

dossier



Soldiers of Fortune



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EXPANSION THEME

A new team coming from the minor leagues of Aristeia! Underground is promoted to the first tier of Aristeia!. Their leader is also their manager: Hannibal.

Soldiers of Fortune (SoF) is an expansion designed around Señor Massacre, an emblematic Infinity character, after foreseeing our audience would demand his presence in Aristeia! That's why the visual design of these characters, except for Valkyrie, looks very Infinityesque, more military than spectacular.

After the success of Major Lunah, Vissiorama bets on a team formed in the underworld of the Human Sphere.

WHAT DOES IT ADD TO THE GAME?

This expansion adds two new States:



Focused

Targets affected by this State may remove this State before making a Roll to add a 🎲 to that Roll.



Stunned

Targets affected by this State must Nullify a ★ before the Switches step of each of their Rolls.

FIGURES





Mercenary and showman, Señor Massacre is as violent as he is chatty.

In his heyday, Señor Massacre led a brilliant career in the underground fighting ring of Corregidor. He was legitimately good, an agile, intuitive fighter and, for a long while, a safe bet in the ring. But fame went to his head and drugs quickly followed, and Señor Massacre lost his edge and, with it, one too many bets. To shake his debtors, he dropped the luchador persona and enlisted in the Nomad Military Force. He volunteered for a forward outpost, where he learned proper teamwork and regained his combat senses. During the NeoColonial Wars he was the only commando to survive the boarding of the Sun Jiao battle cruiser and the subsequent shipwreck. He lived, but not unscathed: radiation burns, and military-grade assault viruses disfigured him beyond the help of even the most experimental regenerative treatments Bakunin could offer.

Once discharged from the NMF, Señor Massacre became a freelance military contractor under his old pseudonym. Records show that he led a corsair boarding crew off Human Edge, worked for the Puños Rojos guerrilla on the jungles of Central America, acted as saboteur for the ecoterrorist group Eco-Aktion, and had a brief stint as a bodyguard for a Tien Shan drug lord. For a while he even went back to the fighting rings, but this time on the major leagues: Aristeia! Underground, where his bravado and showmanship earned him as much praise as his spec-ops brand of hard-boiled viciousness.

His team has performed so well this season that this year will be one of the best of Aristeia! His nerve and shamelessness in front of the cameras have earned him a lot of fans throughout the Human Sphere.

"You people don't appreciate me at all! To you I'm just this 'cool mercenary' guy with a cute little butt and two sweet-ass katanas. Well, I can cook too, you know!"

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IN-GAME ROLE

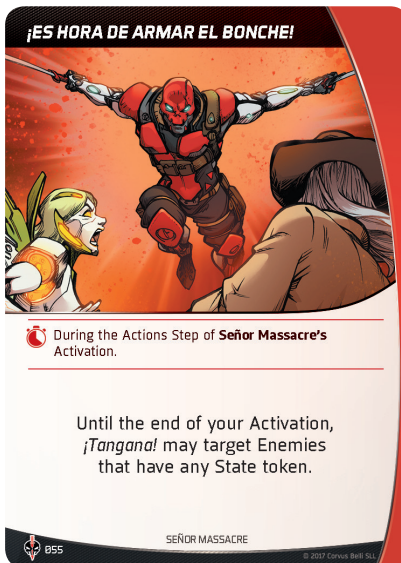
Close combat fighter with a little tankie aspect. His Regeneration and his 4 Hit Points make them very tough. His main weapon is Taunting, which he can take advantage of to control enemies, deal more damage, or even jump long distances.

As his Attack costs just 2 Action Points, he may attack twice if he doesn't need to move.

SYNERGIES

- Because of the use of the **Taunted** State: **Maximus**.
- **Hannibal** may grant him an extra Attack per Round with his Programmed Strategy.

TACTICS



¡Es Hora de Armar el Bonche!

This Tactic gives Massacre a lot of mobility. Useful for mid and early game, where most characters usually have at least one State imposed on them.

Besa mi Culito Sexy

Control Tactic. This Tactic can ruin your opponent's entire Round, as they won't be able to attack any of your Allies positioned to score. Especially useful against killer-focused teams.

Regeneración Épica

This Tactic makes Massacre almost immortal. A demoralizing bombshell to your opponent when Massacre was about to fall.



¡Dímelo a la Cara!

A risky bet, but a great play that may allow Massacre to take an enemy out of a Scoring Zone, expose them, etc. You may even play it to get an Ally out of a disadvantageous situation.



After leaving behind a life of thievery and pillage aboard a pirate vessel, Valkyrie has finally found her true calling inside the HexaDome. Whoever stands between her and the title of Bahadur she will gladly crush underfoot.

From her nom de guerre to her appearance—bulging muscles, long blond braids—to her weapon of choice, everything about Valkyrie suggests a shard of Norse mythology come to life under the thick permafrost of the planet Svalarheima. And she might very well be exactly that, given the gaps in our knowledge of her past, the truth of which lies buried under permafrost-thick layers of ‘access denied’ sigils.

This is what we do know: as a teenager, Mia Anderson obtained a brief measure of infamy as a crew member of the Defiler. Whatever she did before joining one of the most reviled pirate crews in recent memory, nobody knows—or rather no one’s telling. Despite her youth, Anderson’s imposing physique made her a key player in the Defiler’s boarding team. Her role boiled down to clearing a path through corridors and cargo bays, crushing any opposition in the way. Apparently, Anderson took to charging straight at enemy barricades armed with little more than a heavy axe and a war cry, and even the most steadfast defense fell like a house of cards before her warrior’s advance.

But, as they say, a pirate can either be famous or long-lived. The Defiler’s reputation for savagery and audacity eventually drew the attention of the Mayasphere. After making one too many headlines, the ship’s fate was sealed when the Foreign Company—the Human Sphere’s most media-friendly mercenary company—took on a bounty against it. The bounty had been co-financed by the Maya channel Oxyd, who owned the media rights to whatever story unfolded from the chase.

Hannibal—the strategic mastermind behind many of the Foreign Company’s successes—put together one of his visionary plans and lured the Defiler into the trap that would end its larcenous career. Once the trap was sprung, the mercenaries boarded the Defiler and, inch by hard-fought inch, wrestled control of the ship from its crew under the supervision of Hannibal and the gaze of Oxyd’s drone cameras. This was the world’s first chance to see Mia Anderson in action, fighting to repel an attack as vicious as the ones her crew had wrought. She was eventually captured, but not before she downed four of the Hannibal’s men.

The authorities looked leniently upon Mia’s case, and she was sent to a juvenile correctional facility. A few years later, when she was released from the system, a certain businessman named Hannibal was waiting for her with an offer: a position on his budding Aristeia! team, which he planned to staff with the societal refuse of the Human Sphere.

Since that day Valkyrie has proved herself against the likes of Maximus and Miyamoto Mushashi, and has become a front-runner for the title of Bahadur. Nobody seems likely to stop her now, for who could staunch the flow of an avalanche?

“Victory or Valhalla!”





IN-GAME ROLE

Valkyrie provides damage and Zone control, especially in the first Turn. She is an *Off-Tank* with a dreadful attack, *Charge of the Valkyrie*, that becomes more effective the more she moves.

Frostbite makes of her the first character capable of Immobilizing several enemies at once, easily threatening a couple of enemies for the remainder of the game.

SYNERGIES

- Valkyrie may take advantage of characters Immobilized by **hEXx3r**.
- She shines in control-focused teams (ie: **hEXx3r**, **Major Lunah** y **Gata**).

TACTICS

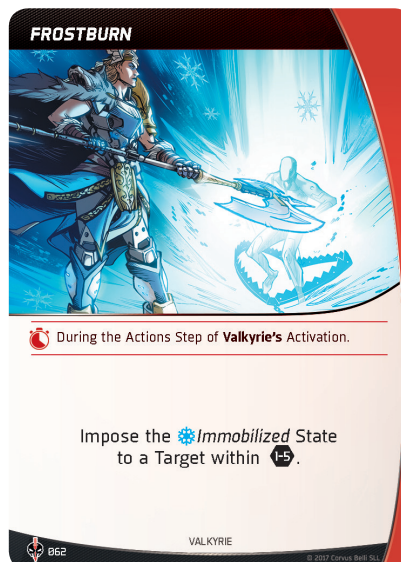


Ice Wall

Basic Tactic in characters with a Tank role, very defensive, or having Switches that spend . As Valkyrie takes advantage of results, she can play this Tactic before any of her rolls.

Odin's Breath

Keeping some enemies inside a Zone may leave Valkyrie misplaced. Playing this Tactic, she can get closer to action. Very useful after coming from the Bench, too, so she may spend all of her Action Points to attack.



Valkyrie's Cry

This Tactic may send most wounded Characters to the Infirmary, as most of them have 2 or 3 Hit Points.

Frostburn

Immobilized is the most punishing State. Valkyrie may impose it freely with this Tactic. A must for control-focused teams.



Laxmee *The Unpredictable Maasai Hacker*

The infohacker Laxmee summons programs like a Maasai laibon calls down the rains.

The Maasai were a tribe of proud warriors and hunters, but they were driven out of their native Africa and resettled aboard the Nomad mothership Corregidor. As a young girl of Maasai descent, Laxmee seemed doomed to feed the cycle of criminality plaguing Corregidorian youth, especially once she enrolled in one of the gangs vying for control over the more impoverished fringe sectors of the ship. One momentous day, her gang hit a supply barge moored on their turf and found a shipping container full of military equipment. When it came time to divvy up the swag, Laxmee ignored firearms and ammunition as soon as a particular piece of gear caught her eye: an honest-to-goodness infowar hacking device. But, by gang rules, everyone who wanted that piece would have to fight for it. Laxmee never backed down—she was too true to her Maasai heritage for that—and one by one the other contenders bit the dust, earning her the prize.

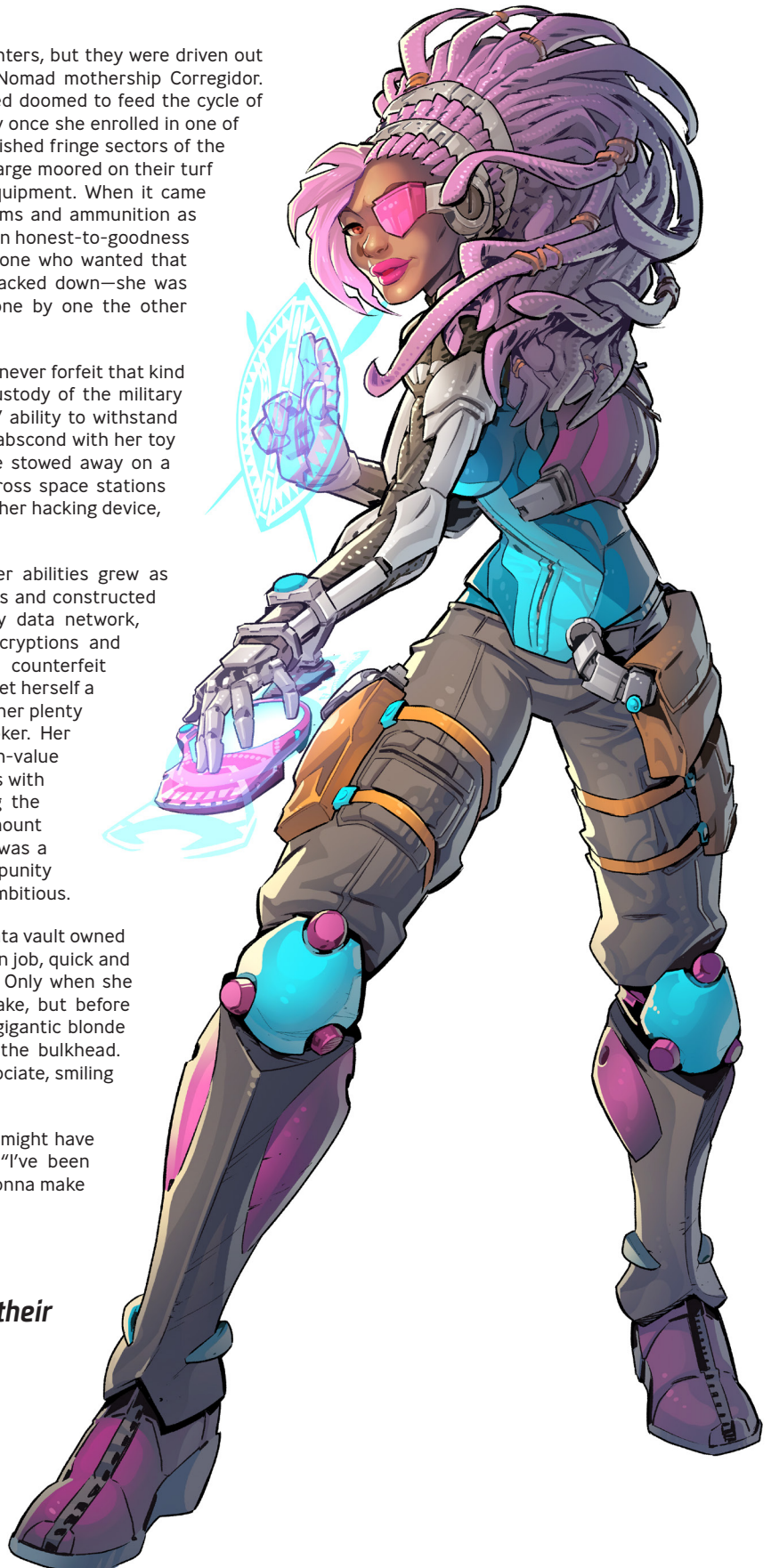
But the gang leaders didn't realize the army would never forfeit that kind of materiel, and within hours they were in the custody of the military police. Laxmee had no illusions about her bosses' ability to withstand a Corregidor-style 'debriefing', so she resolved to abscond with her toy rather than wait for the other shoe to drop. She stowed away on a random freighter and thus begun her journey across space stations and caravansera the Sphere over, always carrying her hacking device, always a fugitive of the law.

Laxmee took to programming very soon, and her abilities grew as she met other underground hackers on her travels and constructed a network of contacts. Maya, the interplanetary data network, became her only true home. Soon, breaking encryptions and stealing secured data became routine. Using counterfeit qualifications, she was able to quit dock work and get herself a cozier job as IT at a recreational cruiser, which left her plenty of free time to moonlight as an information broker. Her new job also gained her access to multitude of high-value targets such as megacorp executives and travelers with suspiciously high-security comlogs. After getting the data, Laxmee only had to sit on it for a prudent amount of time before hawking it in the black market. It was a solid, profitable system, but the sensation of impunity was too heady for Laxmee, and she became overambitious.

One night in particular, she broke into a portable data vault owned by an eccentric-looking businessman. It was a clean job, quick and traceless, but then again all her jobs were clean. Only when she opened the decoy data did she realize her mistake, but before she could react the door came crashing down. A gigantic blonde marched into her cabin and pinned her against the bulkhead. The bogus businessman sauntered in after his associate, smiling appreciatively.

"Outstanding job, kid. My name's Hannibal, as you might have deduced," he said, nodding toward the screen. "I've been looking for someone with your kind of talent. I'm gonna make you an offer you can't refuse."

"Maya has its own spirits, and I am their laibon."





Laxmee The Unpredictable Maasai Hacker



IN-GAME ROLE

Support character capable of buffing or debuffing other aristos. She may impose both the *Stunned State* and the *Focused State*, which she uses to alter the odds of dice rolls. She's also capable of removing any other State.

Her Allies may take advantage of her Automatic Skill *Fairy Dust* to spend *Focused* tokens imposed on them to remove any other State they may have.

SYNERGIES

- With the *Focused State*, both **Miyamoto Mushashi** and **Wild Bill** increase dangerously their odds of triggering their Switches to attack again. And spending it to remove the Immobilized State may be key, especially for Miyamoto.
- Any Character that depends on to trigger their Switches.
- This character is key to face control-focused teams.

TACTICS

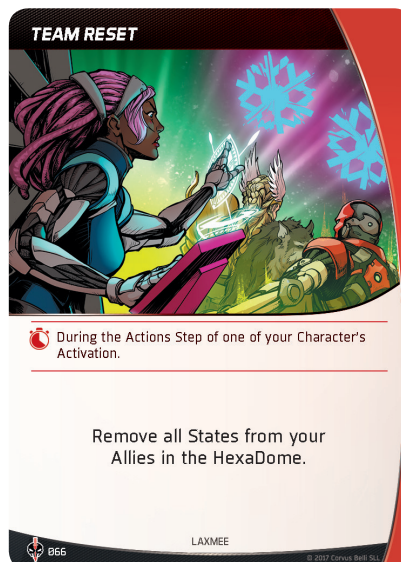


4-Kaleidoscope

This Tactic may stun almost the entire enemy team if Laxmee is well positioned in the HexaDome. If your opponent doesn't have any characters capable of removing States, this may become a big hurdle. Offers a great combo with Massacre's Tactic "¡Es Hora de Armar el Bonche!".

Team Upgrade

Imposing the Focused State on all Allies at once will let Laxmee save some Action Points to become a Scorer for a Round, or to spend her activation stunning enemies and removing States from her Allies.



Atom

This Tactic is almost a "NO!" to enemy dice rolls. Played in a key moment of the game, it's a total game changer.

Team Reset

Just like Team Upgrade, this Tactic allows Laxmee to spend all her Action Points in other things (like Stunning or Focusing). Essential against control-focused teams.





Hannibal

Merc Team Leader

Hannibal is the Man with the Plan, the foremost strategic mind in Aristeia! and a natural born leader inside the HexaDome and out.

This dapper man styles himself a businessman rather than a brawler, which isn't far from the truth. The only caveat resides in his particular areas of expertise, namely warfare, private security and his latest venture: combat-as-spectacle.

The truth about Hannibal's past is hard to pin down. If you take him at his word, he came from money, but the collapse of his family fortune forced him to drop out of university and accept a position at an intelligence agency. It was the eve of the NeoColonial Wars, and Hannibal claims to have received decorations from several allied governments during the conflict. After the war, Hannibal—more interested in maintaining his upscale lifestyle than in military accolades—promptly branched off into the private sector. As a military contractor he was well-poised to exploit a growing demand for private security and the confidential exchange of any number of products, including sensitive information and extra-legal merchandise. Naturally, no evidence exists to connect him with any illicit activities, so either he's embellishing the truth or he did a good job of covering his tracks.

On the back of his business acumen, Hannibal has lived expansively in every capital in the Human Sphere, indulged every pleasure and even amassed quite the art collection. His greatest accomplishment was his position at Van Orton's Foreign Company, perhaps the most high-profile mercenary outfit in the Sphere, famous for providing security for a number of showbiz celebrities. As Van Orton's second-in-command and Chief Strategy Officer, Hannibal was able to cultivate the associations he needed to dip his toe in the Aristeia! pool. Turns out his discerning eye and military experience were perfectly suited to the sport, and soon enough Hannibal was bankrolling his own team, a team of hard-boiled mercenaries in his own image: a well-oiled fighting machine led by a dubious moral compass.

The same dubious morality informs Hannibal's dealings outside the HexaDome. Despite his success as an Aristo and team owner, Hannibal has maintained a working relationship with Van Orton and his Foreign Company. Since Hannibal isn't adverse to actual field work, Van Orton has been offering him noteworthy jobs to raise his team's public profile or, alternatively, covert operations with iron-clad confidentiality clauses and extortionate rates.

Inside the HexaDome, Hannibal plays the role of a leader and tactician. He studies his foes before, during and after each game, always looking for a weakness to exploit and assessing the right moment to strike for maximum impact. He's far from the toughest fighter in the circuit, but his intelligence and cunning set him apart from the chaff. With him at the helm, his team always has the wit to seize the upper hand and the guts to bash the other team to death with it.

"Oh, yeah. I love it when a plan comes together."





IN-GAME ROLE

Support whose main ability is to allow an Ally perform one of their Actions during Hannibal's activation.

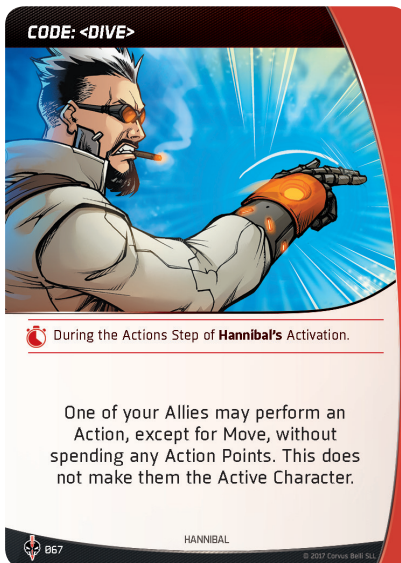
He may grant an additional orange die to his Allies passively.

His Tactics are very powerful. He manages the Running Order and the deck of Tactics.

SYNERGIES

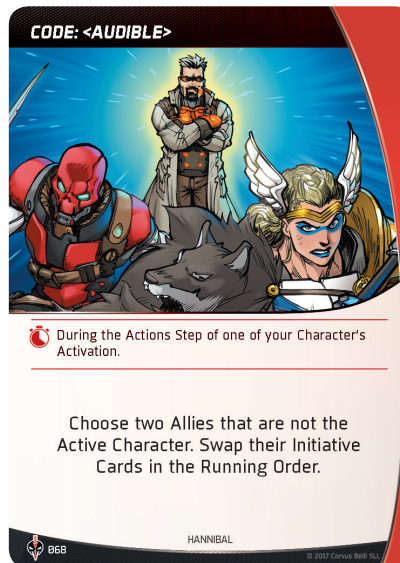
- Any character with an Action that costs 2 or less which we want to boost (**hEXx3r**, **Major Lunah**, **Señor Massacre**, or **Valkyrie**).

TACTICS



During the Actions Step of **Hannibal's** Activation.

One of your Allies may perform an Action, except for Move, without spending any Action Points. This does not make them the Active Character.



During the Actions Step of one of your Character's Activation.

Choose two Allies that are not the Active Character. Swap their Initiative Cards in the Running Order.

Code: <Dive>

Planning the use of this Tactic so an Ally may perform an Action for free is really worth it, as it will surprise our opponent. One more Attack, one more control Action, repeating a combo, etc.

Code: <Audible>

You may use this Tactic to grant two activations in the same Round to an Ally, or to prevent losing an activation because a character went to the Infirmary.

Code: <Timeout>

Recovering all the spent Tactics is a luxury noone but Hannibal can afford. If we also have "Stick to the Plan" or "Catch your Breath" in your hand, this lets us prepare a combo or a key play.

Code: <Blitz>

Free Re-roll that always comes back. It's use besides cards like "Stick to the Plan" is quite interesting.



During the Actions Step of one of your Character's Activation.

Shuffle your discard pile into your deck.
Draw two Tactics.
Then, discard this Tactic.



Before the Critical Block and Switches of your Roll.

Re-roll any quantity of dice from your Roll.
After the resolution of this effect, shuffle this card into your deck.

