

Tunguska Jurisdictional Command (Nomads Sectorial Starter Pack)

CORVUS BELLI
iNFiNITY



ISC: Securitate

Line Troops



SECURITATE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	10	14	1	0	1	2	3

Special Skills: Veteran L1

Name	BS Weapons	CC Weapons	SWC	C
SECURITATE	Combi Rifle	Pistol, Knife	0	13
SECURITATE	HMG	Pistol, Knife	1	21
SECURITATE	Feuerbach	Pistol, Knife	1	22
SECURITATE	MULTI Sniper Rifle	Pistol, Knife	1.5	21
SECURITATE Hacker (Hacking Device)	Combi Rifle	Pistol, Knife	0.5	21
SECURITATE (Repeater)	Boarding Shotgun	Pistol, Knife	0	15
SECURITATE (Repeater)	Combi Rifle	Pistol, Knife	0	16
SECURITATE Paramedic (MediKit)	Combi Rifle	Pistol, Knife	0	15
SECURITATE Lieutenant	Combi Rifle	Pistol, Knife	0	13

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
GRENZER (Fireteam: Haris)	Combi Rifle + Light Flamethrower	Pistol, Breaker Pistol, Knife	0.5	26
GRENZER (Biometric Visor L1)	Boarding Shotgun	Pistol, Breaker Pistol, Knife	0	24

ISC: Hecklers

Spec. Trained Troops



HECKLERS

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

Special Skills: CH: Limited Camouflage · CH: Mimetism · Forward Deployment L1

Name	BS Weapons	CC Weapons	SWC	C
HECKLER	Combi Rifle, Jammer, 1 FastPanda	Pistol, Knife	0	23
HECKLER	Boarding Shotgun, E/Marat	Pistol, Knife	0	19
HECKLER	Red Fury	Pistol, Knife	1	24
HECKLER Hacker (Killer Hacking Device)	Combi Rifle, Cybermines	Assault Pistol, Knife	0	24

ISC: Zondnautica Rapid Offensive Unit

Elite Troop



**ZONDNAUTICA Rapid Offensive Unit
MOUNTED**

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
8-4	14	12	12	13	3	3	1	4	2

Equipment: AI Motorcycle · BS Weapons: Chain Rifle · Light Smoke Grenade Launcher
Special Skills: CH: Mimetism · V: Courage



**ZONDNAUTICA Rapid Offensive Unit
DISMOUNTED**

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

Equipment: 1 Zondmate
Special Skills: CH: Mimetism · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
ZONDNAUT	Spitfire	Pistol, Knife	1	32
ZONDNAUT	Boarding Shotgun	Pistol, Knife	0	24
ZONDNAUT Hacker (Assault Hacking Device)	Combi Rifle	Pistol, Knife	0.5	31



ZONDMATE

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
8-4	8	10	10	11	1	3	1	4	-

Special Skills: CH: Mimetism · G: Synchronized

Name	BS Weapons	CC Weapons	SWC	C
ZONDMATE	Chain Rifle, Light Smoke Grenade Launcher	Electric Pulse	--	5

NOTE: A Mounted Zondnaut unit is composed of only a Mounted Zondnaut. The ZondMate of the Mounted Zondnauts is considered to be their AI Motorbike. However, a Dismounted Zondnaut is composed of a Zondnaut and a ZondMate.

ISC: The Hollow Men, Tactical Assault Team

Veteran Troops



THE HOLLOW MEN, Tactical Assault Team

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-2	10	13	10	13	4	6	2	2	2

Special Skills: Fireteam: Duo · G: Remote Presence · Religious Troop · Super-Jump

Name	BS Weapons	CC Weapons	SWC	C
HOLLOW MAN	Combi Rifle, Chain-colt	Breaker Pistol, Knife	0	30
HOLLOW MAN	MULTI Rifle + Pitcher, Chain-colt	Breaker Pistol, Knife	0	35
HOLLOW MAN	Missile Launcher, Chain-colt	Breaker Pistol, Knife	2	35
HOLLOW MAN	Spitfire, Chain-colt	Breaker Pistol, Knife	2	36
HOLLOW MAN	Combi Rifle, Chain-colt, 1 TinBot A (Deflector L1)	Breaker Pistol, Knife	0	31
HOLLOW MAN (Fireteam: Haris)	Combi Rifle, Chain-colt, 1 TinBot A (Deflector L1)	Breaker Pistol, Knife	0.5	32
HOLLOW MAN Hacker (Assault Hacking Device)	Combi Rifle, Chain-colt, 1 TinBot A (Deflector L1)	Breaker Pistol, Knife	0.5	37
HOLLOW MAN (Specialist Operative)	Boarding Shotgun	Breaker Pistol, Knife	0	30

ISC: Puppetactica Company

Spec. Trained Troops

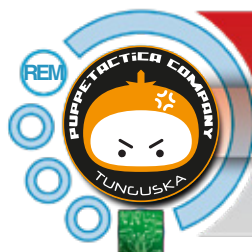


PUPPET MASTERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	14	1	3	1	2	1

Special Skills: Counterintelligence

Name	BS Weapons	CC Weapons	SWC	C
PUPPET MASTER	Submachine Gun	Pistol, Knife	0	12
PUPPET MASTER (Minelayer)	Submachine Gun, Antipersonnel Mines	Pistol, Knife	0.5	14
PUPPET MASTER Hacker (Hacking Device)	Submachine Gun	Pistol, Knife	0.5	20



PUPPETBOTS FULL POWER

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	12	10	14	1	3	1	1	-

Special Skills: G: Marionette · Hyper-Dynamics L2 · Lo-Tech A · Number 2



PUPPETBOTS BATTLE RAVAGED

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	14	0	0	1	1	-

Special Skills: G: Marionette · Hyper-Dynamics L1 · Number 2

Name	BS Weapons	CC Weapons	SWC	C
PUPPETBOT	Red Fury	Electric Pulse	1.5	16
PUPPETBOT (Forward Observer)	Boarding Shotgun	Electric Pulse	0	11
PUPPETBOT (Marksmanship L1)	AP Marksman Rifle	Electric Pulse	0	14

NOTE 1: A Puppetactica Company consists of a Puppet Master and a Troupe of up to three PuppetBots.

NOTE 2: A Puppet Master can be taken without PuppetBots.

ISC: Mary Problems, Tactical ÜberHacker



MARY PROBLEMS, Tactical ÜberHacker

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	14	1	6	1	2	1

Equipment: Assault Hacking Device (UPGRADE: Icebreaker) · Killer Hacking Device (UPGRADE: Lightning)

· ODD: Optical Disruptor

Special Skills: Climbing Plus · Hyper-Dynamics L1

Name	BS Weapons	CC Weapons	SWC	C
MARY PROBLEMS Hacker (Forward Deployment L1)	Submachine Gun + Zapper, Pitcher	Pistol, Knife	0.5	30

ISC: Perseus, Rogue Myrmidon



PERSEUS, Rogue Myrmidon

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	22	13	13	13	2	0	1	2	1

Equipment: ODD: Optical Disruptor

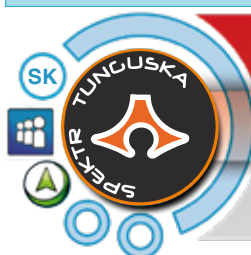
Special Skills: Kinematika L1 · Martial Arts L3 · V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
PERSEUS (Super-Jump)	Breaker Combi Rifle, Nanopulser, Smoke Grenade	2 Pistols, DA CC Weapon	0	34
PERSEUS FTO (Fireteam: Haris)*	Breaker Combi Rifle, Nanopulser, Smoke Grenade	2 Pistols, DA CC Weapon	0	33

NOTE *: This option is only available in those Sectoral Armies that indicate it.

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 · Multiterrain

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
SPEKTR Hacker (Killer Hacking Device)*	Combi Rifle, Cybermines	Pistol, Knife	0	34

NOTE *: This option is only available in the Jurisdictional Command of Tunguska Sectorial Army.

ISC: Tsyklon Sputniks

Support Troops



TSYKLON Sputnik

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	7	12	10	13	3	6	1	4	2

Equipment: 360° Visor · Repeater · X Visor

Special Skills: Climbing Plus · G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
TSYKLON	Spitfire, Pitcher	Electric Pulse	1	31
TSYKLON	Feuerbach, Pitcher	Electric Pulse	1	34
TSYKLON (Forward Deployment L1)*	Spitfire, Pitcher	Electric Pulse	1	33
TSYKLON (Forward Deployment L1)*	Feuerbach, Pitcher	Electric Pulse	1	36

NOTE *: This option is only available in the Jurisdictional Command of Tunguska Sectorial Army.

ISC: Stempler Zonds

Support Troops



STEMPLER ZONDS










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

Equipment: Deactivator · Repeater
Special Skills: Climbing Plus · Forward Observer · G: Remote Presence · Sat-lock · Sensor

Name	BS Weapons	CC Weapons	SWC	C
STEMPLER ZOND	Combi Rifle, Sniffer	Electric Pulse	0	17
STEMPLER ZOND FTO (Super-Jump)*	Combi Rifle, Sniffer	Electric Pulse	0	18

NOTE *: This option is only available in the Jurisdictional Command of Tunguska Sectorial Army.



TROOPS	AVA	FIRETEAM
 SECURITATE	TOTAL	CORE, SPECIAL
 GRENZERS, Grenz Security Team	5	CORE, HARIS, SPECIAL
 ZONDNAUTICA RAPID OFFENSIVE UNIT	3	--
 THE HOLLOW MEN, TACTICAL ASSAULT TEAM	5	Core, Haris, Duo, Special
 KRIZA BORACS, SPECIAL CRISIS UNIT	2	Duo, Special
 "SZALAMANDRA" SQUADRON	2	--
 HECKLERS	3	--
 SPEKTRS	3	--
 TUNGUSKA INTERVENTORS	4	SPECIAL
 PUPPETACTICA COMPANY	1	--
 MARY PROBLEMS, TACTICAL ÜBERHACKER	1	--
 RAOUL SPECTOR, MERCENARY OPERATIVE	1	Special
 PERSEUS, ROGUE MYRMIDON	1	Special

TROOPS	AVA	FIRETEAM
 MIRANDA ASHCROFT, AUTHORIZED BOUNTY HUNTER	1	--
 ASHCROFT HUNTING PARTY	1	SPECIAL
 TSYKLON SPUTNIK	2	--
 LUNOKHOD SPUTNIK	2	--
 STEMLER ZOND	2	SPECIAL
 REAKTION ZOND	1	--
 VERTIGO ZOND	1	--
 METEOR ZOND	1	--
 TRANSDUCTOR ZOND	2	--
 ZONDBOT	2	--
 SALYUT ZOND	2	--
 DAKTARI	1	--
 CLOCKMAKER	2	--
 WARCORS, WAR CORRESPONDENTS	1	--

NOTES

	SECURITATE	SPECIAL FIRETEAM. THE GRENZERS COUNT AS SECURITATES FOR FIRETEAM COMPOSITION.
	GRENZERS, Grenz Security Team	SPECIAL FIRETEAM. THE GRENZERS COUNT AS SECURITATES FOR FIRETEAM COMPOSITION. SPECIAL FIRETEAM. UP TO 1 INTERVENTOR CAN JOIN A GRENZERS FIRETEAM.
	THE HOLLOW MEN, TACTICAL ASSAULT TEAM	SPECIAL FIRETEAM: DUO. 1 HOLLOW MAN + 1 KRIZA BORAC. SPECIAL FIRETEAM: HARIS. 1 HOLLOW MAN (FIRETEAM: HARIS) + 2 KRIZA BORACS. SPECIAL FIRETEAM: CORE. UP TO 4 HOLLOW MEN + 1 STEMLER ZOND FTO.
	KRIZA BORACS	SPECIAL FIRETEAM: DUO. 1 HOLLOW MAN + 1 KRIZA BORAC. SPECIAL FIRETEAM: HARIS. 1 HOLLOW MAN (FIRETEAM: HARIS) + 2 KRIZA BORACS.
	TUNGUSKA INTERVENTORS	SPECIAL FIRETEAM. UP TO 1 INTERVENTOR CAN JOIN A GRENZERS FIRETEAM.
	STEMPLER ZOND	SPECIAL FIRETEAM: HARIS. PERSEUS FTO + SPECTOR FTO + 1 STEMLER ZOND. SPECIAL FIRETEAM: CORE. UP TO 4 HOLLOW MEN + 1 STEMLER ZOND FTO.
	RAOUL SPECTOR, MERCENARY OPERATIVE	SPECIAL FIRETEAM. SPECTOR FTO COUNT AS A SECURITATE OR AS A GRENZER FOR FIRETEAM COMPOSITION. SPECIAL FIRETEAM: HARIS. PERSEUS FTO + SPECTOR FTO + 1 STEMLER ZOND.
	PERSEUS, ROGUE MYRMIDON	SPECIAL FIRETEAM. PERSEUS FTO COUNTS AS A SECURITATE FOR FIRETEAM COMPOSITION. SPECIAL FIRETEAM: HARIS. PERSEUS FTO + SPECTOR FTO + 1 STEMLER ZOND.
	Ashcroft Hunting Party	An Ashcroft Hunting Party is composed of one Miranda Ashcroft and one Authorized Bounty Hunter. An Ashcroft Hunting Party is considered a Fireteam: Duo. NOTE: There only can be one Miranda Ashcroft in each Army List.

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