CORVUS BELLI
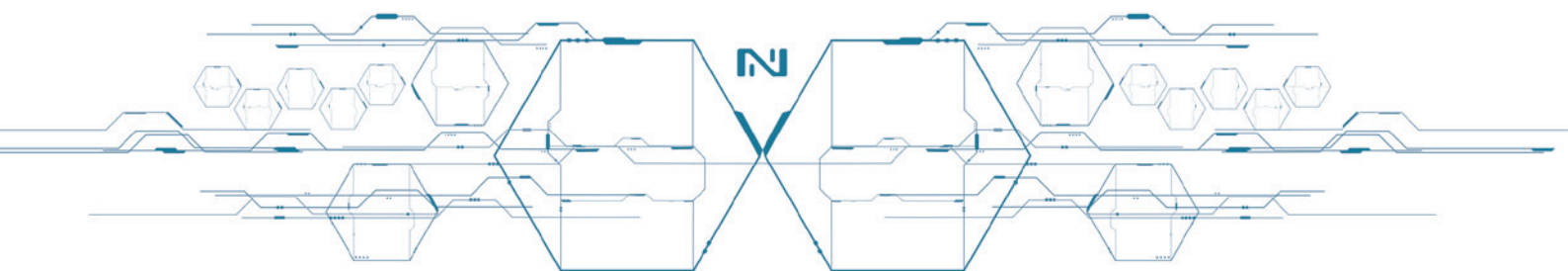# INFINITY

NEW RULES

V 1.7

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.

DECOY

This Special Skill generates two static replicas of the user to deceive the enemy.

SIBYLLA'S ADVICE
This Special Skill can be summarized as: when deploying a trooper possessing Decoy, the player can also deploy two Decoy Markers in ZoC. Players must note which one is the real trooper. The Decoy State is cancelled when declaring any Order or ARO. The game mechanics of this rule are very similar to the Holoprojector L2 piece of Equipment and Holoecho state (See Human Sphere N3).

DECOY
(DEPLOYMENT SKILL)

NFB, Optional.

EFFECTS
> » **This Special Skill allows its user to deploy in the Decoy state when he is placed on the table.**

DECOY(STATE)

MARKER

Decoy (DECOY-1 and DECOY-2).

ACTIVATION

Automatic when deployed, placing the two Decoy Markers and the model on the game table, within Coherency of each other. Players must respect the general conditions of the Decoy user's Deployment rules.

EFFECTS

» While in the Decoy state, the trooper is represented by three Decoys: the Decoy 1 Marker, the Decoy 2 Marker and the actual model, or Marker if the user has that choice.
The player must note in secret which of these three Decoys represents the real user of this Special Skill, with the other two being just mere replicas.
» **Coherency**. The Decoys **must be in *Coherency*** of another Decoy, regardless who is the real user. For example, one of the Decoys must have at least one of the other two Decoys in its *ZoC*.
The player must perform a *Deployment Phase Coherency Check* after deploying the three Decoys, no matter if the user of this Special Skill is deployed in the *Deployment Phase* or during the game.
» When deployed during the game, the three Decoys provide only one ARO to each enemy in LoF or ZoC.
» The Decoys are considered real troopers in regards to checking *LoF*.
» To know if a Decoy is the user or just a mere replica, the enemy must pass a *Discover* **Roll** against that Decoy.
» In his *Active Turn* only, a trooper in the Decoy state may use the **Surprise Attack** Special Skill.
» In his *Active Turn* only, a trooper in the Decoy state may use the **Surprise Shot L1** Special Skill to declare a *BS Attack* or a *Hacking Attack* that benefits from the Surprise Shot L1 *MODs*.
» This State does not affect Automatic Special Skills or Automatic Equipment.

CANCELLATION

» The Decoy state of the real Decoy user is cancelled, removing all the replicas and placing the trooper in its real position, whenever:
  • The *Decoy* user declares any Order or ARO.
  • Following the previous, the *Decoy* user declares a **Surprise Attack** or a **Surprise Shot.**
  • An enemy model enters **base contact** with the *Decoy* user.
  • The *Decoy* user is successfully **Discovered**.
  • The *Decoy* user receives a successful hit that forces him to make an *ARM/BTS* Roll, or a *Critical* hit.
  • The *Decoy* user becomes *Impetuous* (due to the *Frenzy* Characteristic or any other effect) or enters the *Retreat!* state.
  • Both replicas have been removed.
» Whenever the Decoy state of the *Decoy* user is cancelled, remove all the replicas at the end of the Order that happened. If the user was hidden as a Decoy Marker, replace it with the user's model, facing the same direction, at the end of the Order that happened. If the user is in another Marker state, replace the Decoy Marker with the trooper's Marker.
» The Decoy state of a replica is cancelled, whenever:
  • It is successfully **Discovered**.
  • An enemy model enters **base contact** with it.
  • It receives a successful hit that forces it to make an *ARM/BTS* Roll, or a *Critical* hit.
  • The real *Decoy* user's Decoy state is cancelled for any reason.
» Any time a replica cancels its Decoy state the player must **remove its Decoy Marker** from the table at the end of the Order that happened.
» The cancellation of the Decoy state is applied to the whole declared Order. For example, if a trooper in the Decoy state declares a *Move + BS Attack* Order, they will be considered discovered all along his Movement, even if the *BS Attack* would be performed at the end of that Movement.

IMPORTANT!:

Decoy state automatically grants its user the *Surprise Attack* and the *Surprise Shot* L1 Special Skills.

DECOYS, WEAPONS, EQUIPMENT AND STATES
The replicas cannot replicate those Deployable weapons or pieces of Equipment represented by a Marker or model (TinBots, FastPandas, SymbioMates, Mines deployed by the Minelayer Special Skill…) the Decoy user could have.

However, the replicas replicate all the game state Markers (Prone, Unloaded…) the Decoy user has.

DECOY AND FIRETEAM
A trooper in Decoy state cannot be part of a Fireteam. If a member of a Fireteam is deployed in Decoy state, then it will automatically cease being part of the Fireteam.

DECOY AND AIRBORNE DEPLOYMENT
When deploying a trooper in Decoy State using the Airborne Deployment Special Skill, the player must perform a Deployment Phase Coherency Check, even though this is during the game.

DECOY AND AIRBORNE DEPLOYMENT GAME EXAMPLE

During the Active Turn, a Shasvastii player deploys a Cadmus Soldier, a trooper possessing the Decoy Special Skill, on the game table using the AD: Combat Jump Special Skill. The player places one of the three Decoys (a Seed-Embryo Marker or one of the two Decoy Markers) on the table. After determining the final position of the Decoy, applying **Dispersion** if the PH Roll is failed, the player places the other two Decoys, following the Deployment general conditions. Applying the Decoy rules, one of the three must be the real user. The next step is to perform a Deployment Phase Coherency Check, only to discover that one of the Decoys is not inside the ZoC of either of the other two. So, the player must adjust its position to be inside the ZoC of at least one of them.

It has been demonstrated that the best way to increase the survival of the troops on the battlefield —specially those troops who, due to their modus operandi, must remain in static positions for a certain time or are deployed in positions very close to the enemy lines— is making it difficult to locate them. However, beyond the mere techniques of concealment and camouflage, it is also appropriate to multiply the target choices of the enemy. This technique has, in addition, the secondary effect of causing greater stress to the morale of the adversary, who will appear to be outnumbered.

EXPLODE

This Special Skill marks the trooper´s capacity to detonate in a blast, voluntarily or otherwise. Explode is a Special Skill with several levels.

EXPLODE LEVEL X
(AUTOMATIC SKILL)

Attack, Optional.

REQUIREMENTS
» The trooper employing this Level must deploy using the Special Skill *AD: Airborne Deployment.*
» This Level of the Special Skill Explode only can be applied after placing the model on the battlefield, after deploying it with *AD: Combat Jump.*

EFFECTS
» When you have deployed one of your troopers with this Special Skill, place a Circular Template, which represents the *Area of Effect* of the explosion, considering this to be an Attack with a Direct Template Weapon.
» The center of the Circular Template (Blast Focus) must be centered over the center of the base of the user of this Special Skill.
» Explode Level X causes *Damage* 12 hits with *Normal* Ammunition.
» Explode Level X is a single use Special Skill. Its user cannot explode again.
» Explode Level X does not include other Levels of the Special Skill *Explode.*

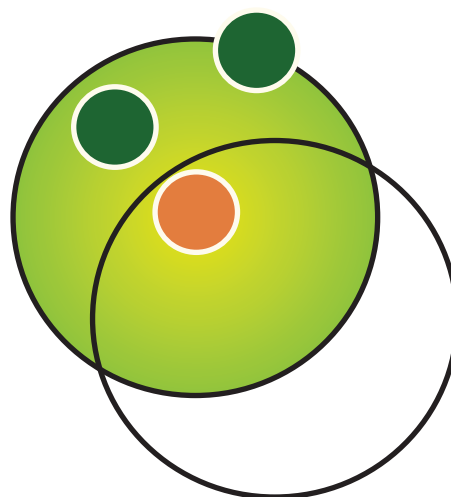### Example of Explode Level X:

In her Active Turn, a Yu Jing player declares AD: Combat Jump with a Liu Xing. She places the Circular Template that represents the Drop Zone on the battlefield and places the trooper in one of its borders, but completely within the Drop Zone. Then, the player makes the PH Roll required by the Special Skill. If the trooper passes the Roll, the player would place the Circular Template that represents the Area of Effect of the explosion centered on the Liu Xing.

Following the Direct Template Rules, if the Circular Template of the explosion affects, for example, a Camouflage or TO Camouflage Marker without having a valid target inside the Template, or affects a friendly or Neutral trooper, then that explosion is cancelled and considered null.

If the Yu Jing player fails the PH Roll, she should apply the Dispersion Rules, and would place the Circular Template of the explosion after having determined the final position of the Liu Xing.

Liu Xing

Enemy troopers

Drop Zone Template

Explosion Template

Example of Explode Level X and Coordinated Order:

In her Active Turn, a Yu Jing player declares a Coordinated Order to deploy two Liu Xing with AD: Combat Jump. As in the previous case, she places the Circular Template of the Drop Zone and the first trooper inside it, making the PH Roll of the Special Skill. If the trooper passes the Roll, she places the Circular Template of the explosion. Then she repeats the process with the second Liu Xing, but if an explosion affects the other Liu Xing, then, according to the Direct Template Weapons rules, that explosion is cancelled and considered null since it is affecting a friendly trooper.

The ablative protection casing of some heavy units with orbital and sub-orbital jump capability is designed to outwardly deflagrate as soon as it contacts the ground. This effectively transforms the deployment of these units into an artillery strike, which has a huge impact, both material and psychological.

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 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*...).
» This Level is not applicable when the owner is in a state which imposes a negative *MOD* to the adversary (*Suppressive Fire*, for example).

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: 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.

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.

MARKSMANSHIP

Users of this Special Skill are exceptional sharpshooters, adept at hitting their target's weakest spots and making every shot count. This update replaces the version previously shown in Infinity N3.

MARKSMANSHIP LEVEL X
(ENTIRE ORDER)

Attack, Optional.

REQUIREMENTS
» **This** *Special Skill* **is only usable in** the Active **Turn.**
» The user must be using a *BS Weapon* with a *B value* of 2 or more on its profile.

EFFECTS
» This Special Skill reduces the *B* value of his weapon to 1, and in return applies to that single shot a +6 *BS MOD.*
» These *MODs* are stackable with any other applicable *MODs*.
» In the same way, in this single BS Attack, the users ignore all the *MODs* provided by *Partial Cover*: they don't apply the *MOD* to their BS Attribute, and their targets cannot apply the *MOD* to their *ARM* Attribute.
» **Marksmanship Level X does not include any other Levels of the** Marksmanship **Special Skill.**

Marksmanship Level X and Saturation Zone:
A trooper declaring the Marksmanship Level X Special Skill whose LoF makes contact with a Saturation or High Saturation Zone will not apply the B MOD imposed by these Special Terrain Types.

Some soldiers earn renown for the spectacular precision of their shots, but more than anything the military values deadly accuracy even when firing instinctively from the hip. The ability to pull the trigger first and still hit the mark can be inborn or obtained through extensive training or a wealth of combat experience, but it is not something the average military professional can expect to achieve.

NCO

This Special Skill designates the trusted non-commissioned officer of the Lieutenant, who can operate under their direct orders.

NCO
(AUTOMATIC SKILL)

Optional.

EFFECTS
» This Special Skill allows its owner to use the Special Lieutenant Order, considering it as another Regular Order of their Combat Group.

NCO and Combat Groups
To be able to use this Special Skill it is not compulsory that the owner and the Lieutenant belong to the same Combat Group.

NCO Game Example:
In his Active Turn, Raktorak Wadek, designated as Team Leader of a Fireteam: Core of Suryats, declares the use of the Special Lieutenant Order via his NCO Special Skill. As this Special Skill allows this Order to be considered as a Regular Order, using it doesn't trigger the Fireteam Integrity rules, so the Raktorak remains part of the Fireteam.

Within the command structure of special operations units, the responsible officer usually has a trusted non-commissioned officer who can operate independently under his direct orders. Said NCO is usually a veteran troop of proven ability, which has already operated in previous occasions with that officer. Thanks to a direct tactical link, this troop has a greater freedom of action and is usually responsible for carrying out attack or support actions that imply greater risk or operational responsibility.

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.

REMOTE PILOT

The owner of this Special Skill is the pilot or driver of a TAG or Vehicle with the *G: Remote Presence* or *G: Mnemonica* Special Skill who can operate outside of the TAG or Vehicle via an auxiliary unit.

REMOTE PILOT
(AUTOMATIC SKILL)

Optional.

EFFECTS

» This Special Skill allows the use of the alternative *Troop Profile* in which it is included.
» This Remote Pilot *Troop Profile* can only be used if, when activating the troop possessing it, the player has declared the Move Short Movement Skill to Dismount from the *G: Remote Presence/ G: Mnemonica* TAG or Vehicle.
» A Remote Pilot Marker (REM. PILOT) or the corresponding model will represent the alternative *Troop Profile*.
» When using this Special Skill the pilot is considered dismounted from the TAG or Vehicle which enters the *Locked* state. Players indicate this with a Locked Marker (LOCKED).
» The *G: Remote Presence/ G: Mnemonica* Vehicle or TAG cannot be activated by Order or ARO while it is in the *Locked* state.
» The only exception to the above is if the Remote Pilot is on the game table in the *Immobilized* (IMM-1 or IMM-2), *Isolated,* or any *Null* state, in which case his player can spend Orders or AROs to declare *Reset* to try and cancel the Vehicle's or TAG's *Locked* state.
» If the TAG or Vehicle succeeds at the *Reset WIP* Roll, the *Locked* state will be cancelled, removing both the Locked Marker and the Remote Pilot Marker or model from the game table.
» A TAG or Vehicle in a *Null* state is considered a casualty and therefore does not generate Orders in the Order count, even if the Remote Pilot is on the game table.
» In the same way, in this situation the Remote Pilot is considered neither a surviving trooper nor a casualty for Victory Points, Retreat!, or any other purposes.
» If a TAG or Vehicle is in the *Locked* state and has its Remote Pilot in a *Null* state, it does not generate Orders in the Order count.
» Unless stated otherwise in the *Troop Profile*, a *G: Remote Presence/ G: Mnemonica* Vehicle or TAG only possesses one Remote Pilot unit.

Game Example. Remote Pilot:
A Shasvastii Sphinx, a G: Remote Presence TAG, declares Move, Dismounting from the TAG using the Remote Pilot Special Skill. The player places a Locked Marker besides the TAG and a Remote Pilot Marker or model in base contact with the Sphinx, and continues to spend Orders on it. Now, the Shasvastii player cannot spend Orders to activate the Sphinx until cancelling the Locked state by remounting the TAG or successfully making a Reset Roll.

In the Shasvastii player's Reactive Turn the Sphinx is affected by a Template Weapon, but cannot declare an ARO because of its Locked state. If the Sphinx enters the Unconscious or Dead state, then the player must consider it a casualty for Victory Points and Retreat! purposes. The Shasvastii player can continue to activate the Remote Pilot using the Orders from the Order Reserve of its Combat Group, but he has lost the TAG's Order. If the Remote Pilot enters into a Null state it cannot be consider a casualty, as the TAG has already been counted as a casualty.

Game Example. Remote Pilot in a Null state:
If the Remote Pilot of the Sphinx enters into the Unconscious state, which is a Null state, the TAG would continue to be in the Locked state. However, the player could spend an Order or ARO to declare Reset and cancel that state. If the player successfully makes the roll, the Locked state would be cancelled and the Remote Pilot removed from the game table.

If the player fails the roll, and in the Tactical Phase of his next Active Turn the Remote Pilot is still in a Null state and the TAG in Locked state, then the player cannot add its Order to the Order Count.

Game Example. Remote Pilot with TAG in Possessed state:

Let's suppose the Sphinx in the Locked state suffers a successful Hacking Attack, causing it to enter the Possessed state. Being in the Locked state, the player that induced the Possessed state cannot activate it with an Order, except to declare a Reset as the Locked state indicates. So, that player cannot use the TAG until the Remote Pilot cancels the Locked state by remounting the Sphinx.

This also means that the Shasvastii player cannot remount his Remote Pilot to the Sphinx until the Possessed state is cancelled, to avoid cancelling the Locked state and to allow his adversary to completely control the TAG.

Game Example. Remote Pilot with TAG in the Isolated state:
Let's suppose the Sphinx is in the Isolated state. In this situation, the Shasvastii player can use the Remote Pilot Special Skill. However, this Remote Pilot would be in the Isolated state too, and can only use his own Order and no other. When declaring the use of the Remote Pilot Special Skill, the TAG would be then in the Isolated and Locked states.

A common feature for modern remotely operated vehicles and TAGs is to incorporate an ancillary unit enslaved to the same remote presence framework. Due to the parameters of their compact, lightweight design, these ancillary units are intended for short-range survey and appraisal tasks only. Even the most advanced models have limited autonomy and are liable to handicap their pilot, who must leave the main vehicle or TAG on standby mode while operating the ancillary unit.

LOCKED [GAME STATE]

MARKER

LOCKED.

ACTIVATION

» The trooper uses the Special Skill *Remote Pilot*.

EFFECTS

» A trooper in the Locked state **cannot activate via Order or ARO**, except to declare *Reset* if the **Remote Pilot is Isolated, Immobilized (IMM-1 or IMM-2), or in any Null state.**

» The Locked state does not affect *Automatic Special Skills* or *Automatic Equipment*.

CANCELLATION

» The Locked state is automatically canceled if the Remote Pilot declares the **Move** Short Movement Skill to *Mount* the TAG or Vehicle.

» If the Remote Pilot is *Isolated*, *Immobilized* (IMM_1 or IMM-2), or in any *Null* state, the Locked state can also be cancelled if the trooper successfully makes a *WIP* Roll to *Reset*.
Canceling the state with a successful *Reset* will remove the Remote Pilot Marker or model from the game table.

TACTICAL AWARENESS

This Special Skill defines a higher knowledge of the tactical environment allowing its user a greater operational capability, providing him with an extra Irregular Order.

## TACTICAL AWARENESS

(AUTOMATIC SKILL)

Optional.

EFFECTS

» This Special Skill grants to its user an extra Irregular Order in addition to the one provided by their Instruction Characteristic (Regular or Irregular).

» During the Order Count step of the Player Turn, the player will place an Irregular Order Marker besides the trooper possessing this Special Skill.

» This exclusive Irregular Order cannot be transformed into a Regular Order by the use of a Command Token or other rule or Skill, unless they specifically state otherwise.

» In addition, if the owner of this Special Skill belongs to a Fireteam and is designated as the Team Leader, then this Order can be used to activate the Fireteam as if it were a Regular Order.

Tactical Awareness Game Example

A Shàng Jǐ possessing Tactical Awareness, in addition to the Regular Order it adds to the Order Pool, will have an extra Irregular Order her player will place close to it on the game table during the Order Count step of her Player Turn.

If this Shàng Jǐ is part of a Fireteam, and its player designates it as the Team Leader, that Irregular Order could be used to activate the Fireteam as if it were a Regular Order.

Tactical awareness is the ability to understand the combat environment and its variables, so its evolution can be roughly predicted to act accordingly. This skill is considered a critical resource in the decision-making process, especially in dynamic and complex tactical situations. The management of the intense flow of information characteristic of these situations allows greater operational freedom that favors the most propitious resolution.
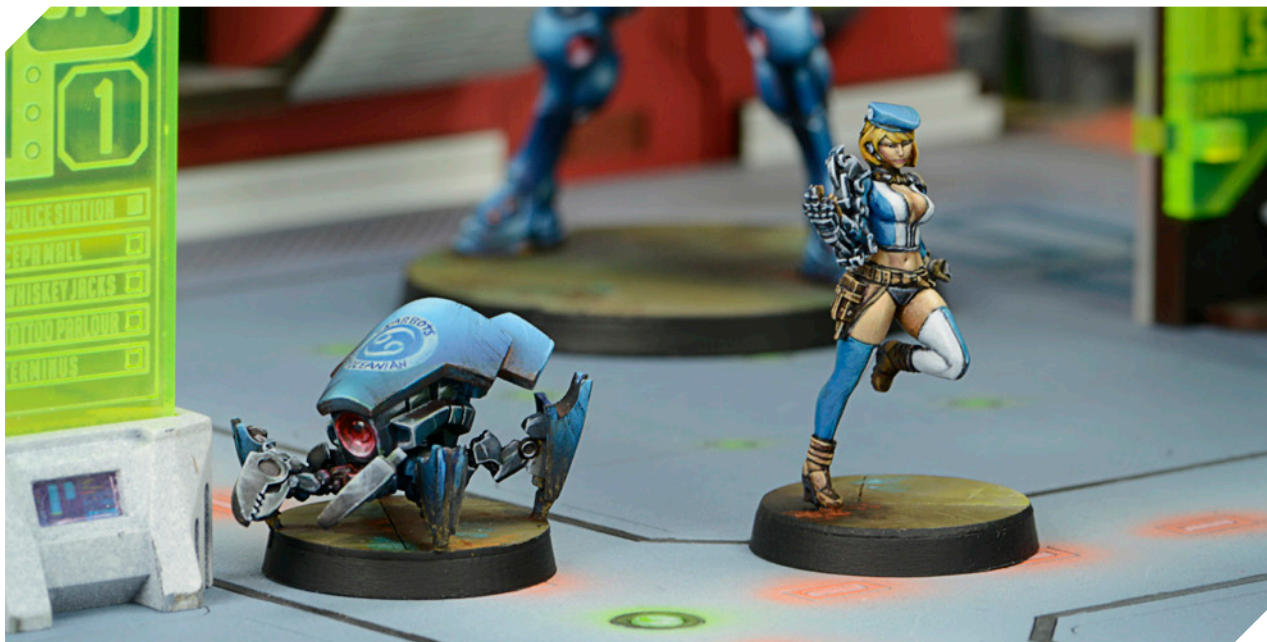
EQUIPMENT

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	MAXIMUM
+3	0	-6	

0"   8"   16"   24"   96"

Damage: -   **B:** 1   **Ammunition:** -

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.
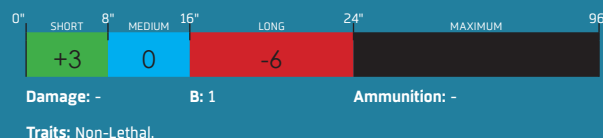
The second generation of the MediKit is the crown jewel of the pharmaceutical industry. After several years of research, metabolic accelerators that stimulate patient recovery processes have been successfully added to the usual recipe of biological nano-repairers. In addition, the development of new 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

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.

MARKSMAN RIFLE

K1 MARKSMAN RIFLE

Variant of the Marksman Rifle that loads K1 Special Ammunition.

RANGE MODIFIERS

0"	SHORT 8"	MEDIUM 24"	LONG 40"	MAXIMUM 48"	96"
	-3	+3	-3	-6	

Damage: 12   **B:** 3   **Ammunition:** K1
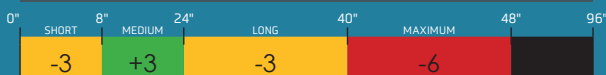**Traits:** Anti-materiel, Suppressive Fire.

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.
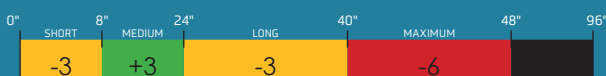
RANGE MODIFIERS

BURST MODE

0"	8"	24"	40"	48"	96"
SHORT	MEDIUM	LONG	MAXIMUM		
-3	+3	-3	-6		

Damage: 13 B: 3 Ammunition: AP/Shock

Traits: Light MULTI, Suppressive Fire.

ANTI-MATERIEL MODE

0"	8"	24"	40"	48"	96"
SHORT	MEDIUM	LONG	MAXIMUM		
-3	+3	-3	-6		

Damage: 13 B: 1 Ammunition: DA

Traits: Anti-materiel, Light MULTI.

STUN MODE

| 0"	8"	24"	40"	48"	96"
SHORT	MEDIUM	LONG	MAXIMUM		
-3	+3	-3	-6		
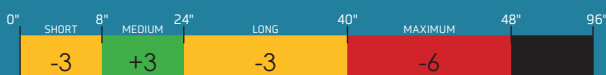
Damage: 13 B: 1 Ammunition: Stun

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.

T2 MARKSMAN RIFLE

Variant of the Marksman Rifle that loads T2 Special Ammunition.

RANGE MODIFIERS

0"	8"	24"	40"	48"	96"
SHORT	MEDIUM	LONG	MAXIMUM		
-3	+3	-3	-6		
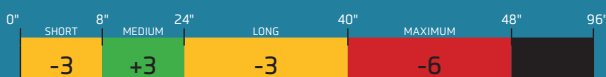
Damage: 13 B: 3 Ammunition: T2

Traits: Anti-materiel, Suppressive Fire.

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.

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		
-3	+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.

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.
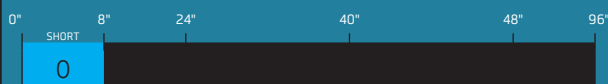
RANGE MODIFIERS

Trench-hammer (CC Mode)

Damage: PH   **B:** 1   **Ammunition:** DA

Traits: Anti-materiel, CC, Disposable (3).

Trench-hammer (Thrown Mode)

RANGE MODIFIERS

0"	8"	24"	40"	48"	96"
SHORT 0					

Damage: 13   **B:** 1   **Ammunition:** DA

Traits: Anti-materiel, Disposable (3), Thrown Weapon.

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 "Čekićem 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 Antipode 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.

RANGE

0"	8"	16"	24"	48"	96"
SHORT +3	MEDIUM 0	LONG -6			
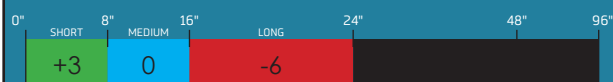
Damage: PH   **B:** 1   **Ammunition:** Viral

Traits: Silent.

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.

WILDPARROTS

This mobile weapons platform has been designed to be deployed on the battlefield, allows placing a Small Teardrop Template and loads E/M Special Ammunition.

SIBYLLA'S ADVICE

As a user reference, this weapon possesses very similar deployment rules to FastPandas (see Infinity N3), being an offensive version of those.

WILDPARROT

(SHORT SKILL/ARO)

Attack, Deployable, Disposable (1).

REQUIREMENTS

» In the Reactive Turn, *LoF* to the Active trooper is required.

EFFECTS

» By expending one Short Skill or one ARO, without any Rolls needed, the user of this piece of Equipment can deploy the WildParrot model a maximum of 8 inches from his base.

» To deploy a WildParrot, place it next to the user's base and then move it as if it had declared the Short Movement Skill *Move* with one single *MOV* value of 8 inches.

» WildParrots are placed at the **Conclusion** of the Order.

» The Short Skill to deploy a WildParrot is an *Attack*.

» A WildParrot cannot be placed if there is an enemy Camouflage or TO Marker inside its *Trigger Area*. This rule does not apply if there is a valid, non-camouflaged enemy inside the *Trigger Area*, or if the WildParrot is deployed as an *Intuitive Attack*.

» Enemies can react in **ARO to the declaration in the Active Turn** of the Short Skill to deploy a WildParrot, but only against the figure activated by the Order and not against the WildParrot itself, as troopers cannot react to a WildParrot.

» Once deployed, the WildParrot becomes a static element and cannot move or be moved.

» Deployed WildParrots work exactly like *Anti-Personnel Mines* (see Infinity N3) with the following exceptions:
  • WildParrots use *E/M* Special Ammunition.
  • WildParrots do not have the *Concealed* Trait. They are not placed as *Camouflaged* markers and do not benefit from *Mimetism*.

TRIGGER AREA

The *Trigger Area* of a WildParrot is the area within the radius of the Small Teardrop Template extended out from the edge of the base of the WildParrot.

The *Trigger Area* excludes any areas in **Total Cover** from the *Blast Focus* of the Small Teardrop Template.

WILDPARROTS AND INTUITIVE ATTACKS:

This weapon allows the user to make *Intuitive Attacks*: by passing a *WIP* Roll, you can lay a WildParrot even if an enemy Camouflage and Hiding Marker is inside the *Trigger Area*.

DODGING A WILDPARROT:

WildParrots are *Template Weapons* and *Deployable Weapons*, so their effect can be *Dodged* by passing a **PH-3** Roll.

Damage: 13	**B:** 1	**Ammunition:** E/M
Traits: Deployable, Direct Template (Small Teardrop), Disposable (1), Intuitive Attack		

WILDPARROT				
MOV	**ARM**	**BTS**	**STR**	**S**
8	0	0	1	1

WildParrot Game Example. Deployment:

During his *Active Turn*, an Echo-Bravo is inside a room when he decides to deploy a *WildParrot* to place it outside. However, the PanOceanian trooper forgot that the door is a Security Gate and requires one Short Skill to open. The WildParrot can do nothing except the one Short Movement Skill *Move*, so when it reaches base to base contact with the door it cannot continue. To the disappointment of the Echo-Bravo, the WildParrot remains deployed by the door.

Had the Security Gate been open, the WildParrot would have moved up to its MOV value and deployed where the Echo-Bravo wanted. Even if there had been several enemies with *LoF* to the WildParrot as it dashed to its resting point, none of them could have reacted against it, since it is not a trooper activated by an Order but a weapon. However, all enemies with LoF to the Echo-Bravo could have reacted to her declaring deployment of the WildParrot.

WildParrot Game Example. Triggering:

During his *Active Turn*, an Alguacil declares the first Short Skill of their Order: *Move*. When declaring the trajectory of his movement, he enters the Trigger Area of an enemy WildParrot, so this explodes. The Alguacil can now declare the second Short Skill of the Order, *Dodge*. As the WildParrot is a Deployable Weapon using a Small Teardrop Template, the Alguacil must apply a -3 *MOD* to his *PH* Roll to be able to *Dodge*. The Nomad troop fails the *PH*-3 Roll, so he must make a halved *BTS* Roll, against a Damage value of 13, applying the *E/M* Special Ammunition effects.

ATTENTION:

This weapon disables Cubes and its use is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

The WildParrot is a single use weapon platform conceived to be deployed in hi-tech combat environments. Developed by WarTechWorks INC. the litigation opened by the arms company PraxiTec alleging patent infringement remains blocked in the courts of Concilium. The lawyers of PraxiTec claim that the PanOceanian company has violated the patent rights of the propulsion units of their ADRD-02 (abbreviations of Autonomous Deployment Repeater Device), the famous Nomads remote deployment Repeaters known as FastPandas.

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.

HACKING PROGRAMS

SUCKER PUNCH [AHP]

SUCKER PUNCH [AHP]
(SHORT SKILL/ARO)

Attack, UPGRADE.

REQUIREMENTS
» The target must be an enemy *Hacker*.

EFFECTS
» Allows the user to make a *WIP* Roll against the target.
» In a Face to Face Roll, this program imposes a -3 *MOD* on the target's Attribute.
» A successful Roll forces the target to make two BTS Rolls versus *Damage* 17, **as specified by the DT S*pecial Ammunition* (see *Infinity N3)* this Hacking Program applies.
» For each failed *BTS* Roll, the target loses one point of his *Wounds/Structure* Attribute.
» The range of this program is the *Hacker*'s *Hacking Area*.
» This new version of Sucker Punch updates the one released in Infinity N3.