

BEYOND RED VEIL

CORVUS BELLE
INFINITY



BEYOND RED VEIL



Introduction

So you've played through the five Operation: Red Veil 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: Red Veil.
- » 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.

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: Red Veil 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 Tuareg's and Ninja'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 Tuareg's and Ninja's *Infiltrate Skill* is a passive ability used during *Deployment*, while the Tiger Soldier's *Combat Jump* (actually *Airborne Deployment Level 4: Combat Jump*) is an active ability used when the trooper arrives on the table.

MISSION 6: Recapture the Business Centre

This mission introduces the full versions of several rules that were simplified for Operation: Red Veil 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 Red Veil'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.

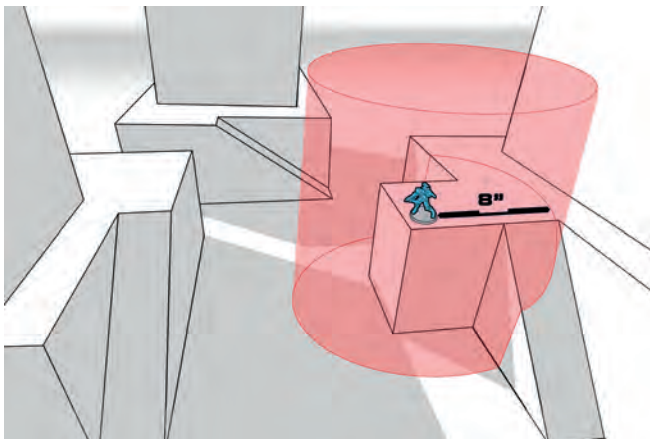
Sergeant JW's Tactical Tips - one of the most common uses of this is to peek round a corner and back with a Move, see what the enemy troopers declare in reaction, then declare a BS Attack with the second Skill of the Order, even though the trooper is ending their Move out of sight. This means that your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

Recapture the Business Centre

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

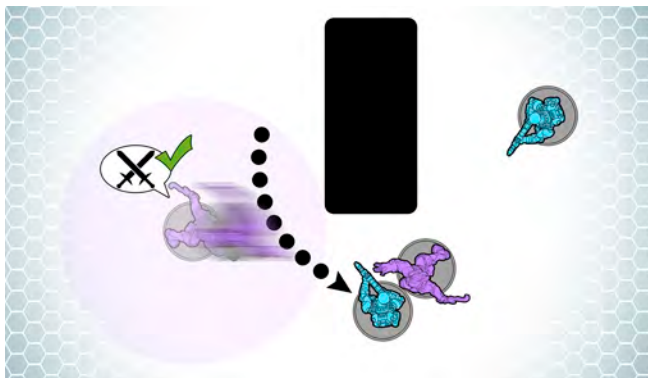
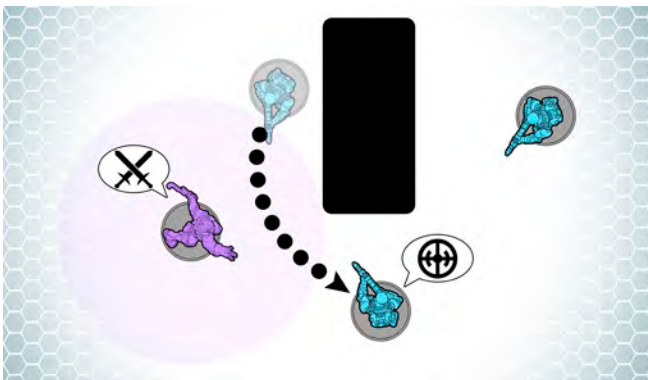
These are *Entire Order Movement Skills* that allow increased movement around the battlefield. They both let the trooper move their first *MOV* value without need for a roll, either **Climbing** up a vertical surface or **Jumping** across gaps and over obstacles, but as *Entire Order Skills* any enemy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

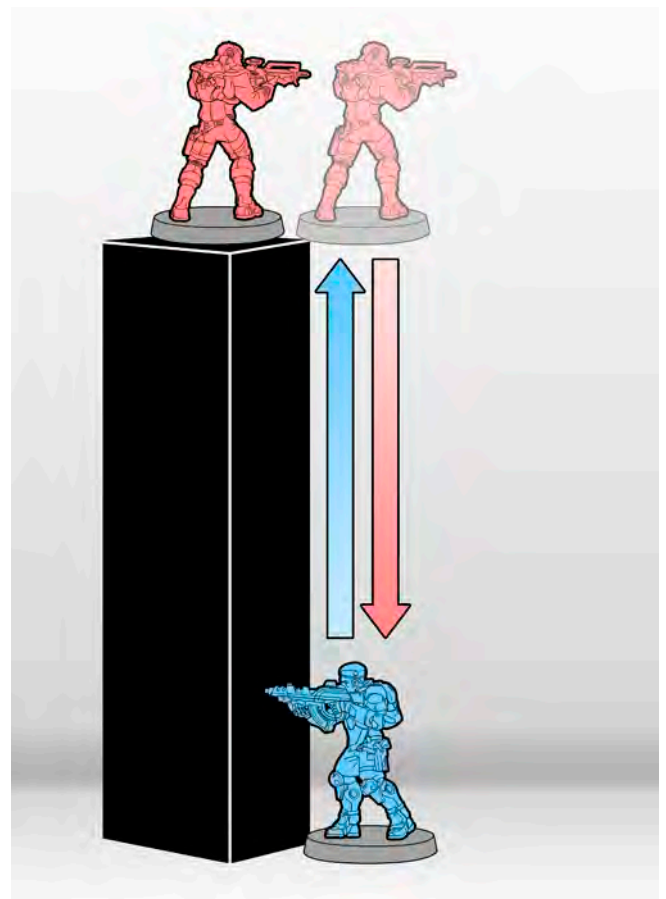
N3 p57

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*.



MISSION 6

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 Red Veil 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.

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 *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.

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 *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 *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 *Fire Trait*, allowing the user to enter the *Fire state*.

Sergeant JW's Tactical Tips — 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 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!

Red Veil 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 defence 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.

The **Reset** *Common Skill* is the equivalent of a *Dodge* against Hacking and Comms Attacks, and isn't used in any of the Beyond Red Veil Missions.

Recapture the Business Centre

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: Red Veil, but with a new larger map.

FORCES

Side A (Yu Jing): 3 Zhanshi, 1 Tiger Soldier, 1 Hsien, 1 Ninja and 1 Zúyǒng.

Side B (Haqqislam): 3 Ghulam, 1 Tuareg, 1 Zhayedán, 1 Al Fasid and 1 Khawarij.

Private Lieutenants - before the game, privately nominate which of your troopers is the *Lieutenant*. For the Yu Jing force this can be the Zúyǒng or one of the Zhanshi. For the Haqqislam force this can be the Khawarij or one of the Ghulams.

REMEMBER:

Spending the *Lieutenant Special 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.

WEAPON CHART

Breaker Rifle	0	SHORT	8	MEDIUM	16	LONG	32	MAXIMUM	48	96	13	3
	0		+3		-3		-6					
Combi Rifle	0	SHORT	8	MEDIUM	16	LONG	32	MAXIMUM	48	96	13	3
	+3		+3		-3		-6					
Heavy Machine Gun (HMG)	0	SHORT	8	MEDIUM	16	LONG	32	MAXIMUM	48	96	15	4
	-3	0		+3		-3						
Light Shotgun	0	SHORT	8	MEDIUM	16	LONG	24			96	13	2
	+6	0		-3								
Rifle	0	SHORT	8	MEDIUM	16	LONG	32	MAXIMUM	48	96	13	3
	0		+3		-3		-6					
Sniper Rifle	0	SHORT	8	MEDIUM	16	LONG			48	MAXIMUM 96	15	2
	-3	0		+3					-3			
Tactical Bow	0	SHORT	8	MEDIUM	16	LONG	24			96	PH	1
	+3	0		-6								

MISSION 6

ISC: Hsien Warriors Headquarters Troops

HSIEN Warriors

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	19	14	14	14	4	6	2	2	2

WHS: AP CCW
SKILLS: MULTI SPECTRAL VISOR L2




ISC: Al Fasid Regiment Veteran Troops

AL FASID Regiment

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

WHS: KNIFE
SKILLS: VETERAN



ISC: Züyōng Invincibles, Terra-cotta Soldiers Line Troops

ZÜYŌNG Invincibles, Terra-Cotta Soldiers

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	12	13	3	3	2	2	5

COMBI RIFLE, KNIFE




ISC: Zhayedan Intervention Troops Spec: Trained Troops

ZHAYEDAN Intervention Troops

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

BREAKER RIFLE + LIGHT SHOTGUN, KNIFE
SKILLS: VETERAN, MARKSMANSHIP L2




ISC: Zhanshi Line Troops

ZHANSHI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	10	13	1	0	1	2	Total

COMBI RIFLE, KNIFE




ISC: Murabids Tuareg Spec: Trained Troops

MURABIDS TUAREG

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

SNIPER RIFLE, KNIFE
SKILLS: INFILTRATION, TO CAMOUFLAGE




ISC: Tiger Soldiers Elite Troops

TIGER SOLDIERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	23	11	12	14	2	0	1	2	3

COMBI RIFLE, KNIFE
SKILLS: COMBAT JUMP, MIMETISM




ISC: Khawarijs Elite Troops

KHAWARIJS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	13	13	14	1	3	1	2	3

RIFLE + LIGHT SHOTGUN, AP CCW




ISC: Ninjas Spec: Trained Troops

NINJAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	11	12	13	1	0	1	2	2

TACTICAL BOW, DA CCW
SKILLS: INFILTRATION, TO CAMOUFLAGE




ISC: Ghulam Infantry Line Troops

GHULAM Infantry

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	14	1	0	1	2	Total

RIFLE + LIGHT SHOTGUN, KNIFE




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 Zhànying and the fearsome Hassassin Fiday Impersonator, and the idea of controlling different areas of the table at the end of the game.

GUNS & AMMO

Red Veil 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 Red Veil you've already come across **Normal** ammo (as used by Rifles, Combi Rifles, Light Shotguns, HMGs etc.), **Breaker** ammo (halved **BTS Rolls**), **AP** ammo (halved **ARM Rolls**) and **DA** ammo (two **ARM Rolls** per hit). Here are some more that are used by the troopers in these missions.

AP SPECIAL AMMUNITION

N3 p108

You've met this already, but only in a CCW where **Partial Cover** doesn't apply. **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**.

SHOCK SPECIAL AMMUNITION

N3 p114

On a target with one point **Wounds** Attribute, such as a Ghulam or Zhanshi, 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 SPECIAL 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, losing a point of their **Wounds** Attribute each time they fail, for a potential infinite amount of damage. Although it is 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 **TO Camouflage** skill (such as the Tuareg) that gets hit with **Fire** ammo has their **TO Camo** skill reduced to **Mimetism**.

NANOTECH SPECIAL AMMUNITION

N3 p112

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

FLASH SPECIAL AMMUNITION & STUN SPECIAL 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**.

EXPANDED WEAPONS

KNIFE

These are in Red Veil 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.

MISSION 7

COMBI RIFLE, RIFLE, BREAKER RIFLE, BREAKER COMBI RIFLE, HMG, SPITFIRE

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



SNIPER RIFLE

Standard *Sniper Rifles* have *Shock* ammunition. They do not have the *Fire Trait*.

TACTICAL BOW

The Ninja's *Tactical Bow* has the *Silent Trait*.

Silent and BS Attack. This works slightly differently than with the Knife. As long as the Ninja is out of sight of the target (usually by being in their back arc) neither the target nor anyone else without *LoF* to the Ninja will get an *ARO* unless the target survives. This is an exception to the standard *Order*



Expenditure Sequence as you effectively have an *ARO* step happening after the Ninja's *Resolution* step.

ADDITIONAL WEAPONS

PISTOL

N3 p126

Almost all troopers carry some form of **Pistol** as a sidearm. *Pistols* don't have the *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*.

WEAPONS FOR THE YU JING UNITS

ZHANSHI

Combi Rifle, Pistol, Knife.

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

TIGER SOLDIER

Combi Rifle, Pistol, Knife.

Remember that the Combi Rifle can be used for *Fire*. In Mission 8 the Tiger Soldier will also get a Light Flamethrower.

HSIEN WARRIOR

HMG, Pistol, AP CCW.

Remember that the HMG can be used for *Fire*. In Mission 8 the Hsien will also get a Nanopulser, and his Multispectral Visor L2 will be able to see through Smoke clouds.

NINJA

Tactical Bow, Pistol, Knife, DA CCW.

Remember that the Tactical Bow and the Knife have the *Silent Trait*.

ZÚYŌNG

Combi Rifle, 2 x Breaker Pistols, Knife.

Remember that the Combi Rifle can be used for *Fire*. Two of the same weapon (the two Breaker Pistols) gives the trooper +1 *Burst* in the active turn. See the *Twin Weapons* rule, N3 p35.

ZHÀNYING IMPERIAL AGENT

Breaker Combi Rifle, Pistol, Electric Pulse.

The Breaker Combi Rifle is identical to a Combi Rifle but uses Breaker ammo. Remember that the Breaker Combi Rifle can be used for *Fire*.

AREA DOMINATION

WEAPONS FOR THE HAQQISLAM UNITS

GHULAMS

Rifle + Light Shotgun, Pistol, Knife.

Remember that the Rifle can be used for *Fire*. In Mission 8 the Light Shotguns will get a Template effect.

MURABID TUAREG

Sniper Rifle, Pistol, Knife.

Remember that the Sniper Rifle has *Shock* ammo. In Mission 8, the Tuareg will also get Mines.

ZHAYEDAN

Breaker Rifle + Light Shotgun, Pistol, Knife.

Remember that the Breaker Rifle can be used for *Fire*. In Mission 8 the Light Shotgun will get a Template effect.

AL FASID

HMG, Heavy Pistol, Knife.

Remember that the HMG can be used for *Fire* and that the Heavy Pistol can be used in *CC* and has *Shock* ammo. In Mission 8, the Al Fasid will also get Mines and a Light Grenade Launcher with multiple ammo types.

KHAWARIJ

Rifle + Light Shotgun, Pistol, AP CCW.

Remember that the Rifle can be used for *Fire*. In Mission 8 the Light Shotguns will get a Template effect and the Khawarij will also get Grenades.

HASSASSIN FIDAY

Rifle + Light Shotgun, Pistol, Knife, DA CCW.

Remember that the Rifle can be used for *Fire*. In Mission 8 the Light Shotguns will get a Template effect and the Fiday will also get Smoke Grenades.

NEW UNIT RULES

ZHÀNYING IMPERIAL AGENT

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

Sensor (N3 p90) gives the trooper a passive ability (a +6 MOD to *Discover Rolls* against *Camo* or *TO Camo* Markers) and an active ability to reveal all enemy *Camo* and *TO Camo* troopers in *ZoC*. It also grants the **Triangulated Fire Special Skill** (N3 p90), allowing the trooper to fire with a fixed -3 MOD as an *Entire Order Skill*.

Sixth Sense L2 (N3 p92) makes the trooper immune to the MODs inflicted by *Surprise Shot*, *Surprise Attack* (added in Mission 9) or for shooting

back when shot through *Smoke* (added in Mission 8). When reacting to an attack, they also get to ignore their facing so can shoot back without turning round.

Breaker Combi Rifle (N3 p128) is a Combi Rifle with *Breaker* ammo. It can be used for *Fire*.

Electric Pulse (Human Sphere N3 p56) is a defensive close combat weapon which lets the Zhànying attempt to Immobilize an enemy trooper. Note that Electric Pulse was updated from the N3 rulebook version.

HASSASSIN FIDAY

Impersonation (N3 p80) the Fiday is disguised as Bob. Bob is your friend. Bob is pointing his Rifle at the back of your head purely to check the accuracy of his rifle's sights...

Impersonators start the game as an *IMP-1 Marker*, representing their disguise as enemy troopers. As with *TO Camouflage Markers*, you cannot attack an *Impersonation Marker* but have to *Discover* them (including the -6 *WIP MOD*) first or wait for them to reveal themselves. Note that there is no -6 BS MOD to shoot an Impersonator.

AROs against *Impersonation Markers* are the same as *AROs* against *Camouflage Markers*.

During its active turn, an IMP Marker that declares a *BS Attack* benefits from *Surprise Shot*, inflicting a -3 MOD on any enemy *Face to Face Rolls*.

The Impersonation Special Skill also allows the trooper to deploy anywhere on the table outside the enemy Deployment Zone. Alternatively, the Impersonator can deploy inside the enemy Deployment Zone but must make a *WIP Roll* or suffer *Dispersion* (see N3 p22) and potentially end up revealed and in their own Deployment Zone, touching a table edge.

In mission 9 the Fiday will gain a second level of Impersonation state, making it even harder to Discover!

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).

MISSION 7

FORCES

Side A (Yu Jing): 3 Zhanshi, 1 Tiger Soldier, 1 Hsien, 1 Ninja, 1 Zúyǒng and 1 Zhànying.

Side B (Haqqislam): 3 Ghulam, 1 Tuareg, 1 Zhayedán, 1 Al Fasid, 1 Khawarij and 1 Hassassin Fiday.

Private Lieutenants - before the game, privately nominate which of your troopers is the Lieutenant. For the Yu Jing force this can be the Zúyǒng or one of the Zhanshi. For the Haqqislam force this can be the Khawarij or one of the Ghulams.

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.

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.

WEAPON CHART

AP CC Weapon			PH	1	AP	CC
Breaker Combi Rifle	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96	+3 +3 -3 -6	13	3	BREAKER	FIRE
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	FIRE
DA CC Weapon			PH	1	DA	ANTI-MATERIEL, CC
Discover	0 SHORT 8 MEDIUM 32 LONG 48 MAXIMUM 96	+3 0 -3 -6	-	-	-	-
Electric Pulse			-	1	-	2 TURNS, CC, IMM-2, NON-LOOTABLE
Heavy Pistol	0 SHORT 8 MEDIUM 16 LONG 24 96	+3 0 -6	14	2 (1 in CC)	SHOCK	CC
Heavy Machine Gun (HMG)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96	-3 0 +3 -3	15	4	N	FIRE
Knife			PH-1	1	SHOCK	CC, SILENT
Light Shotgun	0 SHORT 8 MEDIUM 16 LONG 24 96	+6 0 -3	13	2	N	IMPACT TEMPLATE (SMALL TEARDROP)
Pistol	0 SHORT 8 MEDIUM 16 LONG 24 96	+3 0 -6	11	2 (1 in CC)	N	CC
Rifle	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48 96	0 +3 -3 -6	13	3	N	FIRE
Sniper Rifle	0 SHORT 8 MEDIUM 16 LONG 48 MAXIMUM 96	-3 0 +3 -3	15	2	SHOCK	-
Fire Mode	0 SHORT 8 MEDIUM 16 LONG 24 96	0 0 -3	-	3	-	-
Tactical Bow	0 SHORT 8 MEDIUM 16 LONG 24 96	+3 0 -6	PH	1	DA	ANTI-MATERIEL, SILENT

AREA DOMINATION

ISC: Hsien Warriors Headquarters Troops

HSIEN Warriors

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	19	14	14	14	4	6	2	2	2

RMG, AP CCW, PISTOL
SKILLS: MULTI SPECTRAL VISOR L2



ISC: Al Fasid Regiment Veteran Troops

AL FASID Regiment

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

RMG, KNIFE, PISTOL, HEAVY PISTOL
SKILLS: VETERAN



ISC: Zúyǒng Invincibles, Terra-cotta Soldiers Line Troops

ZUYONG Invincibles, Terra-Cotta Soldiers

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	12	13	3	3	2	2	5

COMBI RIFLE, KNIFE, PISTOL, ZX BREAKER PISTOL



ISC: Zhayedān Intervention Troops Spec. Trained Troops

ZHAYEDAN Intervention Troops

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

BREAKER RIFLE + LIGHT SHOTGUN, KNIFE, PISTOL
SKILLS: VETERAN, MARKSMANSHIP L2



ISC: Zhanshi Line Troops

ZHANSHI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	10	13	1	0	1	2	Total

COMBI RIFLE, KNIFE, PISTOL



ISC: Murabids Tuareg Spec. Trained Troops

MURABIDS TUAREG

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

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



ISC: Tiger Soldiers Elite Troops

TIGER SOLDIERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	13	11	12	14	2	0	1	2	3

COMBI RIFLE, KNIFE, PISTOL
SKILLS: COMBAT JUMP, MIMETISM



ISC: Khawarijs Elite Troops

KHAWARJIS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	13	13	14	1	3	1	2	3

RIFLE + LIGHT SHOTGUN, AP CCW, PISTOL



ISC: Ninjas Spec. Trained Troops

NINJAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	11	12	13	1	0	1	2	2

TACTICAL BOW, DA CCW, PISTOL
SKILLS: INFILTRATION, TO CAMOUFLAGE



ISC: Ghulam Infantry Line Troops

GHULAM Infantry

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	14	1	0	1	2	Total

RIFLE + LIGHT SHOTGUN, KNIFE, PISTOL



ISC: Zhānyǐng Imperial Agents Veteran Troops

ZHANYING Imperial Agents

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	16	12	10	13	2	3	1	2	2

BREAKER COMBI RIFLE, PISTOL, KNIFE, ELECTRIC PULSE
SKILLS: BIONIMUNITY, SENSOR, SIXTH SENSE L2



ISC: Hassassin Fiday Spec. Trained Troops

HASSASSIN FIDAY

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	11	12	15	1	0	1	2	1

RIFLE + LIGHT SHOTGUN, KNIFE, PISTOL, DA CCW
SKILLS: MULTI SPECTRAL VISOR L2



MISSION 8: TAKE THE HIGH GROUND

This mission introduces Template Weapons and the Common Skills Intuitive Attack and Speculative Fire.

The mission also introduces two new troops, the Guilāng skirmisher and the Hassassin Ragik drop troop.

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 Red Veil.

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 has 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 Direct Template Weapon (DTW) Teardrop Template.

Examples include the Nanopulser of the Hsien and the Light Flamethrower of the Tiger Soldier.

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 are next to a valid target they are 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 *Intuitive Attack Common Skill* 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 for Impact Template Weapons (ITW) include the Light Shotguns of most of the Haqqislam troops and the Grenades of the Khawarij.

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 centered 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.

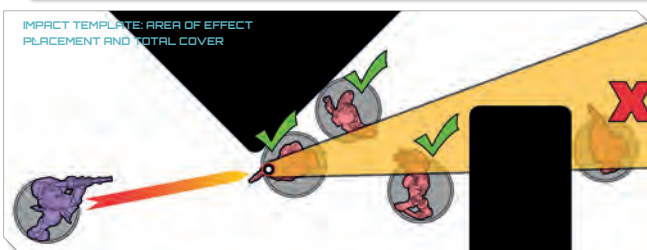
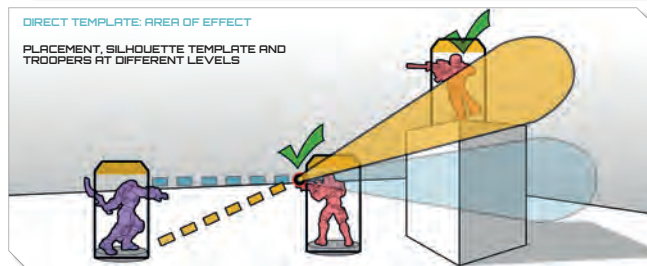
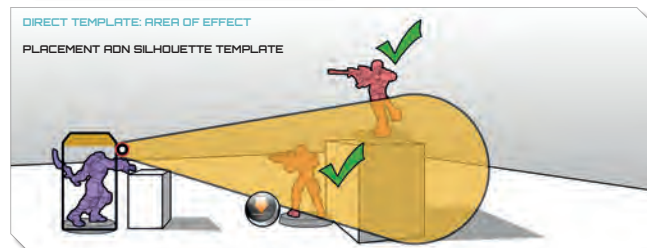
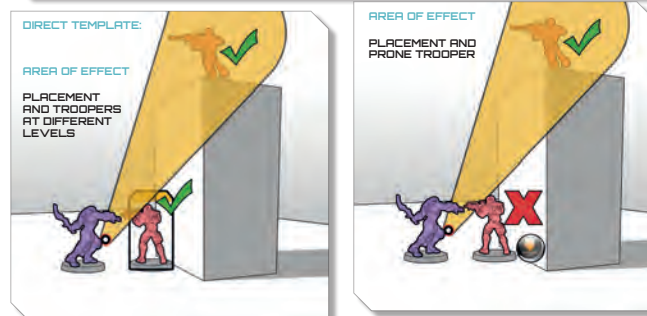
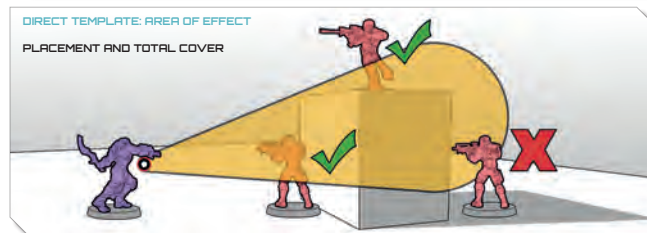
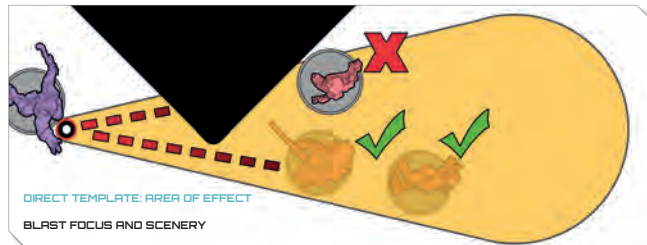
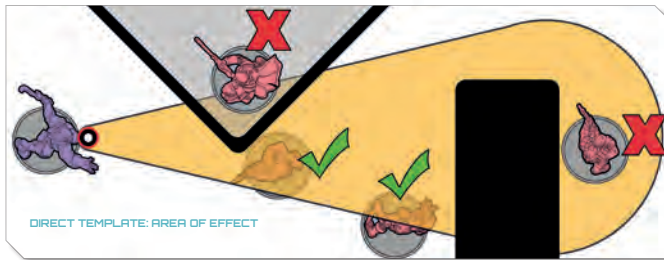
This has many in-game implications:

» 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.

TAKE THE HIGH GROUND



SMOKE AMMUNITION

N3 p111 Smoke Special Ammunition

N3 p162, Area Effect of Special Terrain Zones

N3 p165, Zero Visibility Zone

Smoke ammo has several special effects. For the full rules you will need to read up on **Smoke Special Ammunition**, and then dip into the Advanced Rules section to look at the overall **Special Terrain Rules** and the **Zero Visibility Zone** rules.

In summary:

AVOIDING BS ATTACKS

Unlike other Template Weapons, *Smoke Grenades* can be thrown or fired at the ground rather than an enemy trooper. If the template is placed where it would block the LoF of enemy *BS Attacks* then it gives the thrower the protection of a *Face to Face Roll* against the attacks.

If the *Roll* for the *Smoke* failed, or was beaten by any of the *Face to Face Rolls*, take the *Smoke* template away at the end of the *Order*. Otherwise, leave it there until the end of the *Player Turn*.

BLOCKING LOF

Smoke creates a *Zero Visibility Zone*. This blocks LoF in, out or through the area, generally meaning that you can't react to enemy troops unless they are within your ZoC, and even then, all you are going to get to do is *Change Facing*.

Sergeant JW's Tactical Tips - this makes *Smoke* invaluable for blocking *ARO* shots so that your own troopers can advance up the table without being shot. It is particularly useful for close combat-oriented troopers who often have relatively weak ranged weapons. Remember that a trooper that's merely touching a *Smoke* area is still affected by the *Zero Visibility Zone* so can't see or be seen - with careful positioning, a trooper in *smoke* can enter combat with an enemy trooper that is not under the *smoke* cloud while still denying any *BS Attack ARO*!

SMOKE & MULTISPECTRAL VISOR L2

Troopers with a *Multispectral Visor L2 (MSV2)* can see through *Smoke* as if it wasn't there. This means that throwing *Smoke* versus an *MSV2* trooper's *BS Attack* will result in *Normal Rolls* because the troopers' actions aren't affecting each other. It also means that the *MSV2* trooper can shoot through any existing *Smoke* clouds.

If you get attacked through *Smoke* and you don't have an *MSV2* you can react normally, but any *BS Attack* will suffer a -6 *BS MOD* because you cannot see the firer clearly. *Dodge Rolls* will not suffer the *MODs* unless attacked with a *Template Weapon* when the standard -3 *MOD* for *Dodging* a template from outside LoF will apply.

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.

MISSION 8

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*. Note that it doesn't work against *Impersonation* Markers as they count as friendly troopers. 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.

If *Intuitive Attack* is performed through *Smoke* then the same ARO restrictions apply as MSV2 attacking through *Smoke* - shoot back with a -6 MOD, automatically hit with your own DTW or *Dodge* on -3 because you have been attacked with a template from outside LoF.

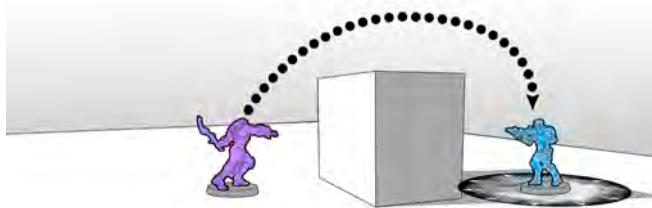
As with a failed *Discover Roll*, a failed *Intuitive Attack Roll* stops the trooper from attempting an *Intuitive Attack* against the same target for the rest of the Player Turn.

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 an *Entire Order Skill* that lets your trooper throw or fire Grenades at enemy models without the need for LoF. It is generally *Order*-intensive as you suffer a -6 MOD plus the *range* MODs, and your opponent still gets to *Dodge*, but with a -3 MOD if they can't see you. However it ignores all other MODs so can be very useful against a target with lots of stacked MODs, for example -6 for *TO Camo* and -3 for *Partial Cover*.



NEW & EXPANDED WEAPONS

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.



GRENADES

A short-range *Impact Template Weapon* using the *Circular Template*. These are very good for catching clumped targets and can be used for *Speculative Fire*. As *Throwing Weapons* they use the firer's *PH* Attribute rather than *BS*, but otherwise follow all the usual *BS* Attack rules.

SMOKE GRENADES

Smoke Grenades follow the usual rules for *Smoke* ammo, and also use *PH* instead of *BS*.

LIGHT GRENADE LAUNCHER

The AI Fasid has an underslung Light GL, capable of firing *Normal* ammo or *Smoke* ammo. In both cases the weapon has the *Impact Template Weapon (Circular)* Trait and the *Speculative Fire* Trait. When firing *Smoke* ammo, all the usual rules for *Smoke* apply.

LIGHT FLAMETHROWER

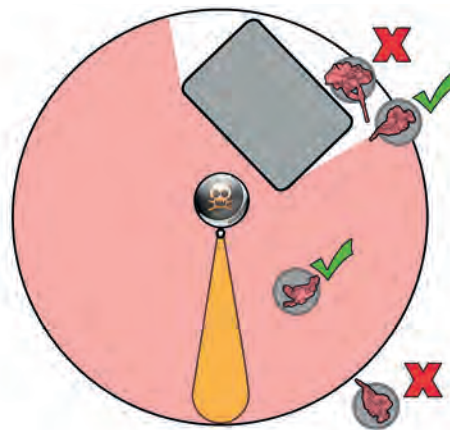
The Tiger Soldier's Combi Rifle has an underslung Light Flamethrower. This is a *Direct Template Weapon* firing *Fire* ammo. It has the *Intuitive Attack* Trait, allowing the trooper to perform the *Intuitive Attack* skill.

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 are placed in base contact with the trooper as a *Short Skill* or ARO and are placed as *Camouflage 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.



TAKE THE HIGH GROUND

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 Guiláng 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 *Fire Trait*.

NANOPULSER

The Hsien Warrior and Tarik Mansuri 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.

ADDITIONAL UNIT WEAPONS: YU JING

HSIEN WARRIOR

Nanopulser

TIGER SOLDIER

Light Flamethrower

ADDITIONAL UNIT WEAPONS: HAQQISLAM

KHAWARIJ

Grenades

MURABID TUAREG

Mines

AL FASID REGIMENT

Smoke and Normal LGL, Mines

HASSASSIN FIDAY

Smoke Grenades

NEW UNIT RULES

GUILÁNG

Infiltration works the same as it does on the Ninja and Tuareg.

Camouflage is the same as the Ninja's and Tuareg's TO Camouflage, but the BS and WIP MODs are -3 instead of -6.

Multispectral Visor L1, or MSV1, (N3 p139) is less powerful than the Hsien's MSV2 while still being very useful. This Visor reduces the MODs for making a *BS Attack* or declaring *Discover* against a trooper with *Mimetism* or *Camouflage* to 0, and reduces the MODs for *TO Camouflage* to -3.

MULTI Sniper Rifle and *Mines*.

HASSASSIN RAGIK

Boarding Shotgun (N3 p129) this is a heavier version of the ubiquitous Light Shotgun, with two firing modes.

Combat Jump works the same as it does on the Tiger Soldier.

MISSION 8

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 (Yu Jing): 3 Zhanshi, 1 Tiger Soldier, 1 Hsien, 1 Ninja, 1 Zúyǒng, 1 Zhànying and 1 Guílǎng.

Side B (Haqqislam): 3 Ghulam, 1 Tuareg, 1 Zhayedán, 1 Al Fasid, 1 Khawarij, 1 Fiday and 1 Ragik.

Private Lieutenants - before the game, privately nominate which of your troopers is the *Lieutenant*. For the Yu Jing force this can be the Zúyǒng or one of the Zhanshi. For the Haqqislam force this can be the Khawarij or one of the Ghulams.

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.

WEAPON CHART

Anti-personnel Mine	-	13	1	SHOCK	CONCEALED, DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), INTUITIVE ATTACK
Boarding Shotgun (AP Mode)	0 SHORT 8 MEDIUM 16 LONG 24 96 +6 0 -3	14	2	AP	-
Boarding Shotgun (Template Mode)	0 SHORT 8 MEDIUM 16 LONG 24 96 +6 0 -3	14	2	N	IMPACT TEMPLATE (SMALL TEARDROP)
Grenades	0 SHORT 8 MEDIUM 16 96 +3 -3	13	1	NORMAL	IMPACT TEMPLATE (CIRCULAR), SPECULATIVE FIRE, THROWING WEAPON
Light Flamethrower	-	13	1	FIRE	DIRECT TEMPLATE (SMALL TEARDROP, INTUITIVE ATTACK)
Light Grenade Launcher	0 SHORT 8 MEDIUM 16 LONG 24 MAXIMUM 48 96 0 +3 -3 -6	13	1	N	IMPACT TEMPLATE (CIRCULAR), SPECULATIVE FIRE
Light Smoke Grenade Launcher	0 SHORT 8 MEDIUM 16 LONG 24 MAXIMUM 48 96 0 +3 -3 -6	-	1	SMOKE	IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, SPECIAL DODGE, SPECULATIVE FIRE, TARGETLESS
Light Shotgun	0 SHORT 8 MEDIUM 16 LONG 24 96 +6 0 -3	13	2	N	IMPACT TEMPLATE (SMALL TEARDROP)
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
Nanopulser	-	13	1	NANOTECH	DIRECT TEMPLATE (SMALL TEARDROP), INTUITIVE ATTACK, NON-LOOTABLE
Smoke Grenades	0 SHORT 8 MEDIUM 16 96 +3 -3	-	1	SMOKE	IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, SPECIAL DODGE, SPECULATIVE FIRE, TARGETLESS, THROWING WEAPON

TAKE THE HIGH GROUND

ISC: Guliàng Skirmishers Spec: Trained Troops

GULIÀNG Skirmishers

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	12	14	1	0	1	2	2

MULTI SNIPER RIFLE, ANTIPERSONNEL MINES, KNIFE, PISTOL
SKILLS: INFILTRATION, CAMOUFLAGE, MULTISPECTRAL VISOR L1



ISC: Al Fasid Regiment Veteran Troops

AL FASID Regiment

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

RMG + LIGHT GRENADE LAUNCHER (NORMAL & SMOKE), ANTIPERSONNEL MINES, KNIFE, HEAVY PISTOL
SKILLS: VETERAN



ISC: Tiger Soldiers Elite Troops

TIGER SOLDIERS

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

COMBI RIFLE + LIGHT FLAMETHROWER, KNIFE, PISTOL
SKILLS: COMBAT JUMP, MIMETISM



ISC: Murabids Tuareg Spec: Trained Troops

MURABIDS TUAREG

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

SNIPER RIFLE, ANTIPERSONNEL MINES, KNIFE, PISTOL
SKILLS: INFILTRATION, TO CAMOUFLAGE



ISC: Hsien Warriors Headquarters Troops

HSIEN Warriors

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	19	14	14	14	4	5	2	2	2

RMG, NANOPOISSON, KNIFE, PISTOL
SKILLS: MULTISPECTRAL VISOR L2



ISC: Hassassin Ragiks Elite Troops

HASSASSIN RAGIKS

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

BOARDING SHOTGUN, KNIFE, PISTOL
SKILLS: COMBAT JUMP



ISC: Ninjas Spec: Trained Troops

NINJAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	11	12	13	1	0	1	2	2

TACTICAL BOW, DA CCW, KNIFE, PISTOL
SKILLS: INFILTRATION, TO CAMOUFLAGE



ISC: Khawarijs Elite Troops

KHAWARIJS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	13	13	14	1	3	1	2	3

RIFLE + LIGHT SHOTGUN, GRENADES, AP CCW, PISTOL



ISC: Hassassin Fidary Spec: Trained Troops

HASSASSIN FIDARY

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	11	12	15	1	0	1	2	1

RIFLE + LIGHT SHOTGUN, SMOKE GRENADES, KNIFE, PISTOL, DA CCW
SKILLS: IMPERSONATION

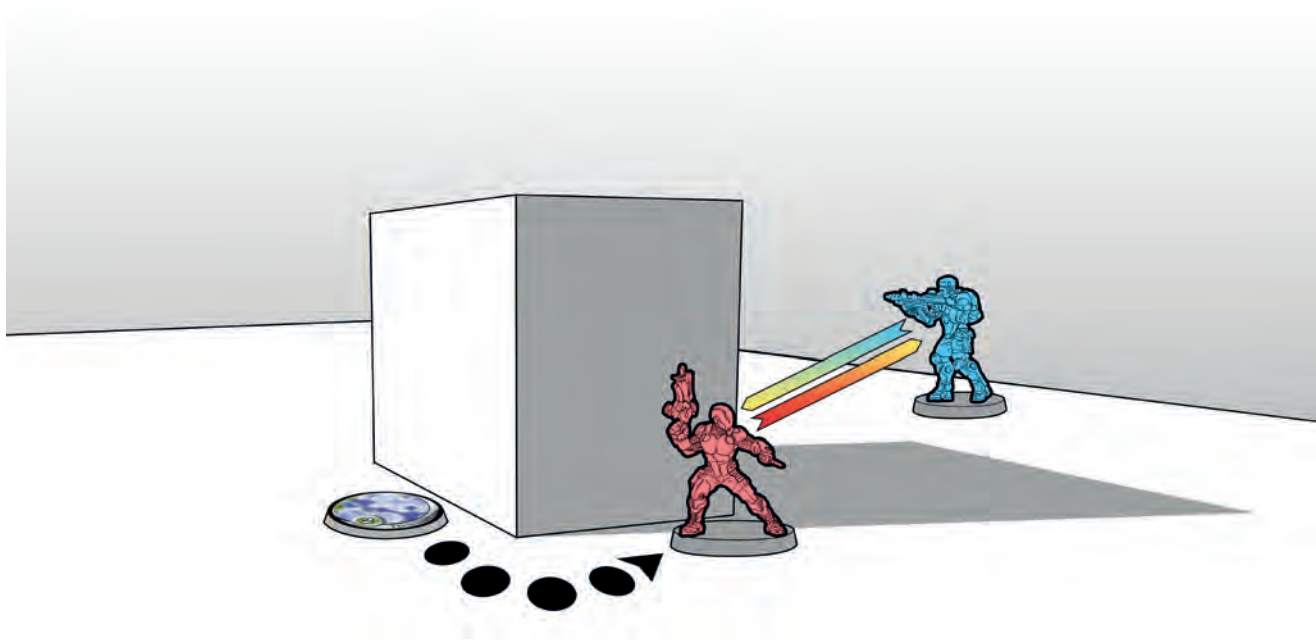


MISSION 9: Access all Areas

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

The mission also introduces the last two new troops, the Dāofēi Heavy Infantry infiltrator and the Haqqislam character Tarik Mansuri.

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.



YU JING SPECIAL SKILLS, EQUIPMENT & WEAPONS

ZHANSHI

Zhanshi have no additional skills.

ZÚYǒNG INVINCIBLES

Kinematika L1 (N3 p84) also increases the radius of the *Engage ARO Skill*.

HSIEN WARRIOR

Martial Arts L1 (N3 p100-101) lets the Hsien inflict a -3 MOD on the opponent when the Hsien declares a CC Attack, and also gives him +1 PH for working out the Damage of his AP CCW. *Martial Arts* also grants:

Martial Arts > 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*. Note that *Stealth* doesn't work against troopers that have *Sixth Sense*, like the Zhānying or Al Fasid.

Martial Arts > Valor L1: Courage (N3 p97) lets the trooper choose the result of any *Guts Roll* they are forced to make.

TIGER SOLDIER

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.

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. The Tiger Soldier can choose between *Multiterrain* or *Combat Jump* during *Deployment*.

NINJA

Infiltration (N3 p83) lets the trooper to infiltrate at any point in their half of the table. This Special Skill also allows the trooper to try to infiltrate between the center line of the table and the enemy *Deployment Zone*, but at the cost of a PH-3 Roll. A failed Roll would reveal the trooper, placed in their own *Deployment Zone* touching any table edge.

Martial Arts L3 (N3 p100) lets the Ninja choose which set of CC MODs to apply when she declares a CC Attack. Level 3 (+3 to the Ninja and -3 to the opponent) is a popular choice. As with the Hsien's L1, the Ninja gains *Stealth* and *Courage*.

Sergeant JW's Tactical Tips — as the MODs for multiple CC Special Skills (in this case *Martial Arts* and *Surprise Attack*) stack together, the Ninja is truly terrifying in Close Combat. By combining *Martial Arts L3*, *Surprise Attack* and *TO Camo*, any target that shoots the Ninja when she uncloaks into combat will suffer a -15 MOD (capped at -12 once you've applied all MODs), or -9 if they Dodge or CC Attack. With the +3 MOD to her CC Attribute taking her up to 26, she's also adding 6 to her die roll — and getting a Critical on any result of 20 or higher!

Multiterrain is the same as for the Tiger Soldier, but the Ninja doesn't have to choose between *Multiterrain* and another Skill.

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 Ninja 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.

ZHANYING IMPERIAL AGENT

Nimbus Grenades (N3 p121), like *Smoke Grenades* these are thrown at a point on the ground. They create a temporary area, *Circular Template* wide, that is a *Low Visibility Zone* (a -3 MOD to any Skill that requires LoF, N3 Advanced Rules p164) and a *Saturation Zone* (once you've allocated *Burst* to targets, reduce the number of shots against each by one to a minimum of one, N3 Advanced Rules p164). Unlike *Smoke Grenades* they do not have the *Special Dodge* trait so can't stop enemy attacks when they are thrown.

GUILANG

Camouflage (N3 p70) as with the *TO Camouflage* of the Ninja, the *Camouflaged* state lets the Guilang use *Surprise Shot* or *Surprise Attack* in their own turn, although obviously *Surprise Attack* generally means that something has gone wrong for a sniper!

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

Camouflage > Stealth — the Guilang's *Camouflage Skill* also grants them *Stealth* (see the Hsien).

Infiltration and **Multiterrain** are the same as for the Ninja.

Multispectral Visor L1 (N3 p139) A less effective version of the Hsien's MSV2, the Guilang's MSV1 lets it ignore the -3 MOD for *Camouflage* and *Low Visibility Zones*, and reduces the -6 MOD for *TO Camo*, *Optical Disruption Devices* and *Poor Visibility Zones* to -3.

HAQQISLAM SPECIAL SKILLS & EQUIPMENT

GHULAM INFANTRY

Ghulams have no additional abilities.

KHAWARIJS

Bioimmunity works the same as for the Zhanying Imperial Agent.

Poison (N3 p101) inflicts extra damage in close combat. Each time the trooper makes a successful CC Attack, the target must also make a *BTS Roll* against the hit.

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

Super Jump (N3 p93) lets the trooper *Jump* as a *Short Movement Skill*, allowing them to combine *Jump* with *BS Attack* etc. The trooper can't claim *Partial Cover* during the *Order*, but is very maneuverable and can often get unusual attack angles that the adversary isn't expecting.

ZHAYEDAN INTERVENTION TROOPS

AutoMediKit (N3 p134) lets an *Unconscious* trooper declare an *Entire Order* to try and heal back to one *Wound* on a successful *PH Roll*. Failure means the trooper is *Dead*.

Marksmanship L2 (N3 p86) is a leveled *Skill* with both levels being usable at the same time. Level 1 grants the trooper's *BS Attack Shock* ammo in addition to their usual ammo type. Due to the way ammo types combine (N3 p107 Combining Special Ammunition), this means that every hit by the Zhayedan's Breaker Rifle inflicts an *ARM Roll* (with *Shock* ammo applying) and a halved *BTS Roll* for the *Breaker* part of the hit. Level 2 lets the trooper ignore the *BS* penalty for targets in *Partial Cover*.

Veteran L1 (N3 p98) means that the trooper always stays *Regular*, even in *Loss of Lieutenant* or if affected by *Special Ammunition* or *Hacking Programs* that would make the trooper *Irregular*.

MURABID TUAREG

The Tuareg's **TO Camouflage** and **Infiltration** work the same as for the Ninja.

AL FASID REGIMENT

Minelayer (Human Sphere N3 p34) lets a trooper place on of their *Deployable* items in *ZoC* during *Deployment*. In the Al Fasid's case, this means that a *Camouflaged Mine* can be placed in his *ZoC* when deploying the trooper, limited to the *Haqqislam Deployment Zone* as he doesn't have *Infiltration* etc.

Sixth Sense L1 (p92) is a weaker version of the Zhanying's *Sixth Sense L2*, largely limited to *ZoC*.

Veteran L1 works the same as for the Zhayedan.

HASSASSIN FIDAY

Basic Impersonation (N3 p80) grants the trooper *Surprise Shot* and *Surprise Attack* from marker state in the active turn. In addition to the rules in mission 7, the Fiday has two levels of *IMP* state — once *Discovered* from *IMP-1* state the Fiday enters *IMP-2* state which is identical but without the -6 *WIP MOD* to *Discover*. This means that you need to successfully *Discover*

MISSION 9

the Fiday across two or more orders or AROs. However the Fiday will reveal all the way if they do something that would cancel IMP-1 or IMP-2 state.

As with *Camouflage* and *T0 Camouflage*, the Fiday can spend an *Entire Order* while outside enemy LoF to reenter IMP-1 state.

Sergeant JW's Tactical Tips – the two levels of IMP state make the Fiday very hard to defend against if the Haqqislam player is going first. They're almost guaranteed to reach their target (obvious Lieutenants, unsupported snipers or support troops etc.) and can kill most weaker targets easily in close combat, but are themselves quite squishy. When facing them, try to deploy with multiple overlapping fields of fire and don't leave anyone off on their own! Troopers with *Direct Template Weapons* placed near vulnerable troops will punish the Fiday for revealing.

Martial Arts L3 works the same as for the Ninja.

HASSASSIN RAGIK

Religious Troop works the same as for the Khawarij.

Valor L2: Dogged (N3 p97) lets the trooper temporarily shrug off serious wounds. If the trooper enters *Unconscious state*, they can choose to instead enter *V: Dogged* state, allowing them to stay active. If they lose any further point of the *Wounds* Attribute they will be *Dead*, and in any case they will be *Dead* at the end of the current *Player Turn*.

Sergeant JW's Tactical Tips – *Dogged* makes the Ragik a terror to try and stop, as a lucky ARO hit often won't stop their rampage, and with a *Boarding Shotgun* it's going to be a nasty rampage. However, *Dogged* only works if the Ragik goes *Unconscious*, so *Shock* is a good deterrent, as are multiple overlapping AROs.

NEW & EXPANDED WEAPONS

SPITFIRE

N3 p132

A lighter support weapon than the *HMG*, the *Spitfire* keeps the high *Burst* of 4. It has the *Fire Trait*.

NEW UNIT RULES

DÀOFĚI

Infiltration and **Camouflage** are the same as for the Guilang.

The Dàofěi model has a *HMG*, but for the purposes of this scenario you must proxy it as the trooper was carrying a *Spitfire*.

Sergeant JW's Tactical Tips – The Dàofěi with *Spitfire* is an excellent attacking trooper with its combination of *Infiltration*, *Camouflage*, high *BS*, high *ARM*, second *Wound* and high-*Burst* gun. However, it can be relatively weak in the reactive turn, so try to make sure that you always end your turn with the Dàofěi *recamouflaged* or in *Suppressive Fire*.

TARIK MANSURI

Fatality L1 (New skill) when declaring a *BS Attack* using the *BS Attribute*, the user can add 1 to the *Damage* value of their *BS Weapons*. Note that the Khawarij's *Grenades* are not affected by this as *Thrown Weapons* use the *PH Attribute*.

Fatality L2 (New skill) when declaring a *BS Attack* using the *BS Attribute*, the user gets a *Critical* on *BS Rolls* of 1 as well as the usual *BS Rolls* of the *Modified BS Attribute*.

Fatality 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.

All of the other Tarik's Special Skills have been covered already in previous units, but none of those troopers have quite as many Skills as he does!

Sergeant JW's Tactical Tips – Tarik is the ultimate attacking trooper. While he doesn't have the *infiltration* or *Camouflage* of the Dàofěi, the combination of *Super Jump* and 6-4 *MOV* makes him exceptionally maneuverable. With a *Spitfire*, *Grenades* (and the *PH* to throw them well), *Nanopulser* and *DA CCW* (with the *BTS Roll* for *Poison* on top of that) he's got the right weapon for almost every occasion. However he can be even weaker in the reactive turn than the Dàofěi, so make sure he's somewhere safe at the end of your turn. Don't forget that *Stealth* with his 6-4 *MOV* let him sneak around very quickly indeed.

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 (Yu Jing): 2 *Zhanshi*, 1 *Tiger Soldier*, 1 *Hsien*, 1 *Ninja*, 1 *Zúyǒng*, 1 *Zhànyìng*, 1 *Guilang* and 1 *Dàofěi*.

Side B (Haqqislam): 3 *Ghulam*, 1 *Tuareg*, 1 *Zhayedan*, 1 *Al Fasid*, 1 *Khawarij*, 1 *Fiday*, 1 *Ragik* and *Tarik Mansuri*.

Private Lieutenants - before the game, privately nominate which of your troopers is the Lieutenant. For the Yu Jing force this can be the *Zúyǒng*, *Dàofěi* or one of the *Zhanshi*. For the Haqqislam force this can be the *Khawarij*, *Zhayedan* or *Tarik*.

SPECIAL SCENARIO RULES

Configure the Gates – each N.L. Capsule Hotel has a *Gate* on each narrow end.

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.

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

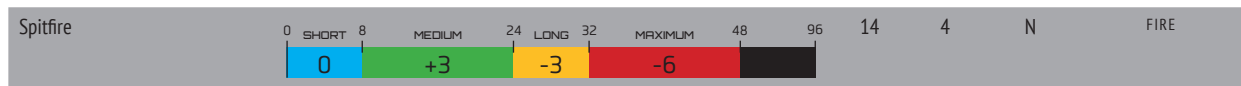
Side A (Yu Jing): the Tiger Soldier and the Ninja.

Side B (Haqqislam): the 3 Ghulam.

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.

WEAPON CHART



MISSION 9

ISC: Dàofei Tactical Section Veteran Troops

DÀOFEI Tactical Section

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

SPRINT, PISTOL, SHOCK CCW
SKILLS: INFILTRATION, CAMOUFLAGE



ISC: Al Fasid Regiment Veteran Troops

AL FASID Regiment

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

WHS * LIGHT GRENADE LAUNCHER (NORMAL & SMOKE), ANTI-PERSONNEL MINES, KNIFE, HEAVY PISTOL
SKILLS: MINELAYER, SIXTH SENSE L1, VETERAN L1



ISC: Zúyōng Invincibles, Terra-cotta Soldiers Line Troops

ZÚYŌNG Invincibles, Terra-Cotta Soldiers

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	12	13	3	3	2	2	5

COMBI RIFLE, KNIFE, 2X BREAKER PISTOL
SKILLS: KINEMATKA



ISC: Zhayedān Intervention Troops Spec. Trained Troops

ZHAYEDAN Intervention Troops

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

BREAKER RIFLE * LIGHT SHOTGUN, KNIFE, PISTOL
SKILLS: AutoMediKit, VETERAN, MARKSMANSHIP L2



ISC: Zhānyīng Imperial Agents Veteran Troops

ZHĀNYING Imperial Agents

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	10	13	2	3	1	2	3

BREAKER COMBI RIFLE, NIMBUS GRENADES, PISTOL, KNIFE, ELECTRIC PULSE
SKILLS: BIOMMUNITY, SENSOR, SIXTH SENSE L2



ISC: Murabids Tuareg Spec. Trained Troops

MURABIDS TUAREG

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

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



ISC: Tiger Soldiers Elite Troops

TIGER SOLDIERS

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

COMBI RIFLE * LIGHT FLAMETHROWER, KNIFE, PISTOL
SKILLS: ADA, COMBAT JUMP OR MULTITERRAIN, HMETISM



ISC: Tarik Mansuri, Khawarj Amir Character

TARIK MANSURI, Khawarj Amir

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	23	13	14	15	3	3	2	5	1

SPRINT, GRENADES, NANOPLASER, DA CCW, PISTOL
SKILLS: BIOMMUNITY, KINEMATKA L1, MARTIAL ARTS L1, POISON, RELIGIOUS TROOP, SUPER JUMP, FATALITY L2



ISC: Ninjas Spec. Trained Troops

NINJAS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	23	11	12	13	1	0	1	2	2

TACTICAL BOW, DA CCW, KNIFE, PISTOL
SKILLS: INFILTRATION, TO CAMOUFLAGE, MARTIAL ARTS L3, MULTITERRAIN



ISC: Hassassin Ragiks Elite Troops

HASSASSIN RAGIKS

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

BOARDING SHOTGUN, KNIFE, PISTOL
SKILLS: ADA, COMBAT JUMP, RELIGIOUS TROOP, V: DOGGED



ISC: Hsien Warriors Headquarters Troops

HSIEN Warriors

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

HMG, NANOPLASER, KNIFE, PISTOL
SKILLS: MARTIAL ARTS L1, MULTISPECTRAL VISOR L2



ISC: Khawarijs Elite Troops

KHAWARIJS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	13	13	14	1	3	1	2	3

RIFLE * LIGHT SHOTGUN, GRENADES, AP CCW, PISTOL
SKILLS: BIOMMUNITY, POISON, RELIGIOUS TROOP, SUPER-JUMP



ISC: Guilāng Skirmishers Spec. Trained Troops

GUILĀNG Skirmishers

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	11	12	14	1	0	1	2	2

MULTI SNIPER RIFLE, ANTI-PERSONNEL MINES, KNIFE, PISTOL
SKILLS: INFILTRATION, CAMOUFLAGE, MULTISPECTRALVISOR L1



ISC: Hassassin Fiday Spec. Trained Troops

HASSASSIN FIDAY

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	11	12	15	1	0	1	2	1

RIFLE * LIGHT SHOTGUN, SMOKE GRENADES, KNIFE, PISTOL, DA CCW
SKILLS: IMPERSONATION, MARTIAL ARTS L3



PROFILES



ISC: Hassassin Fiday

Spec. Trained Troops

HASSASSIN FIDAY

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	11	12	15	1	0	1	2	1

Special Skills: Basic Impersonation - Kinematika L1 - Martial Arts L3 - Multiterain - Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
FIDAY	Rifle + Light Shotgun, Smoke Grenades	Pistol, DA CCW, Knife	0	31
FIDAY	Rifle + Light Shotgun, Smoke Grenades	Pistol, AP CCW, Knife	0	30
FIDAY	Boarding Shotgun, Smoke Grenades	Pistol, AP CCW, Knife	0	29
FIDAY	Rifle + Light Shotgun, Antipersonnel Mines, Smoke Grenades	Pistol, AP CCW, Knife	0	31

ISC: Zhayeddan Intervention Troops

Spec. Trained Troops

ZHAYEDDAN Intervention Troops

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

Equipment: AutoMedKit
Special Skills: Veteran L1

Name	BS Weapons	CC Weapons	SWC	C
ZHAYEDAN (Marksmanship L2)	Breaker Rifle + Light Shotgun	Pistol, Knife	0	31
ZHAYEDAN	HMG	Pistol, Knife	1.5	32
ZHAYEDAN (Marksmanship L2)	Sniper Rifle	Pistol, Knife	0.5	31
ZHAYEDAN	Missile Launcher, Nimbus Grenades	Pistol, Knife	1.5	30
ZHAYEDAN Doctor Plus (MediKit)	Boarding Shotgun	Pistol, Knife	0	27
ZHAYEDAN Lieutenant (Marksmanship L2)	Breaker Rifle + Light Shotgun	Pistol, Knife	0	31
ZHAYEDAN Lieutenant	HMG	Pistol, Knife	1.5	32

ISC: Tarik Mansuri, Khawarij Amir

Character

TARIK MANSURI, Khawarij Amir

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	23	13	14	15	3	3	2	5	1

Special Skills: Bioimmunity - Fatality L2 - Kinematika L1 - Martial Arts L1 - Poison - Religious Troop - Super-Jump

Name	BS Weapons	CC Weapons	SWC	C
TARIK MANSURI	AP Rifle + Light Shotgun, Nanopulser, Grenades	Pistol, DA CCW	0	53
TARIK MANSURI	Spitfire, Nanopulser, Grenades	Pistol, DA CCW	1.5	55
TARIK MANSURI Lieutenant	AP Rifle + Light Shotgun, Nanopulser, Grenades	Pistol, DA CCW	+1	53
TARIK MANSURI Lieutenant	Spitfire, Nanopulser, Grenades	Pistol, DA CCW	1.5	55

ISC: Hassassin Ragiks

Elite Troops

HASSASSIN RAGIKS

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

Special Skills: AD: Combat Jump - Religious Troop - V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
RAGIK	Rifle + Light Shotgun	Pistol, CCW	0	26
RAGIK	Boarding Shotgun	Pistol, CCW	0	25
RAGIK	Spitfire	Pistol, CCW	1.5	32
RAGIK Hacker (Assault Hacking Device)	Rifle + Light Shotgun	Pistol, CCW	0.5	32

ISC: Ghulam Infantry

Line Troops

GHULAM Infantry

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	14	1	0	1	2	Total

Name	BS Weapons	CC Weapons	SWC	C
GHULAM	Rifle + Light Shotgun	Pistol, Knife	0	12
GHULAM	HMG	Pistol, Knife	1	20
GHULAM	Rifle + Light Grenade Launcher	Pistol, Knife	1	13
GHULAM	Missile Launcher	Pistol, Knife	1.5	17
GHULAM	Sniper Rifle	Pistol, Knife	0.5	16
GHULAM	Rifle + Light Shotgun, Panzerfaust	Pistol, Knife	0.5	15
GHULAM Hacker (Hacking Device)	Rifle + Light Shotgun	Pistol, Knife	0.5	20
GHULAM Doctor Plus (MediKit)	Rifle + Light Shotgun	Pistol, Knife	0	16
GHULAM (Forward Observer)	Rifle + Light Shotgun	Pistol, Knife	0	13
GHULAM (Deployable Repeater)	Rifle + Light Shotgun, E-Mauler	Pistol, Knife	0	14
GHULAM Lieutenant	Rifle + Light Shotgun	Pistol, Knife	0	12
GHULAM Lieutenant	HMG	Pistol, Knife	0.5	20
GHULAM Lieutenant	Missile Launcher	Pistol, Knife	1.5	17

ISC: Al Fasid Regiment

Veteran Troops

AL FASID Regiment

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

Special Skills: Minelayer - Sixth Sense L1 - Veteran L1

Name	BS Weapons	CC Weapons	SWC	C
FASID	HMG + (Smoke and Normal) Light Grenade Launcher, Antipersonnel Mines	Heavy Pistol, Knife	2	53
FASID	Heavy Rocket Launcher, Submachine Gun, Antipersonnel Mines	Heavy Pistol, Knife	2	45

ISC: Murabids Tuareg

Spec. Trained Troops

MURABIDS TUAREG

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

Special Skills: CH: TO Camouflage - Infiltration - Multiterain

Name	BS Weapons	CC Weapons	SWC	C
TUAREG	Rifle + Light Shotgun, Antipersonnel Mines	Pistol, Knife	0	29
TUAREG	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	28
TUAREG	Sniper Rifle, Antipersonnel Mines	Pistol, Knife	0.5	33
TUAREG Hacker (Assault Hacking Device)	Rifle + Light Shotgun, Antipersonnel Mines	Pistol, Knife	0.5	35
TUAREG Doctor Plus (MediKit)	Rifle + Light Shotgun, Antipersonnel Mines	Pistol, Knife	0	33

ISC: Khawarijs

Elite Troops

KHAWARIJS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	20	13	13	14	1	3	1	2	3

Special Skills: Bioimmunity - Poison - Religious Troop - Super-Jump

Name	BS Weapons	CC Weapons	SWC	C
KHAWARIJ	Rifle + Light Shotgun, Grenades	Pistol, AP CCW	0	27
KHAWARIJ	Boarding Shotgun, Panzerfaust	Pistol, AP CCW	0	27
KHAWARIJ (Fatality L2)	Spitfire	Pistol, AP CCW	1	32
KHAWARIJ Doctor Plus (MediKit)	Boarding Shotgun, Grenades	Pistol, AP CCW	0	30
KHAWARIJ Lieutenant	Rifle + Light Shotgun, Grenades	Pistol, AP CCW	0	27
KHAWARIJ Lieutenant (Fatality L2)	Spitfire	Pistol, AP CCW	1	32

PROFILES



ISC: Zhanshi

Line Troops

ZHANSHI										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	14	11	10	13	1	0	1	2	Total	

Name	BS Weapons	CC Weapons	SWC	C
ZHANSHI	Combi Rifle	Pistol, Knife	0	11
ZHANSHI	HMG	Pistol, Knife	1	19
ZHANSHI	Combi Rifle + Light Grenade Launcher	Pistol, Knife	1	15
ZHANSHI	MULTI Sniper Rifle	Pistol, Knife	1.5	19
ZHANSHI	Missile Launcher	Pistol, Knife	1.5	16
ZHANSHI Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	0.5	19
ZHANSHI (Forward Observer)	Combi Rifle	Pistol, Knife	0	12
ZHANSHI Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0	13
ZHANSHI Lieutenant	Combi Rifle	Pistol, Knife	0	11

ISC: Guilang Skirmishers

Spec. Trained Troops

GUILANG Skirmishers										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	14	11	12	14	1	0	1	2	2	

Equipment: Multispectral Visor L1
Special Skills: CH: Camouflage - Infiltration - Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
GUILANG	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	25
GUILANG	Boarding Shotgun, Antipersonnel Mines	Pistol, Knife	0	24
GUILANG	MULTI Sniper Rifle, Antipersonnel Mines	Pistol, Knife	1.5	33
GUILANG Hacker (Assault Hacking Device)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0.5	31
GUILANG (Forward Observer, Deployable Repeater)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0	27
GUILANG Lieutenant	Combi Rifle, Antipersonnel Mines	Pistol, Knife	2	25
GUILANG (Minelayer)	Combi Rifle, Antipersonnel Mines	Pistol, Knife	0.5	26

ISC: Zhanying Imperial Agents

Veteran Troops

ZHANYING Imperial Agents										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	16	12	10	13	2	3	1	2	2	

Special Skills: Bioimmunity - Sixth Sense L2

Name	BS Weapons	CC Weapons	SWC	C
ZHANYING (Sensor)	Breaker Combi Rifle, Nimbus Grenades, MadTraps	Pistol, Electric Pulse	0	28
ZHANYING	HMG	Pistol, Electric Pulse	1	30
ZHANYING (Fireteam: Haris, Sensor)	Breaker Combi Rifle, Nimbus Grenades	Pistol, Electric Pulse	0.5	27
ZHANYING	Missile Launcher, Nanopulser, Nimbus Grenades	Pistol, Electric Pulse	1.5	28
ZHANYING Hacker (Hacking Device)	Breaker Combi Rifle, D-Charges	Pistol, Electric Pulse	0.5	32
ZHANYING (Forward Observer)	Breaker Combi Rifle	Pistol, Electric Pulse	0	25
ZHANYING Lieutenant	HMG	Pistol, Electric Pulse	1	30
ZHANYING Lieutenant (Sensor)	Breaker Combi Rifle, Nimbus Grenades	Pistol, Electric Pulse	0	26
ZHANYING (Sensor)	Breaker Combi Rifle, Nimbus Grenades	Pistol, Electric Pulse	0	26
ZHANYING (Sensor)	Boarding Shotgun, Nimbus Grenades	Pistol, Electric Pulse	0	23

ISC: Ninjas

Spec. Trained Troops

NINJAS										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	23	11	12	13	1	0	1	2	2	

Special Skills: CH: To Camouflage - Infiltration - Kinematika L1 - Martial Arts L3 - Multiterrain

Name	BS Weapons	CC Weapons	SWC	C
NINJA	Tactical Bow	Pistol, DA CCW, Knife	0	26
NINJA	Combi Rifle	Pistol, Shock CCW, Knife	0	34
NINJA	Combi Rifle	Pistol, AP CCW, Knife	0	34
NINJA	Combi Rifle	Pistol, DA CCW, Knife	0	35
NINJA	MULTI Sniper Rifle	Pistol, Shock CCW, Knife	1.5	42
NINJA Hacker (Assault Hacking Device)	Combi Rifle	Pistol, Shock CCW, Knife	0.5	40
NINJA Hacker (Killer Hacking Device)	Tactical Bow	Pistol, DA CCW, Knife	0	29

ISC: Zuyong Invincibles, Terra-cotta Soldiers

Line Troops

ZUYONG Invincibles, Terra-Cotta Soldiers										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	15	13	12	13	3	3	2	2	5	

Special Skills: Kinematika L1

Name	BS Weapons	CC Weapons	SWC	C
ZUYONG	Combi Rifle	2 Breaker Pistols, Knife	0	27
ZUYONG	Combi Rifle + 1 TinBot B (Deflector L2)	2 Breaker Pistols, Knife	0.5	30
ZUYONG	HMG	2 Breaker Pistols, Knife	1.5	35
ZUYONG	Boarding Shotgun	2 Breaker Pistols, Knife	0	26
ZUYONG	MULTI Rifle	2 Breaker Pistols, Knife	0	31
ZUYONG	Missile Launcher, Light Shotgun	2 Breaker Pistols, Knife	2	36
ZUYONG (AutomatedKit)	HMG	2 Breaker Pistols, Knife	2	39
ZUYONG (Forward Observer)	Combi Rifle	2 Breaker Pistols, Knife	0	28
ZUYONG Paramedic (MediKit)	Combi Rifle	2 Breaker Pistols, Knife	0	29
ZUYONG Lieutenant	Combi Rifle	2 Breaker Pistols, Knife	0	27
ZUYONG Lieutenant (AutomatedKit)	HMG	2 Breaker Pistols, Knife	1	39

ISC: Tiger Soldiers

Elite Troops

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

Special Skills: AD: Combat Jump / Multiterrain - CH: Metisism

Name	BS Weapons	CC Weapons	SWC	C
TIGER SOLDIER	Combi Rifle + Light Flamethrower	Pistol, Knife	0	27
TIGER SOLDIER	Boarding Shotgun	Pistol, Knife	0	25
TIGER SOLDIER	MULTI Sniper Rifle	Pistol, Knife	1.5	34
TIGER SOLDIER	Spitfire	Pistol, Knife	1.5	32
TIGER SOLDIER Hacker (Assault Hacking Device)	Combi Rifle + Light Flamethrower	Pistol, Knife	0.5	33
TIGER SOLDIER Paramedic (MediKit)	Combi Rifle + Light Flamethrower	Pistol, Knife	0	29
TIGER SOLDIER Lieutenant	Combi Rifle + Light Flamethrower	Pistol, Knife	1	27

ISC: Daofei Tactical Section

Veteran Troops

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

Special Skills: CH: Camouflage - Infiltration

Name	BS Weapons	CC Weapons	SWC	C
DAOFEI	MULTI Rifle	Pistol, Shock CCW	0	53
DAOFEI	HMG	Pistol, Shock CCW	2	57
DAOFEI	Boarding Shotgun	Pistol, Shock CCW	0	48
DAOFEI	Spitfire	Pistol, Shock CCW	2	55
DAOFEI Hacker (Assault Hacking Device)	MULTI Rifle	Pistol, Shock CCW	0.5	59
DAOFEI Lieutenant	MULTI Rifle	Pistol, Shock CCW	0	53
DAOFEI Lieutenant	Spitfire	Pistol, Shock CCW	1.5	55

ISC: Hsien Warriors

Headquarters Troops

HSIEN Warriors										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	19	14	14	14	4	6	2	2	2	

Equipment: Multispectral Visor L2
Special Skills: Martial Arts L1

Name	BS Weapons	CC Weapons	SWC	C
HSIEN	MULTI Rifle, Nanopulser	Pistol, AP CCW	0	57
HSIEN	MULTI Rifle, Nanopulser + 1 TinBot B (Deflector L2)	Pistol, AP CCW	0.5	60
HSIEN	HMG, Nanopulser	Pistol, AP CCW	2	61
HSIEN	Boarding Shotgun, Nanopulser	Pistol, AP CCW	0	52
HSIEN Lieutenant	MULTI Rifle, Nanopulser	Pistol, AP CCW	+1	57
HSIEN Lieutenant	MULTI Rifle, Nanopulser + 1 TinBot B (Deflector L2)	Pistol, AP CCW	0	60
HSIEN Lieutenant	HMG, Nanopulser	Pistol, AP CCW	2	61



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