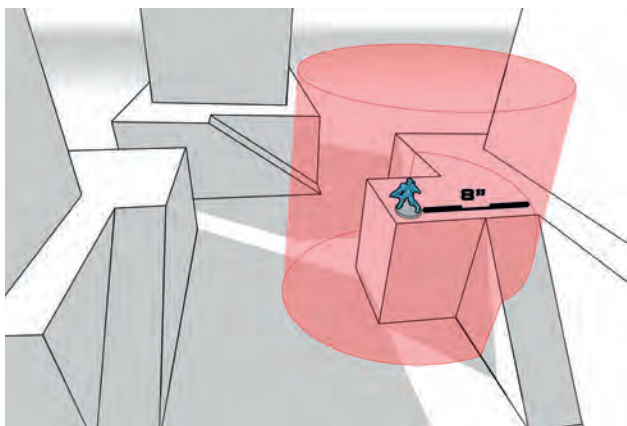
Sergeant JW's Tactical Tips - one of the most common uses of this is to peek round a corner and back with a Move, see what the enemy troopers declare in reaction, then declare a BS Attack with the second Skill of the Order, even though the trooper is ending their Move out of sight. This means that your 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 Icestorm 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

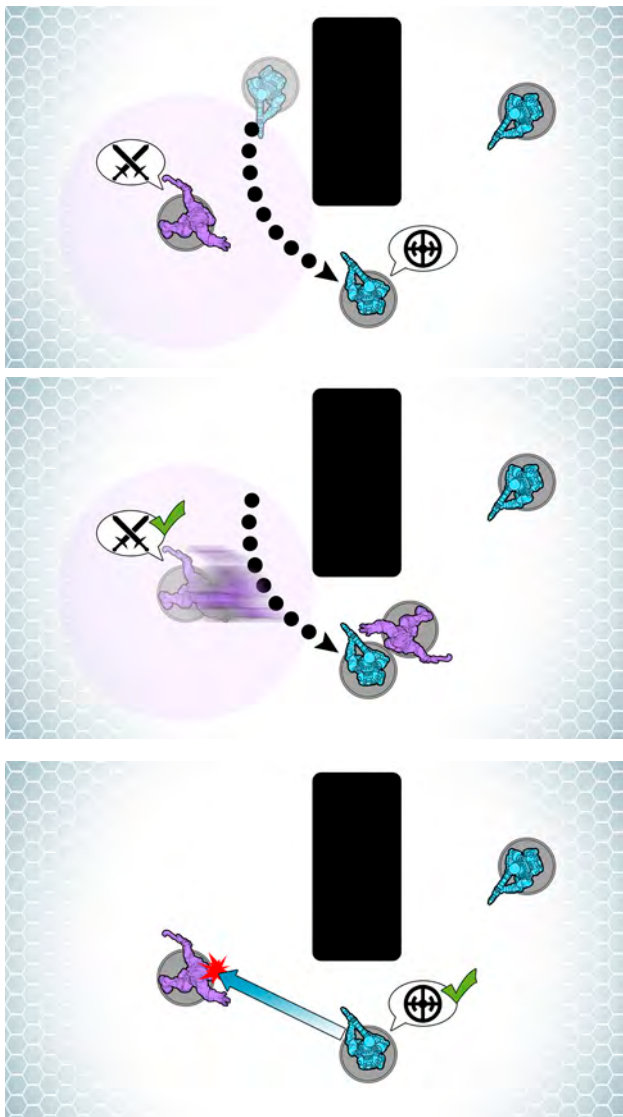
These are *Entire Order Movement Skills* that allow increased movement around the battlefield. They both let the trooper move their first MOV value without need for a roll, either **Climbing** up a vertical surface or **Jumping** across gaps and over obstacles, but as *Entire Order Skills* any enemy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

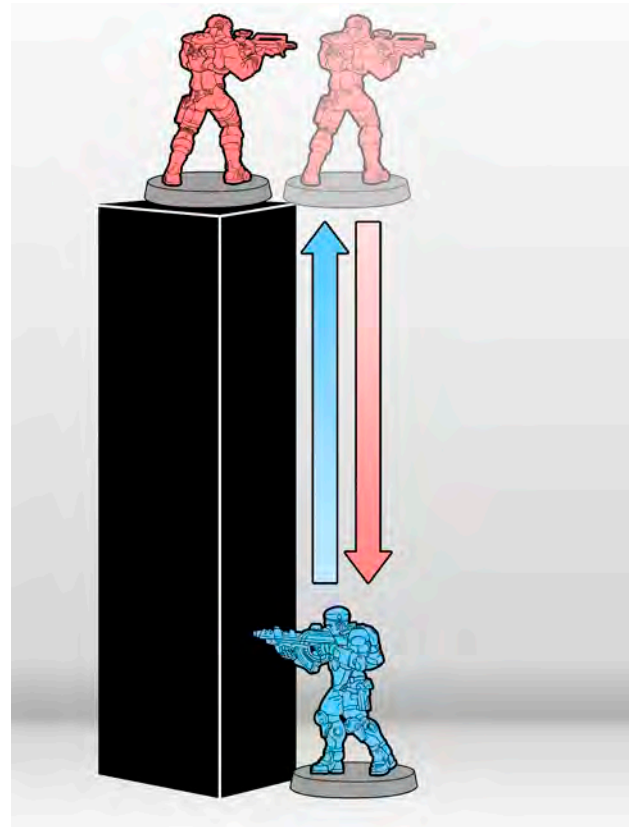
N3 p57

**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 Icestorm 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 *TO Camo marker* in *Partial Cover* that's in the 8-32" +0 range band will be at *WIP -9* to *Discover*.

## CHANGE FACING, ALERT & WARNING!

N3 p52, Change Facing

N3 p51, Alert

N3 p45, Warning!

Icestorm Mission 4's "Change Facing" is a combination of several Infinity rules.

**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. Intuitive Attack is covered in Mission 8 but none of the weapon featured in *Beyond Icestorm* are capable of Speculative Fire.

**Reset** is the equivalent of a *Dodge* against Hacking and Comms Attacks, and isn't used in any of the *Beyond Icestorm* 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* or *TO Camouflage marker* and the presence of any *TO Camouflage* troopers in *Hidden Deployment* (see mission 9) or off-table via *Airborne Deployment*.

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* or *TO Camouflaged*.

## MISSION DETAILS

This mission is identical to Mission 5 in *Operation: Icestorm*.

## FORCES

Side A (PanOceania): 3 Fusiliers, 1 Akal Commando, 1 Nisse, 1 Orc Trooper and 1 Father-Knight.

Side B (Nomads): 3 Corregidor Alguaciles, 1 Spektr, 1 Grenzer, 1 Mobile Brigada and 1 Reverend Healer.

**Private Lieutenants** - before the game, privately nominate which of your troopers is the Lieutenant. For the PanOceania force this can be the Father-Knight or one of the Fusiliers. For the Nomad force this can be the Mobile Brigada or one of the Corregidor Alguaciles.

### 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.

RETAKÉ R&D

Weapon	0	8	16	32	48	96	PH-1	PH-2
Combi Rifle							13	3
Discover							-	-
Knife	-						PH-1	1
Sniper Rifle							15	2



## MISSION 6

ISC: Akalis Elite Troops

**AKALIS, Sikh Commandos**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	11	13	2	0	1	2	3

COMBI RIFLE, KNIFE  
SKILLS: COMBAT JUMP



ISC: Corregidor Alguaciles Line Troops

**CORREGIDOR ALGUACILES**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	13	1	0	1	2	Total

COMBI RIFLE, KNIFE



ISC: Fusiliers Line Troops

**FUSILIERS**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	10	12	1	0	1	2	Total

COMBI RIFLE, KNIFE



ISC: Grenziers, Grenz Security Team Veteran Troops

**GRENZERS, Grenz Security Team**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	11	13	3	6	1	2	3

SNIPER RIFLE, KNIFE  
SKILLS: MULTISPECTRAL VISOR L1



ISC: Nisses Elite Troops

**Svalarheima NISSES**

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

SNIPER RIFLE, KNIFE  
SKILLS: MINETISM, MULTISPECTRAL VISOR L2



ISC: Mobile Brigada Veteran Troops

**MOBILE BRIGADA**

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

COMBI RIFLE, KNIFE



ISC: Orc Troops Veteran Troops

**ORC TROOPS**

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

COMBI RIFLE, KNIFE



ISC: Reverend Healers Elite Troops

**REVEREND HEALERS**

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

COMBI RIFLE, KNIFE  
SKILLS: DOCTOR, MINETISM



ISC: Military Order Father-Knights Veteran Troops

**Military Order FATHER-KNIGHTS**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	14	14	13	5	9	2	2	2

COMBI RIFLE, KNIFE  
SKILLS: KINETMATIKA

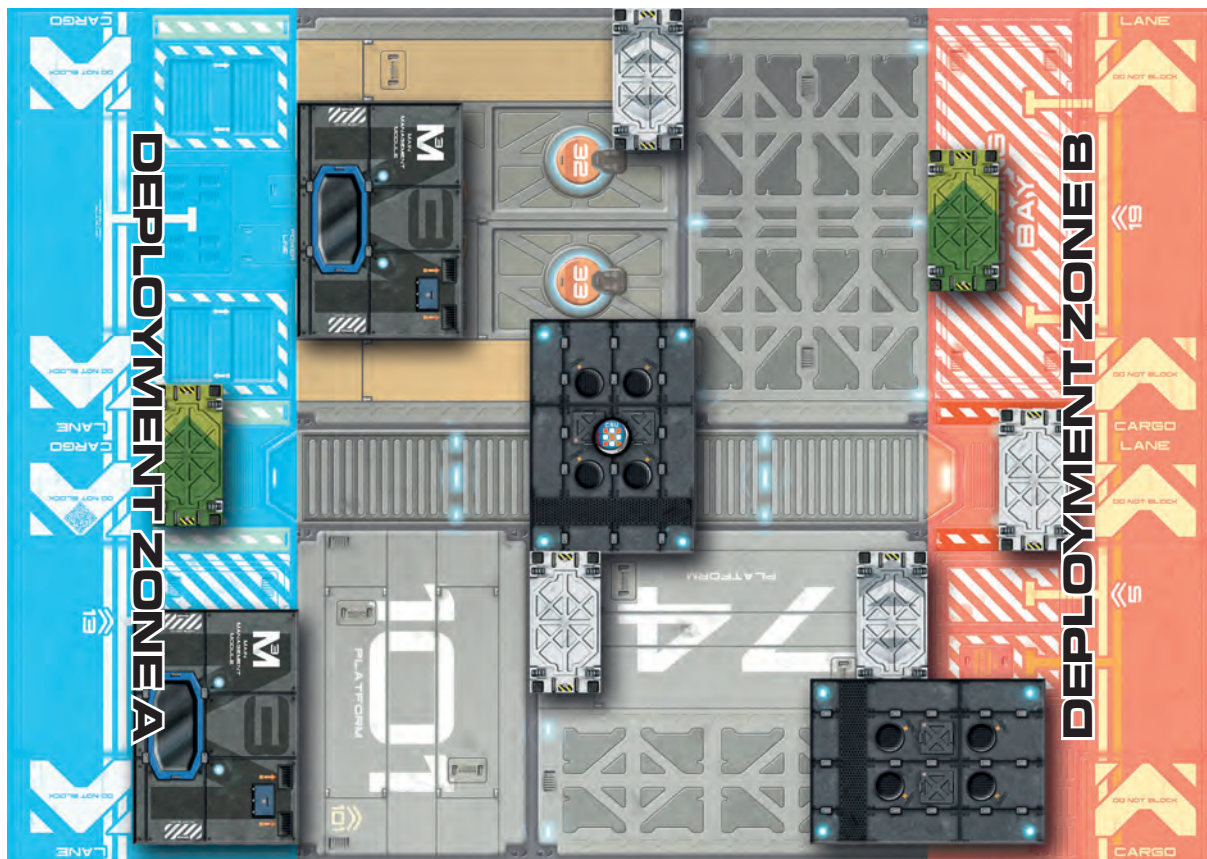


ISC: Spektrs Spec. Trained Troops

**SPEKTRS**

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

COMBI RIFLE, KNIFE  
SKILLS: INFILTRATION, TO CAMOUFLAGE





# 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 Neoterra Bolt Paramedic and the fearsome Hellcat drop trooper, and the idea of controlling different areas of the table at the end of the game.

## GUNS & AMMO

Icestorm 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 Icestorm you've only come across **Normal** ammo. The Infinity rules include a wide range of Special Ammunition.

### AP SPECIAL AMMUNITION

N3 p108

**AP** ammo reduces the ARM value of its target to half its original value, rounding up. *Partial Cover* MODs are unaffected by **AP** ammo, so a trooper with ARM3 in *Partial Cover* would have their ARM reduced to 2, plus 3 for the *Partial Cover* for a total of ARM 5.

### BREAKER SPECIAL AMMUNITION

N3 p108

Breaker ammo forces the target to make a *BTS Roll* instead of an *ARM Roll*, but using half his *BTS*, always rounding up.

The effects of Breaker ammo apply only to the *BTS* value of the target, and not to the *Partial Cover* MOD, which remains unaltered.

### DA SPECIAL AMMUNITION

N3 p108

Double Action ammo forces the target to make two *ARM Rolls* per hit.

### E/M SPECIAL AMMUNITION

N3 p109

E/M ammo disrupts high-tech systems, forcing the target to make a halved *BTS Roll*, with failure putting the trooper in *Isolated* state. If the target is the Mobile Brigade, they will also be in *IMM-2 State*.

### ISOLATED STATE

N3 p181

A trooper in *Isolated State* cannot have *Regular Orders* spent on them, and in their next *Order Count* step, they will become *Irregular*.

### IMMOBILIZED-2 STATE

N3 p179

A trooper in *IMM-2 State* has a very limited number of actions available. For the purposes of these missions, they are limited to the *Discover* and *Alert* skills.

### EXP SPECIAL AMMUNITION

N3 p110

Explosive ammo forces the target to make three *ARM Rolls* per hit.

### SHOCK SPECIAL AMMUNITION

N3 p114

On target with a *Wounds* Attribute of one such as an Alguacil or Fusilier, a failed *ARM Roll* against **Shock** ammo will take the target straight to *Dead* state instead of *Unconscious*, making it impossible to heal them.

### STUN SPECIAL AMMUNITION

Human Sphere N3 p51

**Stun** ammo temporarily incapacitates the target, inflicting two *BTS Rolls* per hit. If either *BTS Roll* is failed, the target enters Stunned state.

### 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*.

## EXPANDED WEAPONS

### KNIFE

These are in Icestorm 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*, *TO 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**

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



## ADDITIONAL WEAPONS & EQUIPMENT

**BOARDING SHOTGUN**

N3 p129

Shotguns are excellent weapons for close quarters combat. The Boarding Shotgun fires AP ammo and in Mission 8 it will get an alternative firing mode with a Template effect.

**BREAKER PISTOL**

N3 p126

A Pistol loading Breaker ammo instead of Normal ammo.

**DA CCW**

N3 p116

A close combat weapon using DA ammo.

**E/M CCW**

N3 p116

A close combat weapon using E/M ammo. Note that each hit from an E/M CCW inflicts an ARM Roll against Normal ammo and a halved BTS Roll against E/M ammo.

**EXP CCW**

N3 p116

A close combat weapon using EXP ammo.

**LIGHT SHOTGUN**

N3 p130

Shotguns are excellent weapons for close quarters combat. In Mission 8 the Light Shotgun will get a Template effect.

**MEDIKIT**

N3 p138

*MediKits* allow the user to heal troopers without having the training of a Doctor. Rather than rolling on the user's *WIP*, roll on the target's *PH* with a -3 *MOD*. *MediKits* can also be used remotely by firing them at the target.

**MULTI RIFLE**

N3 p128

As with MULTI Sniper Rifles, these are more advanced versions of the standard Combi Rifle. Like Combi Rifles, MULTI Rifles have the *Suppressive Fire Trait*. a MULTI Rifle can fire Burst 3 with AP or Shock ammo, or Burst 1 with DA or Stun ammo.

**MULTI SNIPER RIFLE**

N3 p131

These are much more adaptable versions of the standard Sniper Rifles, capable of loading multiple types of ammo. A MULTI Sniper Rifle can fire Burst 2 with DA or AP ammo, or Burst 1 with Stun ammo.

**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.

## SPITFIRE

N3 p132

Spitfires are mid-range high rate of fire weapons capable of Suppressive Fire.



## WEAPONS FOR THE PANOCEANIA UNITS

### FUSILIERS

Combi Rifle, Pistol, Knife.

Remember that the Combi Rifle can be used for Suppressive Fire.

### AKAL COMMANDO

Combi Rifle, Pistol, E/M CCW.

Remember that the Combi Rifle can be used for Suppressive Fire.

### NISSE

MULTI Sniper Rifle, Pistol, Knife.

### ORC TROOP

MULTI Rifle, Pistol, Knife.

Remember that the MULTI Rifle can be used for Suppressive Fire.

### FATHER-KNIGHT

Boarding Shotgun, Breaker Pistol, DA CCW.

## WEAPONS FOR THE NOMAD UNITS

### CORREGIDOR ALGUACILES

Combi Rifle, Pistol, Knife.

Remember that the Combi Rifle can be used for Suppressive Fire.

### SPEKTR

Combi Rifle, Pistol, Knife.

Remember that the Combi Rifle can be used for Suppressive Fire.

### GRENZER

MULTI Sniper Rifle, Pistol, Breaker Pistol, Knife.

### MOBILE BRIGADA

MULTI Rifle, Pistol, Knife.

Remember that the MULTI Rifle can be used for Suppressive Fire.

### REVEREND HEALER

Combi Rifle, Breaker Pistol, EXP CCW, MediKit.

## NEW UNIT RULES

### NEOTERRA BOLT

**Bioimmunity** (N3 p69) makes the trooper more resistant to *Shock* and *Viral* ammo.

**Veteran L1** (N3 p98) if the user's army enters a *Loss of Lieutenant* situation, the user remains *Regular*.

**Light Shotgun** (N3 p130).

**MediKit** (N3 p138).

### HELLCAT

**Combat Jump** works the same as for the Akal Commando. In Mission 9, the Hellcat will get Superior Combat Jump.

**Spitfire** (N3 p132).

## MISSION DETAILS

### MAIN OBJECTIVES

- » At the end of the game, *Dominare* the Sector furthest from to your Deployment Zone (4 Objective Points).
- » At the end of the game, *Dominare* the central Sector (3 Objective Points).
- » At the end of the game, *Dominare* 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 (PanOceania): 3 Fusiliers, 1 Akal Commando, 1 Nisse, 1 Orc Trooper, 1 Father-Knight and 1 Neoterra Bolt.

Side B (Nomads): 3 Corregidor Alguaciles, 1 Spektr, 1 Grenzer, 1 Mobile Brigada, 1 Reverend Healer and 1 Hellcat.

**Private Lieutenants** - before the game, privately nominate which of your troopers is the Lieutenant. For the PanOceania force this can be the Father-Knight or one of the Fusiliers. For the Nomad force this can be the Mobile Brigada or one of the Corregidor Alguaciles.

## 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.

**Dominare 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.

## WEAPONS CHART

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
DA CC Weapon	-	-	PH	1	DA	ANTI-MATERIEL, CC
E/M CC Weapon	-	-	PH	1	N+E/M	CC
Light Shotgun	0 SHORT 8 MEDIUM 16 LONG 24 96	+6 0 -3	13	2	N	IMPACT TEMPLATE (SMALL TEARDROP)
MediKit	0 SHORT 8 MEDIUM 16 LONG 24 96	+3 0 -6	-	1	-	NON-LETHAL
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	13	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	2	STUN	MEDIUM MULTI, NON-LETHAL
Pistol	0 SHORT 8 MEDIUM 16 LONG 24 96	+3 0 -6	11	2 (1 in CC)	N	CC
Spitfire	0 SHORT 8 MEDIUM 24 LONG 32 MAXIMUM 48 96	0 +3 -3 -6	14	4	N	SUPPRESSIVE FIRE
Suppressive Fire Mode	0 SHORT 8 MEDIUM 16 LONG 24 96	0 0 -3	-	3	-	-



ISC: Akalis Elite Troops

**AKALIS, Sikh Commandos**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	11	13	2	0	1	2	3

COMBI RIFLE, KNIFE, PISTOL, E/M CCW  
SKILLS: COMBAT JUMP



ISC: Grenzers, Grenz Security Team Veteran Troops

**GRENZERS, Grenz Security Team**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	11	13	3	6	1	2	3

MULTI SNIPER RIFLE, KNIFE, PISTOL, BREAKER PISTOL  
SKILLS: MULTISPECTRAL VISOR L1



ISC: Neoterra Bolts Veteran Troops

**NEOTERRA BOLTS**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	13	11	12	2	6	1	2	3

COMBI RIFLE, LIGHT SHOTGUN, KNIFE, PISTOL  
SKILLS: BIOIMMUNITY, VETERAN L1, MEDKIT



ISC: Hellcats Elite Troops

**HELLCATS**

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

SPLITFIRE, PISTOL, KNIFE  
SKILLS: COMBAT JUMP



ISC: Nisses Elite Troops

**SVALARHEIMA NISSES**

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

MULTI SNIPER RIFLE, KNIFE, PISTOL  
SKILLS: MULTISPECTRAL VISOR L2, MIMETISM



ISC: Mobile Brigada Veteran Troops

**MOBILE BRIGADA**

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

MULTI RIFLE, KNIFE, PISTOL



ISC: Orc Troops Veteran Troops

**ORC TROOPS**

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

MULTI RIFLE, KNIFE, PISTOL



ISC: Reverend Healers Elite Troops

**REVEREND HEALERS**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	19	13	12	14	3	3	1	2	1

COMBI RIFLE, PISTOL, EXP CCW  
SKILLS: DOCTOR, MIMETISM



ISC: Military Order Father-Knights Veteran Troops

**MILITARY ORDER FATHER-KNIGHTS**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	14	13	5	9	2	2	2	2

BOARDING, SHOTGUN, DA CCW, BREAKER PISTOL



ISC: Spektrs Spec. Trained Troops

**SPEKTRS**

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

COMBI RIFLE, KNIFE, PISTOL  
SKILLS: INFILTRATION, TO CAMOUFLAGE



# MISSION 8: TAKE THE HIGH GROUND

This mission introduces *Template Weapons* and the *Common Skill Intuitive Attack*

The mission also introduces two new troops, the Kamau with HMG and the Intruder Sniper.

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 Icestorm*.

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 Reverend Healer and the Light Flamethrower of the Mobile Brigada.

**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 Light Shotgun of the Neoterra Bolt and the Boarding Shotgun of the Father-Knight.

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

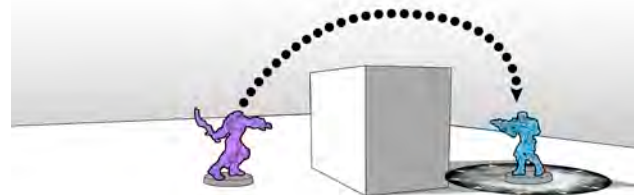
This *Common Skill* can be performed by anyone with a weapon that has the *Intuitive Attack Trait*, which includes all Direct Template Weapons. As an *Entire Order Skill*, the trooper doesn't get to do anything else.

*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*. 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...

*Intuitive Attack* can also be used to attack through Zero Visibility Zones (N3 p165), for example an area covered by *Smoke* ammo (N3 p111).



## NEW & EXPANDED WEAPONS & EQUIPMENT

### BOARDING SHOTGUN

Heavier than the Light Shotgun, the Boarding Shotgun has DAM14 and two firing modes. AP Mode uses AP ammo while Blast Mode uses Normal ammo and has the *Impact Template Weapon (Small Teardrop) Trait*, making the Boarding Shotgun a very adaptable weapon.

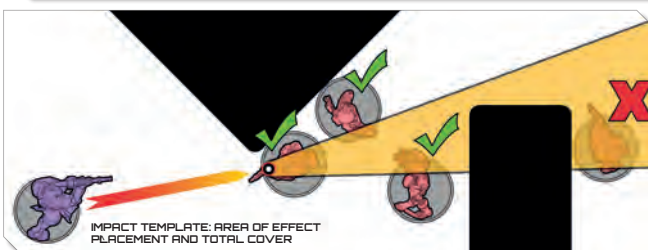
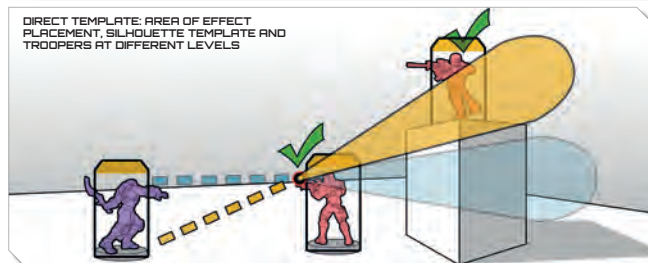
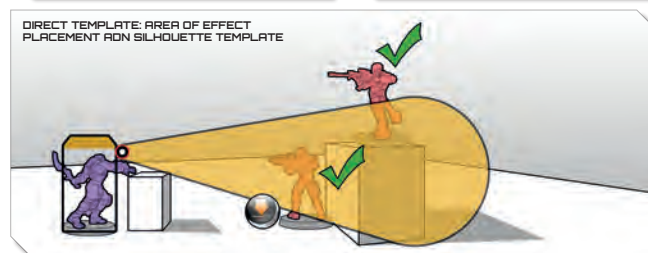
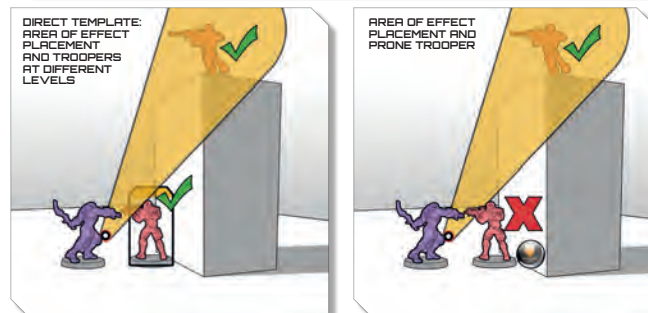
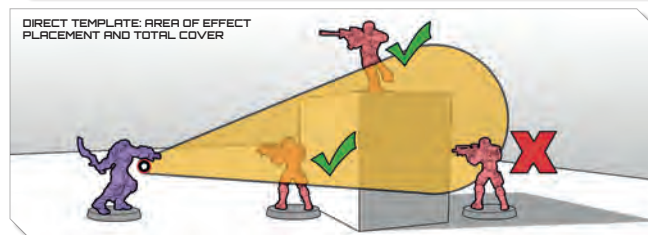
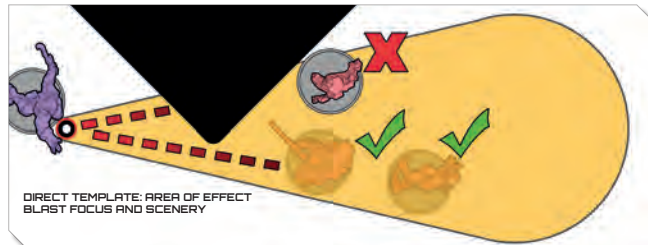
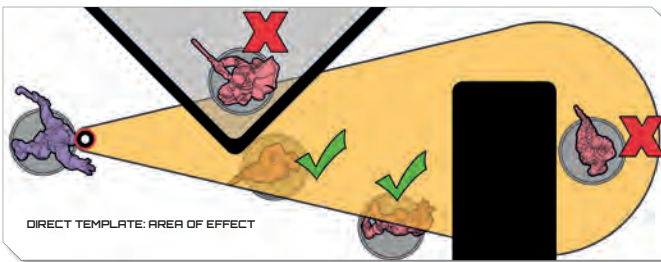


### LIGHT FLAMETHROWER

The Mobile Brigada's MULTI 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.

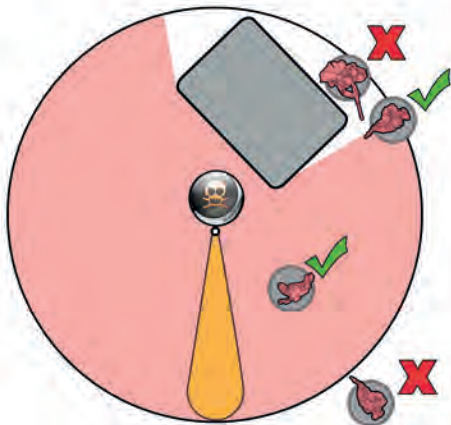
### LIGHT SHOTGUN

Templates. Templates are nasty. Light Shotguns have templates. The *Impact Template Weapon (Small Teardrop) Trait* means that when you fire a Light Shotgun, 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.



## MINES

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 system

## NANOPULSER

(N3 p125) The Reverend Healer has 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.

## HMG

(N3 p122) the Kamau is armed with an HMG, a long range high rate of fire weapon that is capable of *Suppressive Fire*.

## X VISOR

(N3 p141) the Intruder has an X Visor, a device that provides the user with additional ballistics information. -3 range MODs are reduced to 0 and -6 range MODs are reduced to -3 for the user.

## ADDITIONAL UNIT WEAPONS: NOMADS

## SPEKTR

Mines

## REVEREND HEALER

Nanopulser

## MOBILE BRIGADA

Light Flamethrower

## NEW UNIT RULES

## KAMAU

*Mimetism* works the same as it does on the Nisse and Reverend Healer.

## INTRUDER

The Intruder's *Camouflage* (N3 p70) works the same as the Spektr's TO Camouflage, but the BS Attack and Discover MODs against the Intruder are -3 instead of -6.

## MISSION DETAILS

## MAIN OBJECTIVES

- » At the end of each Game Round, *Dominat*e 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, *Dominat*e more *Designated Buildings* than the adversary (3 Objective Points).

## SECONDARY OBJECTIVES

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

## FORCES

Side A (PanOceania): 3 Fusiliers, 1 Akal Commando, 1 Nisse, 1 Orc Trooper, 1 Father-Knight, 1 Neoterra Bolt and 1 Kamau.

Side B (Nomads): 3 Corregidor Alguaciles, 1 Spektr, 1 Grenzer, 1 Mobile Brigada, 1 Reverend Healer, 1 Hellcat and 1 Intruder.

**Private Lieutenants** - before the game, privately nominate which of your troopers is the Lieutenant. For the PanOceania force this can be the Father-Knight or one of the Fusiliers. For the Nomad force this can be the Mobile Brigada or one of the Corregidor Alguaciles.

## SPECIAL SCENARIO RULES

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

**Dominat**e 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.



## WEAPONS CHART

Anti-personnel Mine	-	13	1	SHOCK	CONCEALED, DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), INTUITIVE ATTACK
Boarding Shotgun (Template Mode)	<div> <div>0</div> <div>SHORT</div> <div>8</div> <div>MEDIUM</div> <div>16</div> <div>LONG</div> <div>24</div> <div>96</div> </div> <div> <div>+6</div> <div>0</div> <div>-3</div> </div>	14	2	N	IMPACT TEMPLATE (SMALL TEARDROP)
Heavy Machine Gun (HMG)	<div> <div>0</div> <div>SHORT</div> <div>8</div> <div>MEDIUM</div> <div>16</div> <div>LONG</div> <div>32</div> <div>MAXIMUM</div> <div>48</div> <div>96</div> </div> <div> <div>-3</div> <div>0</div> <div>+3</div> <div>-3</div> </div>	15	4	N	SUPPRESSIVE FIRE
Light Flamethrower	-	13	1	FIRE	DIRECT TEMPLATE (SMALL TEARDROP, INTUITIVE ATTACK.)
Nanopulser	-	13	1	NANOTECH	DIRECT TEMPLATE (SMALL TEARDROP), INTUITIVE ATTACK, NON-LOOTABLE

ISC: Kamau Amphibious Intervention Teams

Line Troops

**KAMAU Amphibious Intervention Teams**

MOV	CC	BS	PH	WP	ARM	BTS	W	S	AVA
4-4	15	13	11	13	1	6	1	2	2

HMG, KNIFE, PISTOL  
SKILLS: HMMTGH



ISC: Neoterra Bolts

Veteran Troops

**NEOTERRA BOLTS**

MOV	CC	BS	PH	WP	ARM	BTS	W	S	AVA
4-2	14	13	11	12	2	6	1	2	3

COMBI RIFLE + LIGHT SHOTGUN, KNIFE, PISTOL  
SKILLS: BIOMMUNITY, VETERAN L1, MEDKIT



ISC: Military Order Father-Knights

Veteran Troops

**Military Order FATHER-KNIGHTS**

MOV	CC	BS	PH	WP	ARM	BTS	W	S	AVA
4-4	23	14	14	13	5	9	2	2	2

BOARDING SHOTGUN, KNIFE, DA CCW, BREAKER PISTOL



ISC: Intruders

Elite Troops

**INTRUDERS, Corregidor Assault Commandos**

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

MULTI SNIPER RIFLE, KNIFE, PISTOL  
SKILLS: CAMOUFLAGE, MULTISPECTRAL L2, X-VISOR



ISC: Spektrs

Spec. Trained Troops

**SPEKTRS**

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

COMBI RIFLE, KNIFE, PISTOL, ANTI-PERSONNEL MINES  
SKILLS: INFILTRATION, TO CAMOUFLAGE



ISC: Reverend Healers

Elite Troops

**REVEREND HEALERS**

MOV	CC	BS	PH	WP	ARM	BTS	W	S	AVA
4-2	19	13	12	14	3	3	1	2	1

COMBI RIFLE, KNIFE, NANOPULSER, EXP CCW, PISTOL  
SKILLS: DOCTOR, HMMTGH



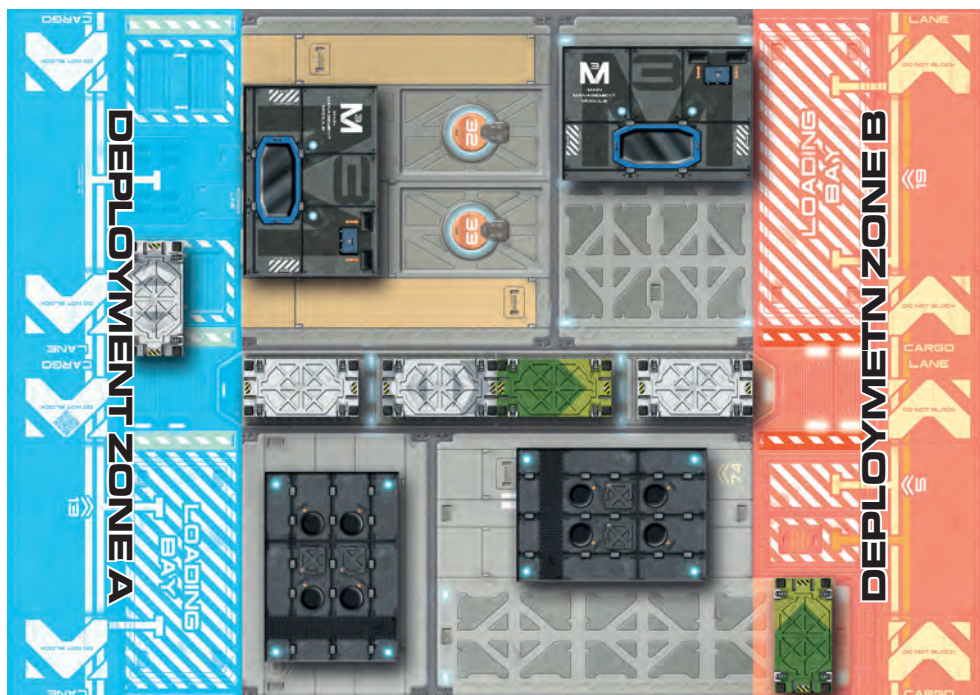
ISC: Mobile Brigade

Veteran Troops

**MOBILE BRIGADA**

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

MULTI RIFLE + LIGHT FLAMETHROWER, KNIFE, PISTOL

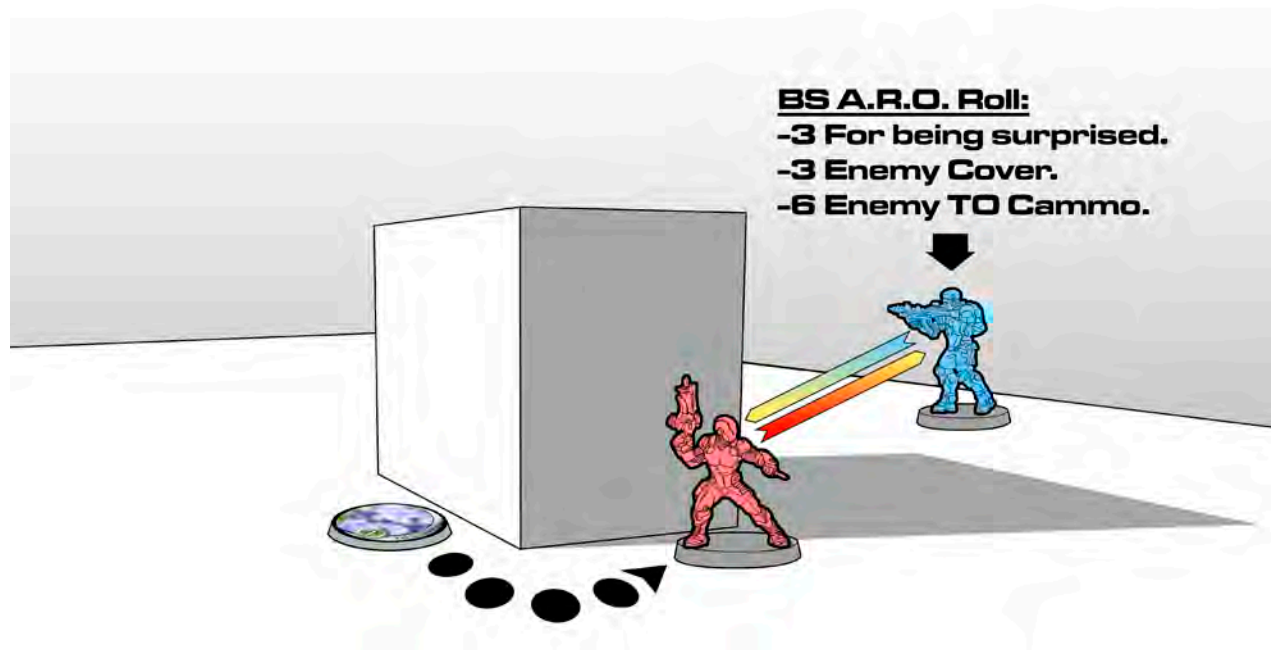


# MISSION 9: ACCESS ALL AREAS

This mission introduces and expands several troop-specific *Special Skills*.

The mission also introduces the last two new troops, the Swiss Guard with HMG and the Kriza Borac with Mk12.

Another new mission concept is added in the form of *Specialist Troops*. These are the only troopers who can interact with the *Power Breaker* objectives in this mission.



## PANOCEANIA SPECIAL SKILLS, EQUIPMENT & WEAPONS

### FUSILIERS

Fusiliers have no additional abilities.

### AKAL COMMANDO

**Airborne Deployment Level 4: Combat Jump** (N3 p67) is a leveled Skill, so the trooper also has access to lower levels. Note that a trooper that fails the *PH Roll* for *Combat Jump* will suffer *Dispersion* (N3 p67).

#### IMPORTANT

The presence of Airborne Deployment troops is normally *Private Information*, so your opponent would normally have to guess whether you have any in your army list.

Sergeant JW's Tactical Tips – dropping down to AD Level 2: *Airborne Infiltration* (N3 p66) lets the trooper walk on from the table edge without needing to make a *PH Roll*. This makes the arrival of the trooper much more reliable, but limits where they can arrive.

### NISSE

**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.

### ORC TROOP

Orc Troops have no additional abilities.

### FATHER-KNIGHT

**Religious Troop** (N3 p89) makes the trooper auto-pass *Guts Rolls* unless they can fail a *WIP Roll*.

**Kinematika L1** (N3 p84) lets the Father-Knight Dodge or Engage an additional inch in reaction.

**Assault** (N3 p99) lets the Father-Knight declare an Entire Order of *Move* plus *CC Attack*, but the move uses their total *MOV* value not just the first value. The target must be in sight at the start of the Order.

### NEOTERRA BOLT

**Bioimmunity** (N3 p69) makes the trooper more resistant to *Shock* and *Viral* ammo.

### KAMAU

**Aquatic Terrain** (N3 p96) is similar to the Nisse's *Multiterrain* but only works for Aquatic Terrain such as rivers and swamps.

## NOMAD SPECIAL SKILLS & EQUIPMENT

### ALGUACILES

Alguaciles have no additional abilities.

### SPEKTR

**TO Camouflage** (N3 p72) also lets the trooper start in *Hidden Deployment state*. Rather than placing a *TO Camouflage marker* on the table during *Deployment*, you write down exactly where the Spektr is deployed. As with *Airborne Deployment*, the presence of troopers in *Hidden Deployment* is *Private Information*.

*TO Camouflaged state* can be regained by spending an *Entire Order* while outside *LoF* of any enemy troopers, but *Hidden Deployment state* cannot be regained..

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

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

**TO 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.

**TO Camouflage > Stealth** (N3 p102) 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*.

**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.

**Multiterrain** is the same as for the Nisse.

## GRENZER

**Valor L1: Courage** (N3 p97) lets the player choose the result of any *Guts Roll* for that trooper.

## MOBILE BRIGADA

The Mobile Brigada's **V: Courage** works the same as for the Grenzer.

## REVEREND HEALER

The Reverend Healer's **Religious Troop** skill works the same as for the Father-Knight.

All troopers with the **Doctor** skill also have **MediKits** (see the Neoterra Bolt in Mission 7).

## HELLCAT

The Hellcat's **V: Courage** works the same as for the Grenzer.

**Airborne Deployment Level 5: Superior Combat Jump** (N3 p67) is the same as the Akal Commando's *Airborne Deployment Level 4*, but if *Dispersion* places the Hellcat in a location they can't land, they can land inside their own *Deployment Zone* instead of being placed on the edge of the table.

**Zero-G Terrain** (N3 p96) is similar to the Nisse's *Multiterrain* but only works for Zero-G terrain such as spacecraft docks.

The Hellcat can choose between *Superior Combat Jump* and *Zero-G Terrain* during Deployment.

## INTRUDER

**Multiterrain** is the same as for the Nisse.

## NEW & EXPANDED WEAPONS

### SUBMACHINE GUN

HSN3 p68

The Submachine Gun makes up for reduced range compared to the Combi Rifle by loading AP or Shock Special Ammunition. It is capable of Suppressive Fire.

### MK12

HSN3 p62

A heavy rifle with damage and range exceeding that of the Combi Rifle.

### HEAVY PISTOL

N3 p126

Packing a mean punch, the Heavy Pistol has higher Damage than a standard Pistol and also loads Shock Special Ammunition.

## CC WEAPON

N3 p116

The standard **Close Combat Weapon** loads *Normal* ammo.



## AP CCW

N3 p116

A **Close Combat Weapon** that loads *AP* Special Ammunition.

## NEW UNIT RULES

### SWISS GUARD

**TO Camouflage** is the same as for the Spektr.

### KRIZA BORAC

**360° Visor** (N3 p133) lets the Kriza Borac see and react in all directions.

**Full Auto L1** (New Skill) in the active turn, the Kriza Borac gets +1 *Burst* when using the *BS Attack* Skill.

**Full Auto L2** (New Skill) in both active and reactive turns, if the Kriza Borac uses the *BS Attack* Skill they inflict a -3 MOD to the opponent in any *Face to Face Roll*.

Full Auto is a new Special Skill you can only find in the Infinity Wiki and in the rules PDF you can get freely from the Downloads section of the Infinity website.

**Multiterrain** is the same as for the Nisse.

**V: Courage** is the same as for the Grenzer.

The Kriza Borac has a *Silhouette Attribute* of 5, making it substantially bulkier than any other Heavy Infantry.

## MISSION DETAILS

### MAIN OBJECTIVES

- » At the end of the game, have more *Configured Power Breakers* than the opponent (4 Objective Points).
- » At the end of the game, have the same number of *Configured Power Breakers* as the opponent (1 Objective Point, only if the player has at least one *Configured Power Breaker*).
- » At the end of the game, for each *Configured Power Breaker* (1 Objective Point).

### SECONDARY OBJECTIVES

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

### FORCES

Side A (PanOceania): 3 Fusiliers, 1 Akal Commando, 1 Nisse, 1 Orc Trooper, 1 Father-Knight, 1 Neoterra Bolt, 1 Kamau and 1 Swiss Guard.

Side B (Nomads): 3 Corregidor Alguaciles, 1 Spektr, 1 Grenzer, 1 Mobile Brigada, 1 Reverend Healer, 1 Hellcat, 1 Intruder and 1 Kriza Borac.



## MISSION 9

**Private Lieutenants** - before the game, privately nominate which of your troopers is the Lieutenant. For the PanOceania force this can be the Father-Knight, the Orc Trooper or one of the Fusiliers. For the Nomad force this can be the Mobile Brigada, the Kriza Borac or one of the Corregidor Alguaciles.

### SPECIAL SCENARIO RULES

**Configure the Power Breakers** – each Power Hub has three *Power Breakers* on each narrow end. Only the middle *Power Breaker* on each end (those numbered 2 and 5) can be *Configured*.

To *Configure a Power Breaker*, a Specialist Troop must be in base contact with the *Power Breaker*, 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 *Power Breaker* they have *Configured* to identify it.

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

**Specialist Troops** – only the following troopers are considered *Specialist Troops* for the purposes of this scenario:

Side A (PanOceania): the 3 Fusiliers.

Side B (Nomads): the Spektr and the Reverend Healer.

### 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.

### WEAPONS CHART

MK12	0	8	24	32	48	96	15	3	N	SUPPRESSIVE FIRE
	SHORT	MEDIUM	LONG	MAXIMUM						
	0	+3	-3	-6						

ISC: Kamau Amphibious Intervention Teams Line Troops

**KAMAU Amphibious Intervention Teams**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	11	13	1	6	1	2	2

COMBI RIFLE, KNIFE  
SKILLS: MIMETISM, AQUATIC TERRAIN



ISC: Grenzers, Grenz Security Team Veteran Troops

**GRENZERS, Grenz Security Team**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	11	13	3	6	1	2	3

MULTISNIPE RIFLE, KNIFE, PISTOL, BREAKER PISTOL  
SKILLS: MULTISPECTRAL VISOR L1, COURAGE



ISC: Akalis Elite Troops

**AKALIS, Sikh Commandos**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	13	11	13	2	0	1	2	3

COMBI RIFLE, PISTOL, EM COV  
SKILLS: ADA COMBAT JUMP



ISC: Hellcats Elite Troops

**HELLCATS**

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

SPITFIRE, PISTOL, KNIFE  
SKILLS: ADS SUPERIOR COMBAT JUMP ORZERO-G TERRAIN



ISC: Neoterra Bolts Veteran Troops

**NEOTERRA BOLTS**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	14	13	11	13	2	6	1	2	3

COMBI RIFLE, LIGHT SHOTGUN, KNIFE, PISTOL  
SKILLS: BIOMIMETRY, VETERAN L1, MEDKIT



ISC: Intruders Elite Troops

**INTRUDERS, Corregidor Assault Commandos**

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

MULTI SNIPER RIFLE, KNIFE, PISTOL  
SKILLS: CAMOUFLAGE, MULTISPECTRAL VISOR L2, X VISOR



ISC: Nisses Elite Troops

**SVALTARHELMA NISSES**

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

MULTI SNIPER RIFLE, KNIFE, PISTOL  
SKILLS: MULTISPECTRAL VISOR L2, MIMETISM, MULTITERRAIN



ISC: Kriza Boracs, Special Crisis Unit Headquarters Troops

**KRIZA BORACS, Special Crisis Unit**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	18	13	14	13	5	6	2	5	1

MK12 SUBMACHINE GUN, HEAVY PISTOL, COV  
SKILLS: FULL AUTO L2, COURAGE, VISOR 360°



ISC: Orc Troops Veteran Troops

**ORC TROOPS**

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

MULTI RIFLE, KNIFE, PISTOL



ISC: Mobile Brigada Veteran Troops

**MOBILE BRIGADA**

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

MULTI RIFLE + LIGHT FLAMETHROWER  
SKILLS: COURAGE



ISC: Military Order Father-Knights Veteran Troops

**MILITARY ORDER FATHER-KNIGHTS**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	14	14	13	5	9	2	2	2

BOARDING SHOTGUN, KNIFE, DA COV, BREAKER PISTOL  
SKILLS: ASSAULT, KINEMATICA L1, RELIGIOUS TROOP



ISC: Reverend Healers Elite Troops

**REVEREND HEALERS**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	19	13	12	14	3	3	1	2	1

COMBI RIFLE, KNIFE, NANOPULSER, PISTOL, EMP COV  
SKILLS: DOCTOR, MIMETISM, RELIGIOUS TROOP



ISC: Swiss Guard Headquarters Troops

**SWISS GUARD**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	15	14	13	5	6	2	2	1

HMG, AP COV, PISTOL  
SKILLS: TO CAMOUFLAGE

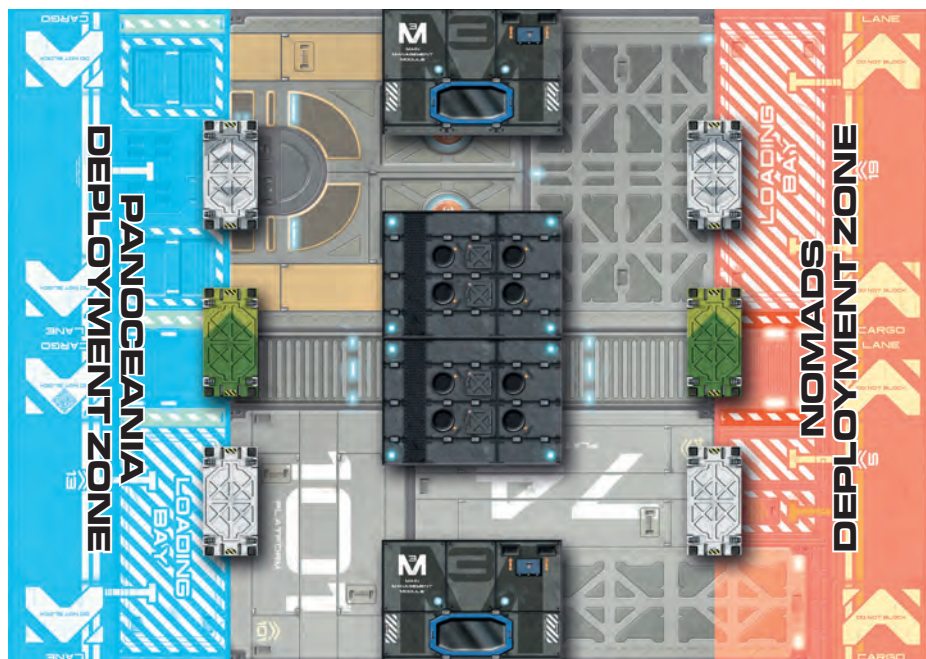


ISC: Spektrs Spec. Trained Troops

**SPEKTRS**

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

COMBI RIFLE, KNIFE, PISTOL, ANTIPERSONNEL MINES  
SKILLS: INFILTRATION, TO CAMOUFLAGE, MULTITERRAIN





## ISC: Corregidor Alguaciles

Line Troops

CORREGIDOR ALGUACILES										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	Total
4-4	13	11	10	13	1	0	1	2		

Name	BS Weapons	CC Weapons	SWC	C
ALGUACIL	Combi Rifle	Pistol, Knife	0	10
ALGUACIL	HMG	Pistol, Knife	1	18
ALGUACIL	Combi Rifle + Light Grenade Launcher	Pistol, Knife	1	14
ALGUACIL	MULTI Sniper Rifle	Pistol, Knife	1.5	18
ALGUACIL	Missile Launcher	Pistol, Knife	1.5	15
ALGUACIL Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	0.5	18
ALGUACIL Forward Observer, Deployable Repeater)	Combi Rifle	Pistol, Knife	0	12
ALGUACIL Paramedic (MedKit)	Combi Rifle	Pistol, Knife	0	12
ALGUACIL Lieutenant	Combi Rifle	Pistol, Knife	1	10

## ISC: Spektrs

Spec. Trained Troops

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

Special Skills: CH: TO Camouflage - Infiltration - Multiterain

Name	BS Weapons	CC Weapons	SWC	C
SPEKTR	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	31
SPEKTR	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	30
SPEKTR	MULTI Sniper Rifle, Antipersonnel Mines	Pistol, Knife	1.5	39
SPEKTR Hacker (Assault Hacking Device)	Combi Rifle	Pistol, Knife	0.5	36
SPEKTR (Forward Observer)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	32
SPEKTR (Deployable Repeater)	Combi Rifle, E/Mauler	Pistol, Knife	0	32

## ISC: Intruders

Elite Troops

INTRUDERS, Corregidor Assault Commandos										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-2	14	13	12	14	3	0	1	2	2	

Equipment: Multispectral Visor L2  
Special Skills: CH: Camouflage - Multiterain

Name	BS Weapons	CC Weapons	SWC	C
INTRUDER	Combi Rifle + Light Flamethrower, Grenades	Pistol, CCW	0	35
INTRUDER	HMG, Grenades	Pistol, CCW	1.5	42
INTRUDER	Combi Rifle + Light Flamethrower, Adhesive Launcher	Pistol, CCW	1	36
INTRUDER Hacker (Hacking Device)	Combi Rifle + Light Flamethrower	Pistol, CCW	0.5	43
INTRUDER Lieutenant	Combi Rifle + Light Flamethrower, Grenades	Pistol, CCW	0	35
INTRUDER (X-Visor)	MULTI Sniper Rifle	Pistol, CCW	1.5	43

## ISC: Reverend Healers

Elite Troops

REVEREND HEALERS										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-2	19	13	12	14	3	3	1	2	1	

Equipment: MedKit  
Special Skills: CH: Mimetism - Doctor - Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
REVEREND HEALER	Combi Rifle, Nanopulser	Pistol, EXP CCW	0	33
REVEREND HEALER	MULTI Rifle, Nanopulser	Pistol, EXP CCW	0	37
REVEREND HEALER	Boarding Shotgun, Nanopulser	Pistol, EXP CCW	0	32

## ISC: Hellcats

Elite Troops

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

Special Skills: AD: Superior Combat Jump / Zero-G - V: Courage

Name	BS Weapons	CC Weapons	SWC	C
HELLCAT	Combi Rifle	Pistol, Knife	0	22
HELLCAT	HMG, E/Mauler	Pistol, Knife	1.5	31
HELLCAT	Boarding Shotgun	Pistol, Knife	0	21
HELLCAT	Combi Rifle, Adhesive Launcher	Pistol, Knife	0.5	23
HELLCAT	Spitfire	Pistol, Knife	1.5	28
HELLCAT Hacker (Assault Hacking Device)	Combi Rifle	Pistol, Knife	0.5	28
HELLCAT (Deployable Repeater)	Combi Rifle	Pistol, Knife	0.5	23
HELLCAT Paramedic (MedKit)	Combi Rifle	Pistol, Knife	0	24
HELLCAT Lieutenant	Combi Rifle	Pistol, Knife	1	22

## ISC: Mobile Brigada

Veteran Troops

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

Special Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
MOBILE BRIGADA	MULTI Rifle + Light Flamethrower	Pistol, Knife	0	39
MOBILE BRIGADA	HMG	Pistol, Knife	2	42
MOBILE BRIGADA	Boarding Shotgun	Pistol, Knife	0	33
MOBILE BRIGADA	Combi Rifle	Pistol, Knife	0	34
MOBILE BRIGADA	Combi Rifle + 1 TinBot B (Deflector L2)	Pistol, Knife	0.5	37
MOBILE BRIGADA Lieutenant	MULTI Rifle + Light Flamethrower	Pistol, Knife	0	39
MOBILE BRIGADA	Missile Launcher	Pistol, Knife	2	40
MOBILE BRIGADA Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	0.5	43

## ISC: Grenzers, Grenz Security Team

Veteran Troops

GRENZERS, Grenz Security Team										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-2	15	13	11	13	3	6	1	2	3	

Equipment: Multispectral Visor L1  
Special Skills: V: Courage

Name	BS Weapons	CC Weapons	SWC	C
GRENZER	Combi Rifle + Light Flamethrower	Pistol, Breaker Pistol, Knife	0	25
GRENZER	Boarding Shotgun	Pistol, Breaker Pistol, Knife	0	23
GRENZER	MULTI Sniper Rifle	Pistol, Breaker Pistol, Knife	1.5	32
GRENZER	Missile Launcher	Pistol, Breaker Pistol, Knife	1.5	29
GRENZER	Spitfire	Pistol, Breaker Pistol, Knife	1.5	30
GRENZER (Forward Observer, Sensor)	Combi Rifle + Light Flamethrower	Pistol, Breaker Pistol, Knife	0	27
GRENZER Lieutenant	Combi Rifle + Light Flamethrower	Pistol, Breaker Pistol, Knife	0	25

## ISC: Kriza Boracs, Special Crisis Unit

Headquarters Troops

KRIZA BORACS, Special Crisis Unit										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	18	13	14	13	5	6	2	5	1	

Special Skills: Fireteam: Duo - Full Auto L2 - Multiterain - V: Courage

Name	BS Weapons	CC Weapons	SWC	C
KRIZA BORAC	MULTI Rifle	Heavy Pistol, CC Weapon	0	50
KRIZA BORAC	HMG	Heavy Pistol, CC Weapon	2	54
KRIZA BORAC (360° Visor)	Mk12, Submachine Gun	Heavy Pistol, CC Weapon	0	63
KRIZA BORAC Lieutenant	MULTI Rifle	Heavy Pistol, CC Weapon	0	50
KRIZA BORAC Lieutenant	HMG	Heavy Pistol, CC Weapon	2	54
KRIZA BORAC Lieutenant (360° Visor)	Mk12, Submachine Gun	Heavy Pistol, CC Weapon	0	64





ISC: Akalis										Elite Troops
AKALIS, Sikh Commandos										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-2	15	13	11	13	2	0	1	2	3	
Special Skills: AD: Combat Jump - Religious Troop										
Name	BS Weapons	CC Weapons	SWC	C						
AKAL COMMANDO	Combi Rifle	Pistol, EM CCW	0	22						
AKAL COMMANDO	Boarding Shotgun	Pistol, EM CCW	0	21						
AKAL COMMANDO	Spitfire	Pistol, EM CCW	1.5	28						
AKAL COMMANDO Hacker (Assault Hacking Device)	Combi Rifle	Pistol, EM CCW	0.5	28						
AKAL COMMANDO	Combi Rifle + EMitter	Pistol, EM CCW	0	24						

ISC: Swiss Guard										Headquarters Troops
SWISS GUARD										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	15	15	14	13	5	6	2	2	1	
Special Skills: CH: TO Camouflage										
Name	BS Weapons	CC Weapons	SWC	C						
SWISS GUARD	MULTI Rifle	Pistol, AP CCW	0	64						
SWISS GUARD	HMG	Pistol, AP CCW	2	68						
SWISS GUARD	Missile Launcher, Light Shotgun	Pistol, AP CCW	2	69						
SWISS GUARD Hacker (Assault Hacking Device)	MULTI Rifle	Pistol, AP CCW	0.5	70						

ISC: Fusiliers										Line Troops
FUSILIERS										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	13	12	10	12	1	0	1	2	Total	
Name	BS Weapons	CC Weapons	SWC	C						
FUSILIER	Combi Rifle	Pistol, Knife	0	10						
FUSILIER	HMG	Pistol, Knife	1	18						
FUSILIER	Combi Rifle + Light Grenade Launcher	Pistol, Knife	1	14						
FUSILIER	Missile Launcher	Pistol, Knife	1.5	15						
FUSILIER	MULTI Sniper Rifle	Pistol, Knife	1.5	18						
FUSILIER Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	0.5	18						
FUSILIER (Forward Observer, Deployable Repeater)	Combi Rifle	Pistol, Knife	0	12						
FUSILIER Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0	12						
FUSILIER Lieutenant	Combi Rifle	Pistol, Knife	0	10						

ISC: Military Order Father-Knights										Veteran Troops
Military Order FATHER-KNIGHTS										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	23	14	14	13	5	9	2	2	2	
Special Skills: Assault - Kinematika L1 - Religious Troop										
Name	BS Weapons	CC Weapons	SWC	C						
FATHER-KNIGHT	Combi Rifle	Breaker Pistol, DA CCW	0	44						
FATHER-KNIGHT	Boarding Shotgun	Breaker Pistol, DA CCW	0	43						
FATHER-KNIGHT	Missile Launcher	Breaker Pistol, DA CCW	1.5	49						
FATHER-KNIGHT	Spitfire	Breaker Pistol, DA CCW	2	50						
FATHER-KNIGHT Hacker (Assault Hacking Device)	Combi Rifle, D-Charges	Breaker Pistol, DA CCW	0.5	50						
FATHER-KNIGHT (Forward Observer)	Combi Rifle, Nimbus Grenades	Breaker Pistol, DA CCW	0	46						
FATHER-KNIGHT Lieutenant	Combi Rifle	Breaker Pistol, DA CCW	0	44						
FATHER-KNIGHT Lieutenant	Spitfire	Breaker Pistol, DA CCW	2	50						
FATHER-KNIGHT (Fireteam: Duo)	Boarding Shotgun	Breaker Pistol, DA CCW	0.5	44						

ISC: Kamau Amphibious Intervention Teams										Line Troops
KAMAU Amphibious Intervention Teams										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	15	13	11	13	1	6	1	2	2	
Special Skills: Aquatic Terrain - CH: Mimetism										
Name	BS Weapons	CC Weapons	SWC	C						
KAMAU	Combi Rifle	Pistol, Knife	0	20						
KAMAU	HMG	Pistol, Knife	1	28						
KAMAU Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	0.5	28						
KAMAU Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0	22						
KAMAU	Combi Rifle + Light Grenade Launcher	Pistol, Knife	1.5	23						
KAMAU (Multispectral Visor L2)	MULTI Sniper Rifle	Pistol, Knife	1.5	32						
KAMAU (Forward Observer)	Combi Rifle	Pistol, Knife	0	21						

ISC: Orc Troops										Veteran Troops
ORC TROOPS										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	15	14	14	12	4	3	2	2	3	
Name	BS Weapons	CC Weapons	SWC	C						
ORC	MULTI Rifle	Pistol, Knife	0	40						
ORC	MULTI Rifle + 1 TriBot A (Deflector L1)	Pistol, Knife	0.5	41						
ORC	HMG	Pistol, Knife	2	44						
ORC	Boarding Shotgun	Pistol, Knife	0	35						
ORC	Combi Rifle	Pistol, Knife	0	36						
ORC Hacker (Assault Hacking Device)	Combi Rifle	Pistol, Knife	0.5	42						
ORC Lieutenant	MULTI Rifle	Pistol, Knife	0	40						
ORC Lieutenant	HMG	Pistol, Knife	2	44						
ORC (Fireteam: Duo)	MULTI Rifle	Pistol, Knife	0	41						

ISC: Neoterra Bolts										Veteran Troops
NEOTERRA BOLTS										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-2	14	13	11	12	2	6	1	2	3	
Special Skills: Bioimmunity - Veteran L1										
Name	BS Weapons	CC Weapons	SWC	C						
BOLT	Combi Rifle + Light Shotgun	Pistol, Knife	0	22						
BOLT	Combi Rifle + Light Shotgun, Drop Bears	Pistol, Knife	0	25						
BOLT	Boarding Shotgun, EM Grenades	Pistol, Knife	0	19						
BOLT	MULTI Sniper Rifle	Pistol, Knife	1.5	26						
BOLT	Missile Launcher, Light Shotgun	Pistol, Knife	1.5	27						
BOLT	Spitfire	Pistol, Knife	1.5	24						
BOLT Hacker (Hacking Device)	Boarding Shotgun, EM Grenades	Pistol, Knife	0.5	27						
BOLT Paramedic (MediKit)	Combi Rifle + Light Shotgun	Pistol, Knife	0	24						
BOLT Lieutenant	Combi Rifle + Light Shotgun	Pistol, Knife	0	22						

ISC: Nisses										Elite Troops
Svalarheima NISSES										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-2	14	13	12	13	3	0	1	2	2	
Equipment: Multispectral Visor L2 Special Skills: CH: Mimetism - Multiterain										
Name	BS Weapons	CC Weapons	SWC	C						
NISSE	Combi Rifle + Light Shotgun	Pistol, Knife	0	30						
NISSE	HMG	Pistol, Knife	1.5	34						
NISSE	MULTI Sniper Rifle	Pistol, Knife	1.5	34						
NISSE Hacker (Hacking Device)	Combi Rifle + Light Shotgun	Pistol, Knife	0.5	38						
NISSE Paramedic (MediKit)	Combi Rifle + Light Shotgun	Pistol, Knife	0	32						
NISSE Lieutenant	Combi Rifle + Light Shotgun	Pistol, Knife	1	30						

