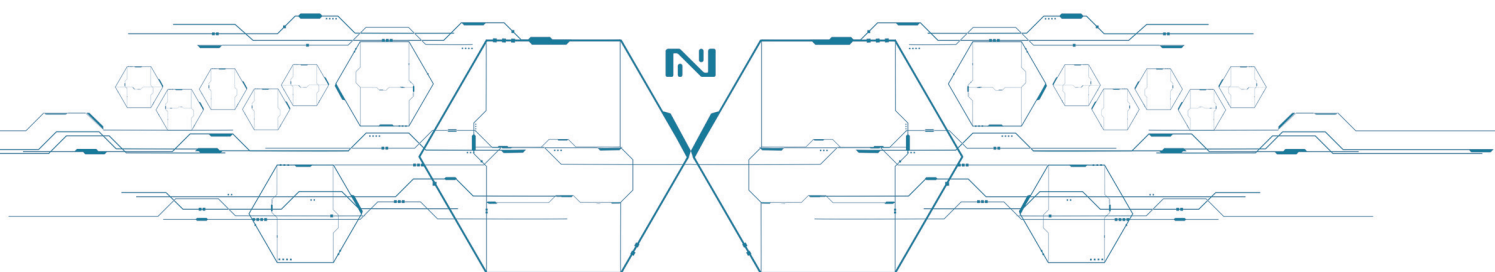




CORVUS BELLI  
**INFINITY**

**NEW RULES**

**V 1.5**



## 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** achieved 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 LEVEL 1

(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 MODs* provided by other rules, *Special Skills*, *Equipment*, or *Hacking Programs*, except for those who specifically state otherwise.

## FULL AUTO LEVEL 2

(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 NEUROKINETICS

The **MOD** of +1 to the *B* provided by *Full Auto L1* is applied only to the *B1* in the *Active Turn* of the *Neurokinetics* 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: JUMPER

Troopers with this Special Skill have several bodies available on the game table they can activate, jumping from one to another to always be in the thick of the action. However, troopers possessing Ghost: Jumper Level Z can activate REMs that are in a *Fireteam*, improving their capabilities.

### QUICK RESUME:

During the *Active Turn*, every Remote of a *Fireteam* possessing an ACTIVE PROXY LZ Marker replaces the values of its **CC, BS and WIP Attributes** from its profile with the ones from the trooper with this Special Skill. However, during the *Reactive Turn*, only one of those Remotes will benefit from this Special Skill.

## GHOST: JUMPER LEVEL Z

(AUTOMATIC SKILL)

NFB, Optional.

### REQUIREMENTS

- » Only those Remotes (REM) that **are in a Fireteam** and are in the same **Combat Group** as the trooper with this Special Skill can benefit from the ACTIVE PROXY LZ Marker.
- » A trooper cannot benefit from a **Supportware** program and from this Special Skill at the same time.
- » Each trooper with G: Jumper LZ can have a maximum of one ACTIVE PROXY LZ Marker on the table.

### EFFECTS

- » This Special Skill allows the user to place an ACTIVE PROXY LZ Marker next to a *Fireteam* that is in the same *Combat Group* and contains Remotes (REM). The player will place the Marker next to the appropriate Team Leader Marker, during the *Deployment Phase*, when placing the G: Jumper LZ trooper on the table.
- » In both **Active Turn and in Reactive Turns**, each time that the player activates a Remote (REM) that is in a *Fireteam* with an ACTIVE PROXY LZ Marker, that Remote **replaces the values of its CC, BS and WIP Attributes** from its Trooper Profile with the ones from the G: Jumper LZ trooper.
- » Although, in the **Reactive Turn**, when an Order is declared within the *LoF* or *ZoC* of several Remotes in the same *Fireteam*, only one of them will benefit from the ACTIVE PROXY LZ Marker, chosen when declaring their ARO.
- » All Remotes in a *Fireteam* with the ACTIVE PROXY LZ Marker also gain the **Number 2** Special Skill.

- » It is not compulsory that the Remote be the **Team Leader** of its *Fireteam* to benefit from the ACTIVE PROXY LZ Marker.
- » Each time that a Remote in a *Fireteam* with the ACTIVE PROXY LZ Marker is activated by an Order or an ARO, the G: Jumper LZ Trooper will also be activated, and will be considered to have declared **Idle**.
- » The player must remove the ACTIVE PROXY LZ Marker from the table at the end of the Order in which the G: Jumper LZ trooper enters **Isolated** or any **Null** state.
- » The player must remove the ACTIVE PROXY LZ Marker from the table when the *Fireteam* is cancelled.
- » The player may place the ACTIVE PROXY LZ Marker on the table again, by expending one **Entire Order**, with no Roll required. The Marker will be placed next to a Remote that is in a *Fireteam* in the same *Combat Group* that the G: Jumper LZ trooper is in. The effects of the ACTIVE PROXY LZ Marker will be applied in subsequent Orders/AROs.

## G: JUMPER LZ AND AI BEACON

If the player has at least one *AI Beacon* in that is not in *Isolated* state or any *Null* state on the game table, and the G: Jumper LZ Trooper (no matter the *Combat Group* they belong to) enters a *Null* or *Isolated* state, then the player can keep using the Order provided by the G: Jumper LZ trooper. That Order will be added to the Order Pool of the *AI Beacon's Combat Group*.

The Order of the G: Jumper LZ trooper will be available only while the player has in any *Combat Groups* at least one *AI Beacon* that is not in *Isolated* state, or any *Null* state. So, if the *AI Beacon* enters a *Null* or *Isolated* state, the Order of the G: Jumper LZ trooper will be transferred automatically to any other *AI Beacon* from any *Combat Group* which is not in any of these states.

The *AI Beacon* has no effect on *Victory Points* for the G: Jumper LZ trooper, which will count normally.

### REMEMBER:

G: Jumper LZ grants its user the G: Remote Presence Special Skill (see *Infinity N3*).

**Example of G: Jumper LZ in the Active Turn:**

During her *Active Turn*, an ALEPH OperationS Sectorial Army player with an Apsara, a G: Jumper LZ trooper, and a Fireteam: Core of Dakini Tacbots with a ACTIVE PROXY LZ Marker spends an Order to make their Team Leader declare **BS Attack**. Due to the ACTIVE PROXY LZ Marker, this Remote replaces its *CC*, *BS* and *WIP* Attributes with the Apsara's ones, so the *BS* 13 of this trooper is applied.

In the next Order, the Team Leader declares *Reset*, so every member of the Fireteam: Core also declares *Reset*.

The Dakini Tacbots are Remotes (REM), so, since their Fireteam has the ACTIVE PROXY LZ Marker, all of them replace their *CC*, *BS* and *WIP* Attributes with the Apsara's ones. So, all the Dakini Tacbots of the Fireteam: Core apply the *WIP* 13 of this G: Jumper LZ trooper.

**Example of G: Jumper LZ in Reactive Turn:**

During her *Reactive Turn*, an ALEPH OperationS Sectorial Army player declares AROs against the declaration of an Order within the *LoF* of the Remotes of her Fireteam: Core with the ACTIVE PROXY LZ Marker. Since the AROs are due to one Order, only one of the Remotes will be able to replace its *CC*, *BS* and *WIP* Attributes with the Apsara's ones.

**Example of G: Jumper LZ. Cancelling and Reassigning:**

During the *Active Turn* of the ALEPH OperationS Sectorial Army, her Fireteam: Core of Dakini Tacbots is cancelled due to loss of members. Spending her last Order, the player places the ACTIVE PROXY LZ Marker on the table again, next to the Haris Leader (F: HARIS LEADER) Marker of a Special Fireteam: Haris consisting in a Yadu, a Samekh FTO and a Rudras GunBot. During the next *Reactive Turn*, against an Order declared within the *LoF* or *ZoC* of the members of that Fireteam: Haris, they'll be able to declare AROs. Although, since they are in their *Reactive Turn*, only one of the Remotes—the Samekh FTO or the Rudras Gunbot—will be able to replace its *CC*, *BS* and *WIP* Attributes with the Apsara's ones.

*For the Aspects of ALEPH and for the Posthumans, having different bodies or even jumping from one body to another is something essential in their own nature. So doing the same with a Remote was an obvious step, although not particularly desirable for the Posthumans, accustomed to more sophisticated options. Despite the manifest tactical benefits, this technology was initially developed for support work during rescues and emergency situations. In a disaster area, industrial or service Remotes may be found, maybe because the authorities have them available or just because they are there, forgotten. Usually, these kinds of civil Remotes have the physical endurance and capabilities to be able to accomplish dangerous tasks but lack the decision-making capacity and agility necessary for delicate operations with human lives at stake. In these situations, G: Jumper covers those deficiencies.*



## 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.*



## LIEUTENANT

The user of this Special Skill is the officer in command of his entire combat force. This Special Skill has different Levels, but any time a rule mentions the term 'Lieutenant' without specifying a Level, the statement applies to all Levels equally.

### LIEUTENANT LEVEL 2

(AUTOMATIC SKILL)

*Obligatory, Private Information.*

#### REQUIREMENTS

- » This level has the same Requirements as *Lieutenant L1*.

#### EFFECTS

- » This level has the same Effects as *Lieutenant L1*.
- » In addition, Lieutenant L2 grants the user a second *Special Lieutenant Order*. This extra Order is added to the first and, like the first, it is not included in the Order Pool.

In the military pidgin understood by soldiers across the Human Sphere, the term "Lieutenant" does not refer only to that specific officer rank, but to the generic call code for the leader of a combat force deployed for a special operation of some sort. This team leader might be anything from a sub-officer to an officer from the highest rungs of the military ladder, but they are all referred to as "LT" while the mission is underway, to confound enemy eavesdroppers. The Lieutenant is the direct link between the boots on the ground and Mission Control, and has a wider range of operational options than a regular soldier. Every trooper in the task force uses the Lieutenant as reference. Lieutenants define the action parameters for the mission at hand, plan its tactical execution, and monitor its development on the ground, making choices in real time while intimately engaged with the enemy force. You want your LT to be a natural-born leader, quick to make a decision, and collected on the battlefield. A Lieutenant who commands respect and inspires confidence can be counted upon to secure a decisive, efficient victory.



## 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)

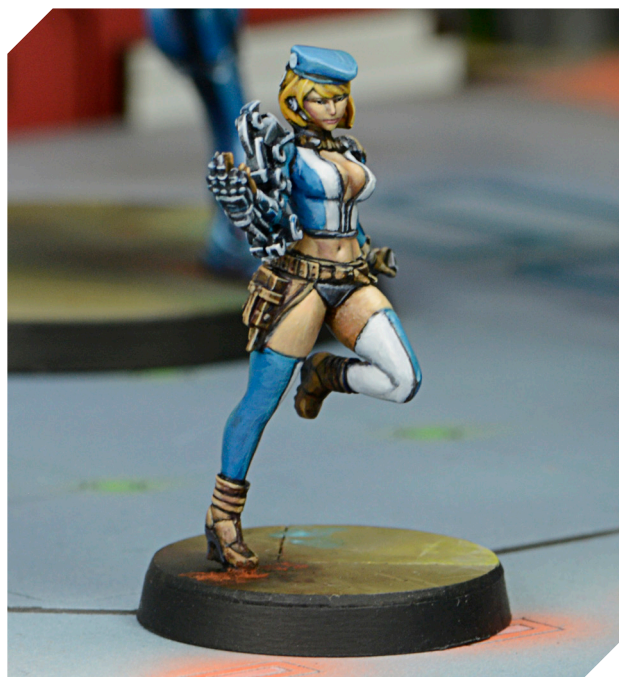
*Optional.*

#### 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 Vlastic, 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 Vlastic, 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 Vlastic, 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 Vlastic, 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 Dagnet 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*.

### 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.

#### RANGE



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

Damage: 15      B: 1      Ammunition: -  
 Traits: Comms Attack, Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack.

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.

### MINE DISPENSER

A two-use *Disposable* BS weapon that loads Antipersonnel Mines and is able to perform *Speculative Fire*.

The Mine Dispenser does not require an enemy—or, in fact, any trooper at all—as a target, placing a **Mine Marker** at the declared point of impact, in the **Conclusion** of the Order, and only if the corresponding *BS* Roll is succeeded.

So, a Mine will **never detonate in the same Order** it was launched by the Mine Dispenser.

#### IMPORTANT:

**FIRING A MINE DISPENSER CAN NEVER BE AN INTUITIVE ATTACK. CONSEQUENTLY, MINES LAUNCHED BY THIS WEAPON CANNOT BE PLACED WHERE AN ENEMY CAMOUFLAGE OR TO CAMOUFLAGE MARKER IS INSIDE THE TRIGGER AREA, UNLESS A VALID TARGET IS ALSO INSIDE IT.**

**RANGE**

0"    8"    16"    24"    48"    96"

SHORT    MEDIUM    LONG    MAXIMUM

0    +3    -3    -6

Damage: -      B: 1      Ammunition: --

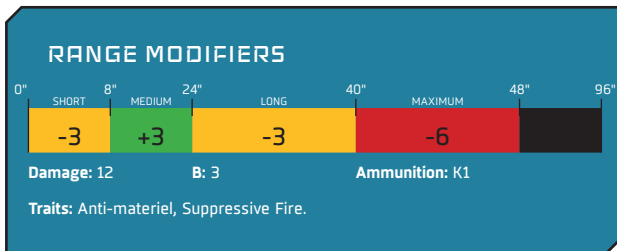
Traits: Disposable (2), Speculative Fire, Targetless.

Mine Dispensers are portable area denial weapons, designed to be installed in vehicles or super heavy armor units. They consist of a double thrower system that allows two different attack angles. However, the trigger device of this weapon is connected to both launchers, to facilitate its instinctive use in high speed attack situations. These weapons have been widely used by the Cossack light cavalry units in Tartary, given their great effectiveness in counteracting the ferocious charges of Antipode raiders. Homemade versions of this weapon can be found in the black market, often used by members of the *Bosozoku*, the biker gangs of Japan and Kuraimori, as well as by the drivers of the Thai mafias of Nakhonthai province, in Shentang.

## MARKSMAN RIFLE

### K1 MARKSMAN RIFLE

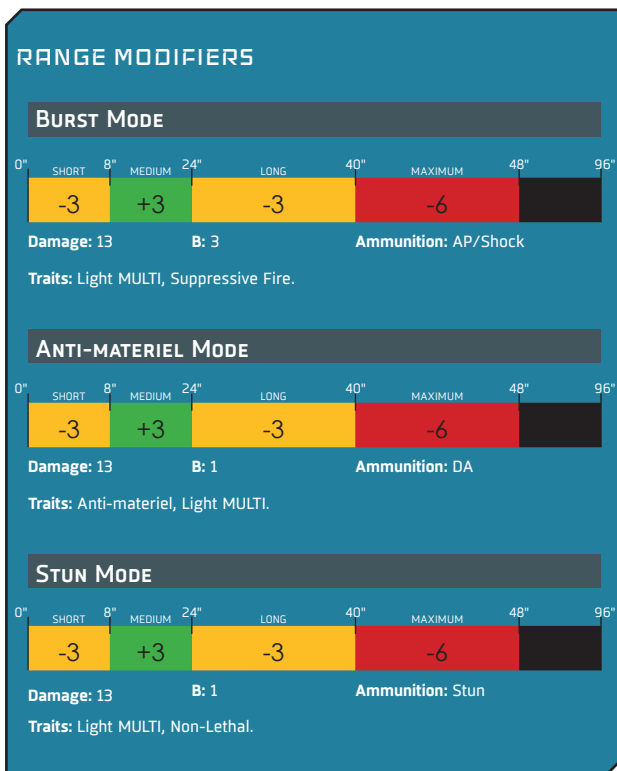
Variant of the Marksman Rifle that loads K1 Special Ammunition.



The tactical versatility of the Marksman Rifle would quickly promote it as a perfect platform for the advanced K1 ammunition. The greater range of this type of rifle allows it to take greater advantage of the offensive qualities of the K1 ammunition in a lightweight caliber, adapted to the operational needs of a squadron.

### MULTI MARKSMAN RIFLE

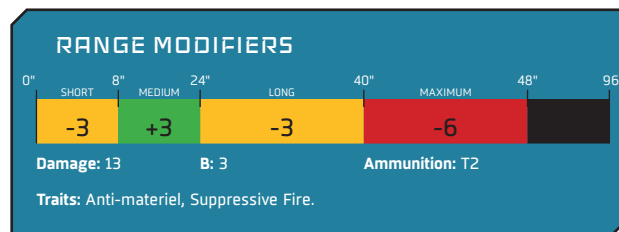
MULTI Marksman Rifles are variants of the Marksman Rifle that give their user the ability to choose between three different Shooting Modes on the fly.



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.

### T2 MARKSMAN RIFLE

Variant of the Marksman Rifle that loads T2 Special Ammunition.

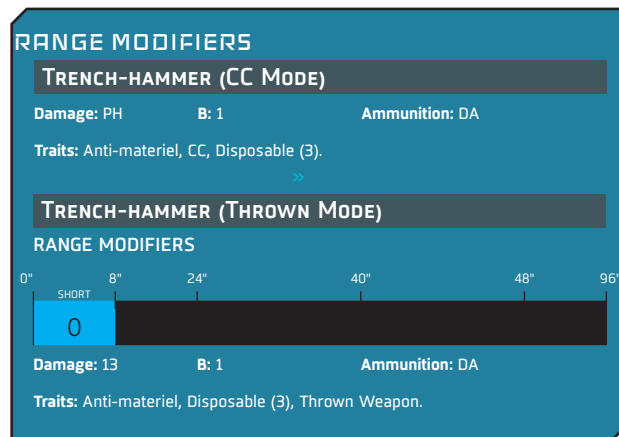


Few armies have such a tradition of extensive use of troops specialized in marksmanship firing and sniping tasks as the Ariadnan military forces. Probably, this peculiarity is due to the large number of people who practice hunting on planet Dawn. For this reason, the development of variants of the marksman rifle, a precision firing weapon commonly used at squadron level, with chambers adapted to T2 ammunition, was a natural decision for the Ariadnan High Command, despite the high cost of this ammunition.

### TRENCH-HAMMER

Close Combat weapon that loads DA Special Ammunition that can also be used as a Thrown Weapon, so it has two different combat modes available.

The Disposable (3) Trait is shared between both Modes. The bearer of this weapon has only three uses available, no matter which Mode is used.



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

Basically, the Trench-hammer is a single-handed hammer designed for close combat. Equipped with a powerful explosive charge, it also has sharp edges or blades that allow it to dig into its target, so that they cannot prevent the detonation of the charge when it is used as a thrown weapon.

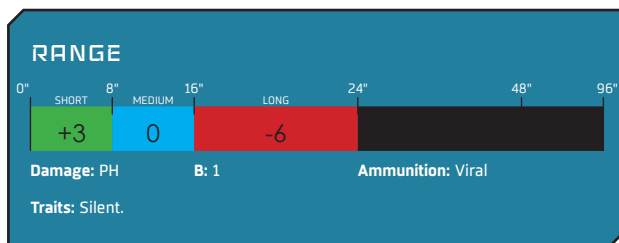
The Trench-hammer was created by the Crabat mercenaries during the so-called "Tunnel War" of the Syndical Revolts in the Jupiter-Pluto circuit. The name of this weapon is a direct translation of the original Croatian "Čekičem

Rova". Crabat mercenaries developed improvised versions of this weapon when they found that, for the intense fighting in the tunnels, they needed a powerful but manageable melee weapon for close quarter battle. Such weapon must allow them to hold an Assault Pistol with the other hand and could to be thrown with definitely lethal results for the target. The Ariadnan versions of this weapon are characterized by the lack of blades and their long handles, adapted to the greater strength of the Antipade troops and of the Kazak servopowered armors.

In thrown mode, the Trench-hammer has been designed to eliminate the target thanks only to its explosive power and not to the effect of any shrapnel, in order to limit collateral damage and not affect the surrounding structure. The detonation of this weapon is more powerful, and consequently more lethal, than that of a grenade, although its effective radius of casualties is practically zero. For this reason, the Trench-hammer is used unofficially by the assault teams' members of some counterterrorist units, when they need a weapon that can be used in situations with hostages which causes "a single but definitive casualty". Moreover, this weapon has become famous throughout the Human Sphere thanks to Aristeia! Fights, due its effectiveness and its spectacular use has made it the favorite of some celeb Aristos.

## VIRAL TACTICAL BOW

Variant of the Tactical Bow that loads Viral Special Ammunition.



Throughout the history of mankind, many primitive tribes have used high toxicity poisons to impregnate the arrowheads of their bows. Currently, there is no more famous Viral Tactical Bow in the entire Human Sphere than that of Dart, the famous Posthuman and champion of Aristeia! that has elevated the use of this weapon to the category of an art in this bloody sport. However, beyond the ammunition developed by Aura Biochemical for its star, it is known that special operatives and professional assassins use their own versions in those missions where stealth and maximum lethality is required. Precisely, the two characteristics in which this weapon really stands out.

## 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.

Damage: 13      B: 1      Ammunition: E/M2  
 Traits: Direct Template (Small Teardrop), Intuitive Attack.

**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.

