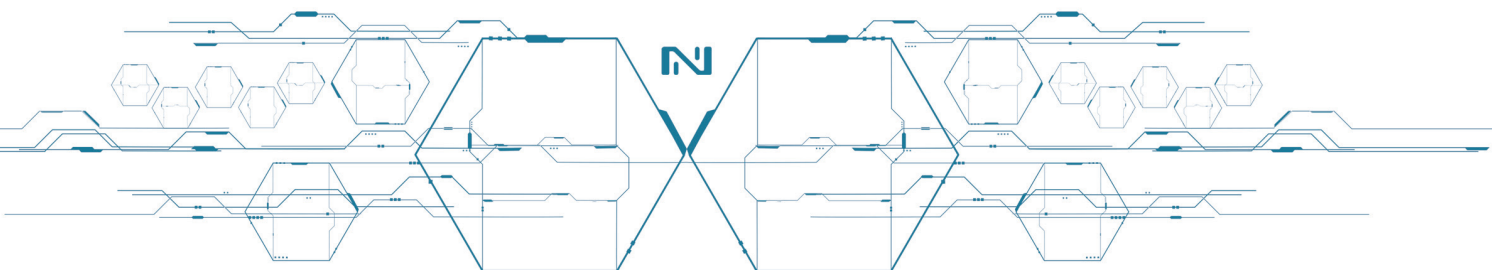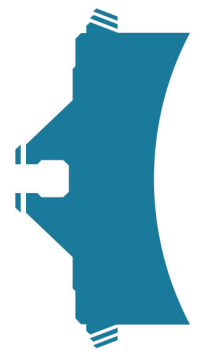# CORVUS BELLI
INFINITY

NEW RULES

V 1.2

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.

COUNTERINTELLIGENCE

This Special Skill allows its owner to partially counteract the effects of the *Command Token Strategic Use* (see Infinity N3).

COUNTERINTELLIGENCE
(AUTOMATIC SKILL)

Private Information, Optional

REQUIREMENTS

- » The Effects of this Special Skill are only applied if its owner has been deployed on the game table, either as a model or as a Marker.

EFFECTS

- » This Special Skill counteract the effects of the *Strategic Use* of a *Command Token* by **reducing to one the number of Orders** the adversary can nullify.
- » Alternatively, this Special Skill counteracts the limit on *Command Token* use imposed by the *Strategic Use* of a *Command Token,* **increasing it to two**.

Game example. Counterintelligence and nullifying two Orders:
In **the first** *Game Round*, during the *Tactical Phase* of **the first Player Turn** of a Nomad player, his PanOceanian adversary spends a *Command Token* to cancel two Regular Orders from the *Order Pool* of the Nomad player. However, this player has a Puppet Master possessing the Counterintelligence Special Skill, so the PanOceanian player can only cancel one Order from the Nomad player's *Order Pool*.

Game example. Counterintelligence Command Tokens restriction:
Let's suppose now that, during **the first** *Game Round*, in the *Tactical Phase* of **the first** *Player Turn* of the Nomad player, his PanOceanian adversary had spent a *Command Token* to limit the number of *Command Tokens* the Nomad player can use, to only one. Then, as the Nomad player has a Puppet Master possessing the Counterintelligence Special Skill, the *Command Token* limit the PanOceanian player can impose to the Nomad player during such first *Player Turn* is two.

Counterintelligence experts are able to subvert the enemy's espionage activity. Through the combination of previous threat analysis, personnel and data flow tracking, and the active use of disinformation techniques, a Counterintelligence service agent can prevent the enemy from sabotaging the development of an operation.

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)

Optional.

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)

Optional.

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** acheived by its user in the *BS Rolls* are also *Criticals*, even when the Modified Attribute is lower than 1.

REMEMBER

This Special Skill is not applied when using Technical Weapons or Throwing Weapons.

Fatality Level 2. Game Example:

A trooper possessing the Fatality Level 2 Special Skill and a modified BS Attribute of 12, when declaring a BS Attack and making a Roll, will consider as a Critical any result of 12 (the same of his modified BS Attribute) and of 1 (thanks to the Fatality Level 2 Special Skill). Moreover, the trooper can apply a MOD of +1 to the Damage value of his BS Weapon.

A trooper possessing the Fatality Level 2 Special Skill and a BS Attribute of 11 must perform a Modified Roll of BS-12. In normal circumstances this would be considered an automatic failure, but thanks to Fatality a result of 1 would be considered a Critical too.

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)

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...*).
» This Level can only be used in the **Active Turn**.

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 MOD*s 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.

FULL AUTO AND NEUROCINETICS

The *MOD* of +1 to the *B* 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*.

Full Auto Game 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 AROs. 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 ARO, 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 ARO, 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.

GHOST: MARIONETTE

Troopers with this Special Skill do not have their own Orders, but instead are activated by the same Order as their *Controller*, who is the trooper that appears in the same *Unit Profile*. Troopers possessing G: Marionette are activated in teams called *Troupes*, that behave like a Fireteam: Core, replicating the actions declared by their Controller, who is defenseless while controlling them.

G: MARIONETTE

(AUTOMATIC SKILL)

Obligatory.

REQUIREMENTS
» The player must place up to three PuppetBots, known as a *Troupe*, with their Controller.
» All the members of a *Troupe* and their Controller must be in the **same Combat Group** where they count as only **one trooper**.

EFFECTS
» G: Marionette troopers don't contribute Orders to the *Order Pool*, and cannot receive Orders from their *Order Pool*.
   However, these troopers are always activated by the same Order as their Controller.
» In order to act, both the Controller and the G: Marionette troopers **must declare the same Order**, declaring the same Short Skills of the Order. But, **the Order declared by the Controller** is always considered an *Idle*, taking no action.
» The members of a *Troupe* will apply the rules for a *Fireteam: Core* of two or three members, depending on their number.
   To do so, a Troupe is identified by the Troupe Leader Marker (TROUPE LEADER), equivalent to the Team Leader from the Fireteam rules.
   The Controller doesn't belong to the *Troupe* and won't be taken into consideration when applying the Fireteam rules.
» When the number of members of a *Troupe* is reduced to one, that trooper will keep being activated by its Controller's Order.
» The Controller and the G: Marionette troopers grant **a single ARO** to each enemy trooper in *LoF* or *ZoC*.
» However, G: Marionette troopers will apply the rules for Fireteams when declaring that ARO, while any ARO declared by their Controller will be considered an *Idle*.
» If the Controller enters or is in the *Isolated* or any *Null* state, then the G: Marionette troopers will enter the **Disconnected** state at the end of the Order that happened.
» If a G: Marionette trooper enters or is in the *Isolated* or any *Null* state, they will enter the **Disconnected** state at the end of the Order that happened.

» If a G: Marionette trooper stops being part of the *Troupe*, they will enter the **Disconnected** state at the end of the Order in which that happened.
   This does not apply when:
   •The number of members of a *Troupe* is reduced to one: that trooper will keep being activated by its Controller's Order.
   •The *Troupe* is cancelled: then the Troupe Leader (and only the Leader) will keep being activated by its Controller's Order.
» There is no limit to the operative **distance** between the Controller and the G: Marionette troopers.
» The Controller may be activated in the regular manner only when he or she is deployed without G: Marionette troopers, or whenever all of them are in any *Null* or *Isolated* state.
» G: Marionette troopers possessing the **Airborne Deployment (AD)** Special Skill will be deployed with the same Order their Controller uses to deploy. In such situation they must be deployed at the same time and on the same table edge segment, or within the same Circular Template.
» The presence of a *Troupe* of G: Marionette troopers doesn't count towards the player's limit of a single Fireteam: Core on the game table.

REMEMBER
*G: Marionette troopers also have the **G: Remote Presence** Special Skill (Infinity N3), and the **Number 2** Special Skill (Human Sphere N3).*

SIBYLLA'S ADVICE:

Usually, in order that the G: Marionette troopers may act, their *Controller* must declare an Order without getting to execute it, staying still in a safe place on the battlefield. Meanwhile the G: Marionette troopers are the ones who are executing the Order.

G: MARIONETTE: DEPLOYMENT

In the *Deployment Phase* or during the game (if they have any Special Skill that allows them to deploy during the game), G: Marionette troopers will be deployed at the same time as their Controller, as if they were a single trooper.

G: MARIONETTE AND REMOTES

It is not necessary to include a *Hacker* or TAG in the *Army List* to be able to enlist Remotes (REM) possessing G: Marionette.

G: MARIONETTE, COORDINATED ORDER AND FIRETEAMS

G: Marionette troopers and their Controller cannot be part of a *Coordinated Order* nor be a member of any type of *Fireteam*, unless specified otherwise.

G: MARIONETTE AND COMBAT GROUPS

When a player moves the *Controller* from one *Combat Group* to another, he will also move all G: Marionette troopers that are assigned to them, as they are considered to be a single trooper in each *Combat Group*.

G: MARIONETTE AND HACKING PROGRAMS

G: Marionette troopers cannot benefit from any Supportware program.

A genuine Tunguskan product, the units with G: Marionette are the creation of underground hackers-toymakers, who use them as elements for remote operation. However, even with the undeniable technical capacities of these hackers-toymakers, the Marionette system is inferior to the Ghost: Jumper systems used by ALEPH. The weak point of this technology is the state of deep immersion demanded of the Controller, whose consciousness is projected into her remote units, leaving her own body defenseless.

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.
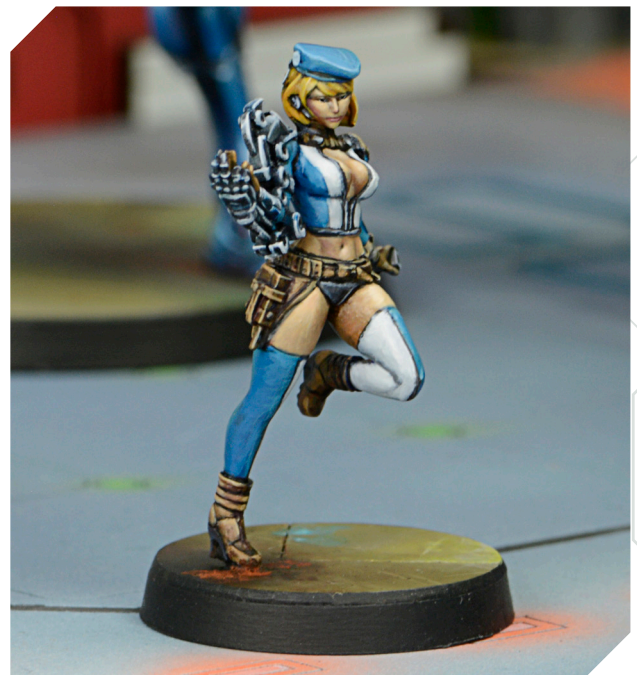
REMOTE ASSISTANT LEVEL 1
(AUTOMATIC SKILL)

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.

EQUIPMENT

AI MOTORCYCLE

An AI Motorcycle is a Motorcycle that, when its rider dismounts, becomes a *G: Synchronized* Remote.

AI MOTORCYCLE
(Automatic Equipment)

Non-Lootable.

EFFECTS

» Units equipped with an AI Motorcycle have two separate *Troop Profiles*.
Use the first *Mounted Trooper Profile* when the trooper is riding his or her AI Motorcycle, applying the rules for the **Motorcycle** piece of Equipment (see Infinity N3).
Use the second *Dismounted Trooper Profile* when the trooper dismounts and moves on foot.

» When troopers on an AI Motorcycle declare the *Move* Short Skill as the first Skill of their Order and announce that they will *Dismount,* the *Mounted Trooper* model will be replaced with its REM equivalent. The model of the AI Motorcycle's rider will be placed in base contact with the REM, or will measure their movement from the edge of the REM's base, as the player wishes.

» When using the *Dismounted Trooper Profile*, the trooper possesses a *G: Synchronized* REM. This REM is not available for the *Mounted Trooper Profile*, since in that profile the available piece of Equipment is *Motorcycle*.

» Troopers possessing an AI Motorcycle can only use their *G: Synchronized* REM when using their *Dismounted Trooper Profile*, applying the **G: Synchronized** Special Skill (see Human Sphere N3).

» During the Order in which the rider declares *Move (Dismount),* both the REM and the *Dismounted Trooper* are activated, and grant **a single ARO** to each enemy trooper in **LoF** or **ZoC.**

» When a *Dismounted Trooper* in base contact with the REM declares the *Move* Short Skill as the first Skill of their Order, and announces that they will *Mount,* then the REM model is replaced with its *Mounted Trooper* equivalent and the *Dismounted Trooper* model is removed from the table.

» During the Order in which the *Dismounted Trooper* declares *Move (Mount),* only the *Mounted Trooper Profile* and model are used.

» Troopers possessing an AI Motorcycle can choose to deploy with their *Mounted Trooper* or *Dismounted Trooper* Profile at his or her player's will.

IMPORTANT

You shouldn't forget the General Movement Rules from Infinity N3 that states that, when declaring Move, a trooper can mount or dismount from *a Motorcycle, TAG, Vehicle* etc. at the beginning of his or her movement, applying the new *Troop Profile* for the entire sequence of that Order.

REMEMBER

- *While mounted on a Motorcycle, troopers have a **-3 MOD** to their PH when attempting to **Dodge, Change Facing** or **Engage**.*
- *Troopers mounted on a Motorcycle **cannot go Prone**.*
- *Troopers mounted on a Motorcycle **cannot Climb**.*
- *Troopers mounted on a Motorcycle **cannot Jump** vertically or diagonally **upward,** they can only **Jump horizontally** (as in Infinity N3 examples) and vertically or diagonally **downward**.*
- *Troopers mounted on a Motorcycle **cannot** benefit from MODs for **Partial Cover**.*

AI MOTORCYCLE AND GAME STATES

» When *Dismounting* the AI Motorcycle, any game states that the *Mounted Trooper* was in will be applied to both the *Dismounted Trooper* and the REM (if applicable).

» If the REM is in *Isolated*, *IMM* or any *Null* state, the rider **cannot** *Mount* it.

» When *Mounting* the AI Motorcycle, the *Mounted Trooper Profile* will apply all game states that the REM was in (if applicable) and all game states the *Dismounted Trooper* was in.

AI MOTORCYCLE AND SUPPORTWARE

The *Mounted Trooper Profile* cannot benefit from its *G: Synchronized* REM's Supportware. That means those Supportware programs affecting the *G: Synchronized* REM are automatically cancelled for that trooper when the *Dismounted Trooper* declares *Move (Mount)* and the *Mounted Trooper Profile* is applied.

Example of playing AI Motorcycle. Move (Dismounting) + Move
During her *Active Turn*, the Zondnaut Irina Vlasic, mounted on her AI Motorcycle, declares an Order of *Move (Dismount)* + *Move*. For the first Short Skill of the Order she uses her *Dismounted Trooper Profile*, applying the first value of *MOV* from this profile. Irina dismounts at the beginning of her movement, so her player replaces the mounted model with a REM and a miniature of the dismounted pilot, placing the REM where the Motorcycle was and the pilot next to it, in base contact. The next step is declaring the trajectory of her first Move and when it comes to measuring, the player does it from the edge of the REM'S base.

Example of playing AI Motorcycle. Move (Dismounting) + BS Attack

During her *Active Turn*, the Zondnaut Irina Vlasic, mounted on her AI Motorcycle, declares an Order of *Move (Dismount) + BS Attack*. For the first Short Skill of the Order, since she declared *Move* and Dismounting, she dismounts at the beginning of her movement, so her player replaces the mounted model by a REM and a miniature of the dismounted pilot, placing the REM where the Motorcycle was and the pilot next to it, in base contact with it. Now she has to use her *Dismounted Trooper Profile*, applying the first value for *MOV* from that profile. Next step is declaring the trajectory of her movement and when it comes to measuring, the player does it from the border of the base of the REM. Since she is applying her *Dismounted Trooper Profile* she can activate her ZondMate. So, since she declared *Move*, applying the *G: Synchronized* Special Skill of the REM, it also declares *Move*.

The ZondMate and Irina grant **a single ARO** to each enemy trooper in *LoF* or *ZoC*.

In the Second Short Skill of the Order, Irina declares a *BS Attack*. Since she is using her *Dismounted Trooper Profile*, her ZondMate is activated as well and, applying the Special Skill of the *G: Synchronized* REM, since she declared *BS Attack*, it also declares *BS Attack*.

Example of playing AI Motorcycle. Move (Mounting) + BS Attack

During her *Active Turn*, the Zondnaut Irina Vlasic, who is dismounted, but in base contact with her ZondMate, declares an Order of *Move (Mount) + BS Attack*. For the first Short Skill of the Order, since she declared Move and mounting, she does so at the beginning of her movement, so the player replaces the REM and the model of the dismounted pilot with the AI Motorcycle model, placing her in the position where the REM was. Now she will have to use her *Mounted Trooper Profile*, applying the first value for MOV from this profile. Then, she declares the trajectory of her movement.

Enemy troopers with *LOF* or in *ZOC* can declare their ARO, but in this scenario it will only be against the model with the *Mounted Trooper Profile.*

In the second Short Skill of the Order, Irina declares a *BS Attack*. Since she is using her *Mounted Trooper* profile, she can use the weapons that that profile includes, but not the ZondMate anymore, since it is now her *Motorcycle*.

Example of playing AI Motorcycle. Move (Dismounting) + CC Attack

During her Active Turn, the Zondnaut Irina Vlasic, mounted on her AI Motorcycle, declares an Order of *Move (Dismount) + CC Attack*. For the first Short Skill of the Order, since she declared Move and dismounting, she does so at the beginning of her movement, so her player replaces the mounted model with a REM and a miniature of the dismounted pilot, placing the REM where the AI Motorcycle was and the pilot next to it, in base contact with it. Now she has to use her *Dismounted Trooper Profile*, applying the first value for MOV from that profile. Next step is declaring the trajectory of her movement and when it comes to measuring the player does it from the border of the base of the REM until reaching in base contact with the enemy trooper. Since she is applying her *Dismounted Trooper Profile*, she can activate her ZondMate too. So, since she declared *Move*, applying the REM's G: Synchronized Special Skill, it also declares *Move*, moving until it reaches base contact with the same enemy trooper that Irina, its controller, is in contact with.

In the second Short Skill of the Order, Irina declares a *CC Attack*. Since her *Dismounted Trooper Profile* is used, she also activates her ZondMate. So, since she declared a *CC Attack*, applying the REM's G: Synchronized Special Skill, it grants Irina a +1 MOD to her B and +1 to her PH for the Damage.

All the children who have watched a Remote race have dreamed of riding astride one of them and running at full speed. And if there is a place where anyone's dreams can come true, that is the Nomad Nation. The operational needs of Dragnet agents to move at full speed through Tunguska were the perfect excuse to materialize the dream. PraxiTec, an umbrella corporation that encompasses an uncertain number of Praxis Black Laboratories, incorporated semi-autonomous activity pseudoAIs into a high-speed mountable chassis with tactical capabilities. Anyone can have a motorcycle, but an AI motorcycle is everyone's dream: forget about looking for parking, as it does that all by itself!

Speed Demon! The Mayaprogram that takes you at full speed on two wheels!

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*.

RANGE

	SHORT	MEDIUM	LONG	
0	8	16	24	96
	+3	0	-6	

Damage: -   **B:** 1

Traits: Non-Lethal

MEDJECTOR

(SHORT SKILL)

Non-Lootable.

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.

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.

WEAPONRY

TYPES OF WEAPONS

CYBERMINES

Cybermines are a type of Deployable Weapon that shoots a Comms Attack, being quite useful against enemy Hackers and Hackable troops.

CYBERMINES
(SHORT SKILL/ARO)

Comms Attack

REQUIREMENTS
» In the *Reactive Turn*, **LoF** to the Active trooper is required.
» Only enemy troopers or Markers being Hackers or possessing the *Hackable* Characteristic (HI, TAG, REM…) can trigger this weapon and suffer its effects.

EFFECTS
» Cybermines follow the same rules as Anti-personnel Mines (see Infinity N3), with the following exceptions:
  • Once on the game table, Cybermines must trigger when an enemy figure or Marker that is a Hacker or possesses the *Hackable* Characteristic (HI, TAG, REM…) declares or executes an **Order or ARO** inside their *Trigger Area*.
  • When a Cybermine triggers, all Hackers or *Hackable* troops affected by the Small Teardrop Template must make two *BTS* Rolls against Damage 15, unless they declare *Reset* and pass a Modified *Reset* Roll (*WIP*-3 Roll).
  If the target fails one or both *BTS* Rolls, it automatically enters the **Immobilized-1** state, placing an IMM-1 Marker besides it
  • This Immobilized-1 state is automatically cancelled at the end of the *Player Turn* in which it was imposed, but may be cancelled earlier by other means.
  • The Camouflage Marker (CAMO) must be replaced by a Cybermine (CYBERMINE) Marker if this is *Discovered* by the enemy.

RESET AGAINST A CYBERMINE:
Cybermines impose a **-3 MOD** on attempts to *Reset* against their effect. As a Comms Attack, their effect cannot be *Dodged*.

CYBERMINE			
ARM	**BTS**	**STR**	**S**
0	0	1	0

Cybermines were developed by PraxiTec LC during the Phantom Conflict according to specifications provided by the Tortuga hackers' collective from Tunguska. As they are not a weapon designed to kill the adversary, the Cybermines have achieved considerable success in the international market, since, apparently, they comply with the regulations of the Concilium Convention. However, the use given to them by the Nomad forces during such conflict had a more chilling side as Cybermines leave their adversaries helpless before the coup de grâce.
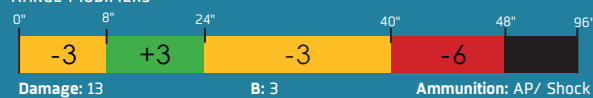
MULTI MARKSMAN RIFLE

RANGE MODIFIERS

MULTI Marksman Rifles are variants of the Marksman Rifle that give their user the hability to choose between three different Shooting Modes on the fly.
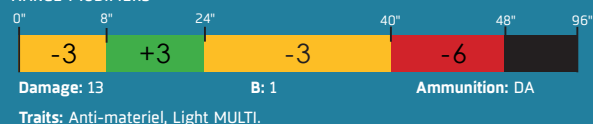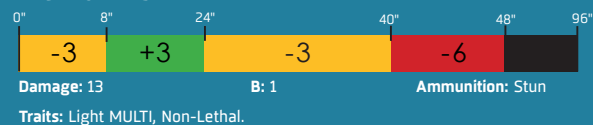
BURST MODE
RANGE MODIFIERS

0"	8"	24"	40"	48"	96"
-3	+3	-3	-6		

Damage: 13 **B:** 3 **Ammunition:** AP/ Shock
Traits: Light MULTI, Suppressive Fire.

ANTI-MATERIEL MODE
RANGE MODIFIERS

0"	8"	24"	40"	48"	96"
-3	+3	-3	-6		

Damage: 13 **B:** 1 **Ammunition:** DA
Traits: Anti-materiel, Light MULTI.

STUN MODE
RANGE MODIFIERS

0"	8"	24"	40"	48"	96"
-3	+3	-3	-6		

Damage: 13 **B:** 1 **Ammunition:** Stun
Traits: Light MULTI, Non-Lethal.

Even though the Marksman rifle is considered an infantry team weapon instead of a specialized weapon, it is so versatile that it becomes a very attractive option for special operations.

ZAPPER

A hi-tech *BS* weapon, the Zapper is a Direct Template Weapon which uses the Small Teardrop Template and fires E/M2 Special Ammunition.

ATTENTION: USE OF THIS WEAPON IS PROHIBITED BY THE CONCILIUM CONVENTION. VIOLATORS SHALL BE PROSECUTED BY INTERNATIONAL COURTS.

The Zapper is a weapon that fulfills functions of advanced physical support to cybercombat and electronic warfare. The development of technology for system cancellation at a tactical level was one of the main objectives of the military industry at the request from the defense departments of all the great powers. The main difficulty was to provide to such technology the power to achieve its goal by keeping a small size that would make it portable in a way that could complement the troop's standard weaponry. To meet this need an open-arc emitting weapon was designed, focusing primarily on Close Quarters Combat. The design of this weapon, called a Zapper due of the flashes caused by their impacts, would originally be based on the design of the E/Marat, but reducing and compacting its components, as well as reinforcing its power at the expense of a smaller range. The main reason for the Zapper's development has been the growing prominence of highly technological units in the frontline, which confirms the certainty that the High Command and the military developers have about the current and future possibilities of these troops, which will be increasingly common in combat.