**EQUIPMENT**

**MEDJECTOR**

Medjectors are Special Equipment that can help allies regain consciousness. The Medjector is a more advanced injury treatment medical device than the MediKit. However, its users are also considered Paramedics.

**REQUIREMENTS**

» Medjectors can only be used on Unconscious friendly troopers.

» A Medjector can be used in one of two ways:
  • To use it remotely, the user must have LoF to the target.
  • To use it as contact equipment, the user must be in base to base contact with the target.

**EFFECTS**

» This piece of Equipment works like a MediKit (see Infinity N3) but the target gets to make a PH Roll instead of a PH-3 Roll.

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The second generation of the MediKit is the crown jewel of the pharmaceutical industry. After several years of research, metabolic accelerators that stimulate patient recovery processes have been successfully added to the usual recipe of biological nano-repairers. In addition, the development of new generations of cellular automata, with an increased processing capacity, allowed expansion of the range of pre-installed treatments in medical units.

This innovation would lead to a technological leap in medical campaign recovery devices. The presence of the human operator was no longer necessary to evaluate the damage suffered by the patient and to program the dose of bio-repairers to inject with the MediKit. Now, the repairer cellular automata were already prepared to carry out combat first aid without supervision by a medical technician. Unfortunately, the high cost of Medjector’s unidoses has prevented the industry from mass producing this device and, at the moment, it is only available for select units that have received specific training in its use.
**SPECIAL SKILLS**

Special Skills are available only to a select few units by virtue of their extensive training, their specialized gear, or their natural ability.

**SPECIAL SKILLS AND EQUIPMENT: LABELS**

Like Common Skills, all Special Skills and pieces of Equipment have one or more *Labels* that quickly mark them as having certain game features. The *Labels* listed below are an expansion of the Labels series listed in the Infinity N3 rule book:

- **Attack Tactic.** Identifies an aggressive type of Tactic.
- **Support Attack.** Identifies a supportive type of Tactic.

**SPECIAL SKILL LEVELS**

Some Special Skills are divided into Levels of expertise with distinct effects and uses.

Unless otherwise stated, any *numerical Level* of a Special Skill automatically grants all lower Levels of the same Skill. For example, a Level 3 also grants Levels 1 and 2.

Conversely, *alphabetical Levels* such as Level X state whether they grant any other Levels of the Skill or not.

**FATALITY**

The owners of this Special Skill have a killer instinct and a special dexterity to increase the damage caused to their target. This is a levelled Special Skill.

**FATALITY LEVEL 1**

*(AUTOMATIC SKILL)*

**REQUIREMENTS**

- This Special Skill can only be used if the user has declared a BS Attack using the BS Attribute.

**EFFECTS**

- This Special Skill applies a *MOD* of +1 to the Damage value of the BS Weapon of its user.

**FATALITY LEVEL 2**

*(AUTOMATIC SKILL)*

**REQUIREMENTS**

- This Special Skill can only be used if the user has declared a BS Attack using the BS Attribute.

**EFFECTS**

- In addition to the usual Critical rule, thanks to this Special Skill, any result of 1 achieved by its user in the BS Rolls are also Criticals, even when the Modified Attribute is lower than 1.

**FULL AUTO**

The owner of this Special Skill is able to force the maximum rate of fire of his BS Weapons without affecting the accuracy of his shots. This is a Levelled Special Skill.

**FULL AUTO L1**

*(AUTOMATIC SKILL)*

**REQUIREMENTS**

- This Special Skill can only be used if the owner has declared a BS Attack using the BS Attribute.

**EFFECTS**

- During the Active Turn this Special Skill applies a *MOD* of +1 to the Burst value of the BS Weapon of its owner.
- This MOD of +1 is not stackable with other bonuses or Burst MODs provided by other rules, Special Skills, Equipment, or Hacking Programs, except for those who specifically state otherwise.
**FULL AUTO L2**

**(AUTOMATIC SKILL)**

*Optional.*

**REQUIREMENTS**

» This Special Skill can only be used if the owner has declared a BS Attack using the **BS Attribute**.

» This Special Skill is not applicable when the attack is an **Entire Order Skill** (Intuitive Attack, Triangulated Fire...).

**EFFECTS**

» Enemy troopers must apply a **MOD** of -3 in the **Face to Face Rolls** performed against a trooper declaring the use of this Special Skill.

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**FULL AUTO AND NEUROCINETICS**

The **MOD** of +1 to the **R** provided by Full Auto L1 is applied only to the **B1** in the **Active Turn** of the Neurocinetics Special Skill (see Human Sphere N3), but not in the **Reactive Turn**.

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**Remote Assistant Example:**

During his **Active Turn**, a Kriza Borac, a Nomad trooper with the Full Auto L2 Special Skill, declares a BS Attack with his HMG. So, he applies a **MOD** of +1 to the B 4 of his weapon thanks to the Level 1 of this Special Skill, distributing the **Burst** among an Orc Trooper, a Sikh Commando and three Fusiliers. These PanOceanian troopers react declaring different ARQs. The Orc Trooper, the Sikh Commando and one of the Fusiliers declare a BS Attack, but they must apply a **MOD** of -3 to their BS Attribute due the Full Auto L2 Special Skill of the Kriza Borac. One of the Fusiliers, who is a Hacker, reacts with a Hacking ARQ, however, he also must apply the **MOD** of -3 to his WIP Attribute, because he is performing a Face to Face Roll against the Nomad trooper. The last Fusilier declares a Dodge ARQ, but he must also apply the **MOD** of -3 to his PH Attribute.

In the **Reactive Turn**, however, the Kriza Borac cannot apply the Level 1 of Full Auto, but he can use the Level 2, applying a **MOD** of -3 to the Attribute of any enemy trooper who perform a Face to Face Roll against him.

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**REMOTE ASSISTANT**

This Special Skill allows the user to give a bonus to the **WIP Attribute** value of a trooper who possesses the **Engineer** or **Remote Pilot** Special Skill. Remote Assistant is a Special Skill with several Levels.

**REMOTE ASSISTANT LEVEL 1**

**(AUTOMATIC SKILL)**

*Optional.*

**REQUIREMENTS**

» The user of this Special Skill must be deployed on the game table, as a model or as a Marker.

» The user of this Special Skill cannot be in any **Null state**.

**EFFECTS**

» This Special Skill provides a **+1 bonus to the WIP Attribute** value of those troopers in your Army List that possess the **Engineer** or **Remote Pilot** Special Skills, without requiring any Roll or the expenditure of an Order.

» This +1 WIP bonus is not stackable with other bonuses or WIP **MODs** provided by other rules, Special Skills, Equipment, or **Hacking Programs**, except for those who specifically state otherwise.

Remote assistance technicians have the role of providing relevant data and technical support to boots-on-the-ground agents, thus improving their operational capabilities and maximizing their mission success rates. To facilitate their job, technicians are furnished with quick-access libraries on a variety of topics, many of which contain classified materials. These invaluable libraries are certain to be targeted by competing intelligence services, so they are protected by self-deletion protocols in case they should fall into enemy hands.