



Rules

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INFINITY HUMAN SPHERE. RULES OF ENGAGEMENT

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ACCESSING COMBAT PROTOCOLS

In this new complementary ruleset we bring you the Sectorial Army Lists and new rules such as Link Troops and the use of Civvies. However, this ruleset also includes new Special Skills, weapons and equipment which expand the gaming possibilities of the Infinity universe.

Remember, to play and completely enjoy Infinity you will need the core rules, which you can find in the 2nd Edition Infinity book or completely free on our webpage www.infinitythegame.com.

From our webpage you can also access the Infinity universe, with monthly updates, articles, scenery and contact with the Infinity gaming community through the official forum. Stay connected!

INFINITY



SECTORIAL ARMY LISTS

The Sectorial Armies are specific army corps, or small territorial armies, from a given area, region or planet of the faction they belong to.

The Sectorial Armies possess their own Army Lists, with troop Availabilities differing from the General Army of the faction they belong to. Sometimes they have a higher number of certain troops and lack access to other units, which may often be found in another Sectorial Army from the same faction.

The Army Lists of the Sectorial Armies are completely official and valid for play in any tournament. They can be used in the ITS, Infinity Tournament System, even if the Sectorial Army has Mercenary Troops or units from other factions. In a tournament, a player using a Sectorial Army must make sure he informs the organizers and his adversary that he is playing a Sectorial List.

A player who is using a Sectorial Army List can only use the troops and the Availabilities indicated by the Sectorial Army, and cannot use the troops and the Availabilities of the General Army List. In the same way, if he uses a General Army List, then he cannot use those troops who are not included in the General Army, nor can he use the Availabilities of the Sectorial Army.

Example 1: In the Sectorial Army of the Qapu Khalqi of the Haqqislamite Sultan, the player can take 5 Odalisques and 1 Mobile Brigada as mercenary troops. However, he cannot take any Hassassin troops or Tuaregs. In the same way, in the general Haqqislamite Army, the player must use the General Availability of the Odalisques, but still has access to all troops of the Haqqislamite Army List. He cannot take any Mercenary Troops (if he is playing a tournament) or troops from factions outside of Haqqislam.

Example 2: The Sectorial Armies of a Military Order are themed armies, focused on a specific Military Order of the player's choice. The entry "Military Order Knights", with AVA 4, allows enlisting of up to 4 Knights from the same Military Order (For example 4 Hospitallers). The entry "Confrère Knights" refers to Knights from other Orders that collaborate with the Order chosen by the player. "Confrère Knights", with AVA 2, means it is possible to enlist up to 2 Knights belonging to other different Order (For example a Montesa Knight and a Teuton Knight in a Hospitallers' Sectorial Army, or maybe two Knights of Santiago).

The Sectorial Armies are characterized by a lower range of unit choices, which makes them less versatile compared with General Armies, but, in return, they allow different gaming styles. Moreover, Sectorial Armies are tougher and more resistant, because they are allowed to concentrate certain specialist troops, and have exclusive use of the Link Troops rule. Each Sectorial Army possesses its own identity, some with an aggressive focus while others are more defensive, with Sectorial Armies specialized in close quarter combat while others prefer long range engagements... but all are different from each other. Discover this by playing them!



INFINITY FIRETEAMS: LINK TROOPS

QUICK SUMMARY: This rule allows the activation and moving of groups consisting of 3 to 5 miniatures by consuming a single Order. These miniatures must be inside the Zone of Control of a Team Leader, and while they may not shoot or act directly against the enemy, they provide a Bonus to the Leader, who carries out the Order. The leadership of the Team can be alternated between its different members, changing the Leader between one Order and the next.

Some troops, belonging to the same unit, have received the same instruction and have trained together. Therefore, when teamed up, they have an instinctive economy of movement that facilitates any joint action. These troops are committed to and trust one another so strongly that any one of them can take leadership of the team at any moment, creating a team with great tactical dynamism. This *modus operandi* is a characteristic found only in some troops from Sectorial Armies.

To Link troops allows use of a team of figures that belong to the same regiment or unit (For example: figures who are all Acontecimiento Regulars; Father-Officer De Fersen with Hospitaller Knights; a team of Hassassin Lasiqs; "Neko" Oyama and some Domarus; Cassandra Kusanagi and a team of Reverend Moiras; a team of Suryats...) with lower Order consumption and the ability to lend support to one of their number, who is the Team Leader.

This rule is only applied to some specific troops (See the chart) when a Sectorial Army List is used, and cannot be applied when General Army Lists are used.

To create a Linked Team, the **minimum** of troops required is 3, and the **maximum** that can be used is 5. A Linked Team is formed by a Team Leader and from 2 to 4 figures of his unit who escort him, **always remaining inside his Zone of Control (ZC)**.

Troops can be Linked in the Deployment Phase by placing a Linked Team Leader Marker (LINK Leader) beside the figure who will be the Team Leader for the forthcoming Order. All other linked figures must be deployed inside the Zone of Control of the Team Leader indicated by the Marker

Active Turn During the active turn, all the figures that form a Linked Team are activated with a single Order. However, the **Team Leader and the other figures in the Team must perform the same Orders and Short or Long Skills** (See Linked Team Order Description).

The figures belonging to the Linked Team will move at the same time as the Team Leader (If he moves), always remaining inside his Zone of Control, without any additional spending of Orders required.

If one of the figures cannot perform one or both Short Skills of the Order declared by the Team Leader, then it will not perform it (But it will still be activated by the Team Order, this is important to remember when AROs are determined).

A Linked Team only provides a single ARO to each enemy in LOF. This means any enemy figure can only declare a single ARO against a single miniature from the Linked Team that is in its LOF.



Linked Team Order Description: In the active turn, the Order of the Linked Team will be declared by the Team Leader and imitated by all the Team members. The Orders of the Linked Team, like any normal Order, are composed of two Short Skills or one Long Skill. The different Skills that can compose a Linked Team Order are Teamed, depending on how they operate, into these 3 categories: Movement Skills, Support Skills and Dodge.

To create a Linked Team Order, a Movement can be combined with another Movement, or with Support or with Dodge, but it can also be declared alone. Support can be used alone, or combined with Movement. Dodge can be declared alone, or combined with Movement. In summary:

LINKED TEAM ORDER Can be composed by:
-Movement Skill
-Movement Skill + Movement Skill
-Movement Skill + Support Skill
-Movement Skill + Dodge
-Support Skill
-Dodge

Movement. This comprises all Short Movement Skills (Except Discover). All the members of the Linked Team and their Leader make dice rolls if they are required to perform the Movement.

Support. This comprises the Discover Short Movement Skill, all Short Skills (Except Dodge) and those Long Skills the Team could perform.

The members of the Team act with their Team Leader, lending him support and assistance. **When providing Support, the Team's members don't make dice rolls, instead the Team Leader is the only one who makes rolls.**

The purpose of the Skill performed by the Team's members is to help their Leader achieve his objective. This use of the Skill has no direct effect on the enemy, so instead of making dice rolls, the Team's members provide Bonuses (Modifiers and Special Skills) to the Skill the Team Leader uses against enemy troops.

Support Bonuses: The number of miniatures in the Linked Team with the Team Leader determines the Bonus he gets thanks to their presence.

Each level of Linked Team includes the previous ones:

Linked Team of 3 figures (Team Leader + 2 figures): In an active turn, the Team Leader has a Modifier of +1 to the Burst of his weapons. In a reactive turn, all members of the Team receive the same Bonus.

Linked Team of 4 figures (Team Leader + 3 figures): In an active turn, the Team Leader gets the Sixth Sense L2 Special Skill and a Modifier of +3 to WIP, but only for Discover rolls. In a reactive turn, all members of the Team get the same Bonus.

Linked Team of 5 figures (Team Leader + 4 figures): In an active turn, the Team Leader gets a Modifier of +3 to BS (Or to PH if he is using Thrown Weapons like Grenades). In a reactive turn, all members of the Team get the same Bonus.

Linked Team Example-1 (Support): UA Linked Team of 5 Keisotsu declares the 1st Short Skill of their Order: Move. All members move with the Leader, who is Keisotsu #1. Keisotsu #1 is a Hacker, and as Team Leader he declares hacking as the 2nd Short Skill of the Team's Order. In this case, the other Keisotsus, who are not hackers, cannot give support to their Leader. Even though all of them declare the Hacking Skill, their action has no effect, as the Team Leader is the only one who acts. But, even if another Hacker was in the Team, this figure would not act either, and the Leader would not receive any support.

With the next Order, the 1st Short Skill is declared: Move. All members move with the Leader, who still is Keisotsu #1. The Leader declares the Second Short Skill as Shoot. The Leader and the members of the Team shoot, but the Leader is the only one who performs a BS roll. As this is a Linked Team of 5 figures, thanks to the support of the members of the Team, the leader gets a Modifier of +1 to B, and a Modifier of +3 to BS. The effect of the shots of the other members, who don't perform any BS Rolls, is translated into the Bonus received by the Leader.

If the Leader declared a Discover Short Skill instead of Shoot, then he would be the only one who performed the WIP Roll and he would receive a Modifier of +3 to his WIP.

Note about the +1 Bonus to Burst: With MULTI weapons the Bonus is applied to the corresponding B of the type of ammunition being used. Example: a MULTI Sniper Rifle, in an active turn, will have B 3 shooting AP or DA Special Ammunition, but only B 2 shooting Integrated Special Ammunition (AP + DA). A MULTI Rifle shooting Normal Ammunition, in an active turn, will have B 4, when shooting Special Ammunition B 3, and when shooting Integrated Special Ammunition, B 2. Applying the Bonus in ARO, the MULTI Sniper and the MULTI Rifle have B 2 to shoot Special Ammunition, but they still cannot shoot Integrated Special Ammunition. **With Direct Template weapons** (Chain Rifles, Flamethrowers...) thanks to this Bonus they act as if they have B 2, allowing their Template to be placed twice, against different enemies if desired. If the figure would normally have 2 Direct Template weapons, this Bonus is considered to give it the equivalent of B 3 (3 templates).

Graphic 1. Link Troops Example-3 (Support-Dodge)



In ARO, a figure armed with one or two of this weapons can place the Template twice. **With limited ammunition weapons** (Blitzen, D.E.P. Panzerfaust...) the B can never surpass the quantity of ammunition available (The B of a D.E.P. is always 1, for example). It is not allowed to use this Bonus when the attack is a **Long Skill** which consumes a complete Order (Intuitive Attack, Speculative Shot...).

Dodge. When declaring the Dodge Short Skill the **Team Leader and all Team members make PH rolls.**

In a situation where the number of enemy AROs surpasses the response capacity of the Linked Team, the Team Leader can declare a Dodge, so that all members of the Linked Team will declare Dodge as well, performing the corresponding PH rolls against the AROs declared by the adversary. With Dodge, the members of the Team don't provide Bonuses to their Leader.

Linked Team Example-2 (Dodge): A Linked Team of 5 Keisotsus is in a situation where its Team Leader does not have LOF to all enemy figures with an ARO against the Team. Each reactive figure has only 1 ARO against the entire Team. The Team's player prefers to not risk Shooting using Support, which would allow some enemy figures to perform a Normal Shoot roll against some miniatures in the Team. Instead, he chooses Dodge. Each figure in the Team can perform a Face to Face roll to dodge attacks from corresponding enemy figures.

Use of Support Bonuses or Dodge. The player who moves the Linked Team has to evaluate the situation and decide if it is preferable for him to act aggressively, taking advantage of the Support Bonuses or Dodge. Usually, he will wait until the enemy figures declare their AROs, to decide whether he wants to act against the enemy, giving his Leader a Bonus, or if it would be preferable to Dodge with all figures.

Linked Team Example-3 (Support/ Dodge): Eln in the situation shown in the Graphic, the Linked Team has declares Move as the 1st Short Skill of the Order. Its adversary has declared AROs to Shoot with his 2 Moderators, with only one ARO provided to each by the Linked Team.

The Team Leader has no LOF to both Moderators, so he only could shoot in a Face to Face roll against Moderator #1. Now, the player must decide if his Team Leader will use Shoot against Moderator #1, gaining a Bonus but allowing Moderator #2 to perform a Normal roll to Shoot against Keisotsu #2. Alternatively, he can declare Dodge, so all members of the Linked Team will Dodge, performing two Face to Face rolls (one for the Leader and one for Keisotsu #2) against the BS of the Moderators (See Graphic 1).

Changing the Team Leader. In the active turn, each time the 1st Short Skill of an Order is declared, it is permitted to change the Team Leader, placing the Marker beside the new figure chosen. If, when changing the Team Leader, some figures are out of his ZC, the new number of Team members must be calculated to see if they can still be a Linked Team (Minimum 3 figures) and what Support Bonus they would apply.

The Changing of the Team Leader allows any member of the Linked Team to act at the moment his Special Skills, weapons or equipment are required.

Changing the Team Leader must not be confused with Signing Up a new Team Leader when the previous one is out of action (See Link Broken).

Example-4 of Linked Team (Changing the Team Leader): The player with the Linked Team of 5 Keisotsus wants to perform an attack against the enemy. So, with his new Order he declares the Team Leader will be Keisotsu #3, who carries a HMG, and he places the Team Leader Marker beside him. The player checks which other Team members are inside the ZC of Keisotsu #3. As one of the Team members is too far away, it is out of the Linked Team now, so the player can only activate 4 figures with the Order and Keisotsu #3 only could apply the Bonuses from a Link Team of 4 figures, not that of a Linked Team of 5 figures.

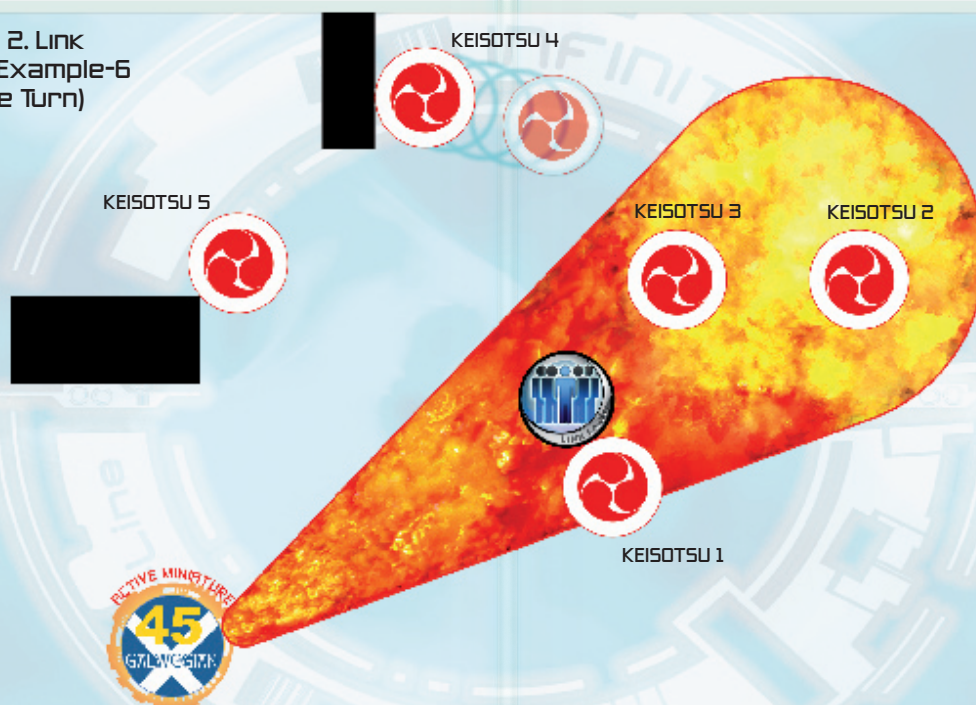
Example-5 of Linked Team (Changing the Team Leader): The Linked Team of 5 Keisotsus has suffered a casualty, Keisotsu #2, who is Unconscious. The player, with his new Order, places the Team Leader Marker beside Keisotsu #4, who is a Paramedic. The player checks the other Team members are inside the ZC of the new Leader and declares the 1st Short Skill: Move. All figures in the Team move so that the Paramedic Keisotsu #4 is in base contact with Keisotsu #2. With the 2nd Short Skill of the Order, the Paramedic Keisotsu #4 uses his MediKit. Meanwhile, the rest of the Team members, although activated by that 2nd Short Skill, do not perform any actions.

Reactive Turn. In the reactive turn, **all linked figures** (The Team Leader and all members) **gain all Bonuses provided for being part of a Linked Team** (Depending the number of members the Team has). Contrary to an active turn, the linked figures, when reacting in ARO, perform dice rolls and apply their effects to the enemy, and they still benefit from Linked Team Bonuses.

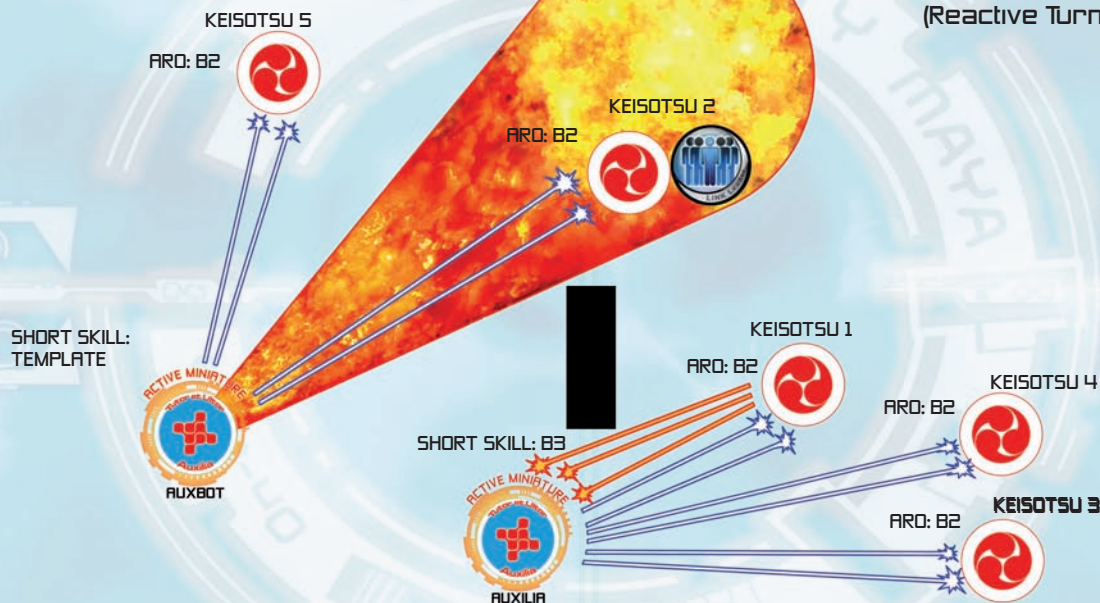
During the reactive turn, all linked troops in LOF or ZC of an enemy figure must perform the same ARO against the enemy miniature if they react to it (But they apply the Linked Team Bonuses). Don't forget, they must be inside the ZC of the Team Leader to profit from these bonuses. When facing Coordinated Orders, figures with G: Synchronized, or another Linked Team, each figure in the Linked Team may choose a different enemy figure to react to, but the ARO they perform must be the same.

Example-6 of Linked Team (Reactive Turn): A45th Highlander armed with a Chain Rifle, in his active turn, declares a shot against the Linked Team of 5 Keisotsus. The Yu Jing player calculates the Large Teardrop Template of the Chain Rifle will only affect 3 of his Keisotsus (Numbered as 1, 2 and 3). If he declares Shoot as an ARO, those 3 Keisotsus will need to perform an ARM roll, so he decides to not risk them and declares Dodge for those 3 Keisotsus, and also for Keisotsu #4.

Graphic 2. Link Troops Example-6 (Reactive Turn)



Graphic 3. Link Troops Example-7 (Reactive Turn)



This figure, who is not affected by the Template, will use the Dodge Skill to take Partial Cover. Keisotsu #5 doesn't declare an ARO as he is in Partial Cover already (See Graphic 2).

Example-7 of Linked Team (Reactive Turn): An Auxilia and her Auxbot declare a Short Move Skill in LOF of the Linked Team of 5 Keisotsus. The 5 Keisotsus declare the same ARO, to Shoot, but 3 of them target the Auxilia, the other 2 the Auxbot. Thanks to the G: Synchronized Special Skill, the Auxilia and the Auxbot can choose different targets. The Auxilia declares that as the second Short Skill of her Order she will Shoot Keisotsu #1, and the Auxbot declares Shoot as well, but against Keisotsu #2. As the Keisotsus are part of a Linked Team of 5 figures, they can all apply the corresponding Bonuses.

Face to Face Rolls are performed between the Auxilia and Keisotsu #1, who has a Bonus Modifier of +3 to his BS Attribute and also +1 to the Burst of his weapon in ARO, so he will shoot twice. As the Auxbot attacks with a Direct Template weapon, Keisotsu #2 performs two Normal Rolls, thanks to the Bonus of +1 to the Burst of his weapon in ARO. Keisotsu #2 also gains a Modifier of +3 to his BS, but he will have to make an ARM Roll for being hit by the Template weapon. The other Keisotsus, who perform Normal Rolls as they are not being attacked, will also apply the Bonuses to their Shooting AROs (See Graphic 3).

Team Coherency. During an **active turn**, at the moment any of the Linked Team members declare any kind of Order or Special Skill different from that of the Team Leader, or are out of the ZC of the Leader, they are no longer part of the Linked Team.

Equally, during a **reactive turn**, any troop who is out of the ZC of the Team Leader is not considered to be a member of the Linked Team. In the same way, if the members of a Linked Team are activated in ARO and one of them declares a different ARO from the others, it ceases to belong to the Linked Team and cannot use the Bonuses of Linked Team.

The figures that have left the Linked Team cannot be members of it until the next active turn, and they are obliged to be inside the ZC of the Team Leader again if they want to join.

If the Lieutenant is part of a Linked Team, whether the Leader or not, and uses his **Lieutenant Special Order**, he will automatically leave the Team. Equally, the use of the **V: Dogged** Special Skill will see its user cease to belong to the Linked Team.

In a Loss of Lieutenant situation, any figure belonging to a Linked Team and possessing the **Religious Troop** Special Skill, who uses its Order (The Order the Religious Troop Special Skill allows it to keep for itself) is no longer part of the Linked Team.

Example-8 of Linked Team (Team Coherency): Keisotsu #2, armed with a Combi Rifle + Light Grenade Launcher, declares a Speculative Shot. As this is a Long Skill and the player had not declared a Leader Change previously (Maybe he forgot to, a severe error) Keisotsu #2, even though inside the ZC of the Team Leader, automatically is out of the Keisotsu Linked Team, which now has only 4 members, and it does not have to suffer any AROs caused by Keisotsu #2, because he is not part of the Team.

Example-9 of Linked Team (Team Coherency): The Linked Team of 5 Keisotsus is placed in a situation in which two of its members can profit from use of a Coordinated Order. The player activates them in the normal way, spending one Order for each, and declaring a Coordinated Order of Move + Shoot. The Order is executed normally, but both Keisotsus, even though inside the ZC of the Team Leader, automatically are out of the Keisotsu Linked Team, which now has only 3 members.

Example-10 of Linked Team (Team Coherency): The Linked Team of 5 Keisotsus declares the 1st Short Skill of its Order: Move. As they are in a partially flooded communication gateway, each one of them must roll PH to Swim. The 2nd Short Skill of the Team will be Shoot, so they will apply Support. One of the Keisotsus fails the PH roll, and is left behind and out of the ZC of the Leader.

When performing the roll of the 2nd Short Skill of the Order, the player must take into account that the Team has only 4 figures, in order to determine Bonuses he gains.

Example-11 of Linked Team (Team Coherency in reactive turn): An Alguacil Hacker declares Hacking in LOF of 3 figures of the Linked Team of 5 Keisotsus. This 3 Keisotsus declare their AROs, two of them declare Shooting (Applying the Support Bonuses), but the other Keisotsu declares Dodge, so he is automatically out of the Linked Team. Therefore, the Yu Jing Player only can use the Support Bonuses of a Linked Team of 4 figures.

Link Broken: In an active turn, the Link is broken when the Team Leader falls Unconscious, dead, or he is Sepsitorized. This break is effective as of the end of the Order in which the Leader was taken out. The Link will be automatically restored if the Leader recovers from Unconsciousness in the same turn he was downed. The Lieutenant Special Order can alternately be used to Sign Up a new Team Leader, restoring the link automatically.

The link is cancelled automatically in active and reactive turns when a Linked Team is reduced to 2 or less troops.

If a **Retreat!** situation is declared, then the link breaks automatically, even if the Team is composed of figures with the Religious Troop Special Skill.

The link is also broken automatically if the Lieutenant uses his **Lieutenant Special Order** to create another Linked Team. The link can also be cancelled voluntarily by the player at any time, without spending any Orders.

Create a new Linked Team. The Lieutenant Special Order can also be used to create a Linked Team during the battle, placing the Team Leader Marker beside the figure declared as Leader. This only creates a Linked Team, it does not allow the Team to take an action in the same way as if a normal Order was spent.

This use of the Lieutenant Special Order doesn't provide any AROs nor does it reveal him as the Lieutenant to the enemy.

Example of Order Spending and ARO Procedures (Linked Team in active turn):

1- The active player places the Team Leader Marker besides the figure he wants to be the Leader during that Order. He checks the number of figures that are inside the ZC of the Leader. Next, he declares the 1st Short Skill of the Order.

2- The reactive player declares the AROs of any figures with LOF or who are in ZC with any figure in the Linked Team (Each figure gains only 1 ARO against the whole Team).

3- The active player declares the 2nd Short Skill of the Order.

4- The reactive player declares the AROs of any figures who get LOF or are now in ZC with any figure in the Linked Team thanks to the 2nd Short Skill of the Order.

5- The active player checks the number of figures inside of the ZC of the Leader and applies the Bonuses gained if he has used Support. Both players roll any dice required.

Special Conditions. Each player only can have **only one Linked Team** on the game table at any time.

Troops with **Frenzy** or **Impetuous** Characteristics who are members of a Linked Team automatically become Not Impetuous. Such troops, when leave the Linked Team, are in the same state they are before join it. Example: A troop who suffers from Frenzy joins a Linked Team before causing any wounds to enemies. Even if he causes wounds while a member of the Linked Team, when he leaves the Team he will not gain the free Impetuous Order as he is returned to the exact same state he was in before he joined it. He will need to cause a wound on his own, outside of a Linked Team, to gain the Impetuous Order. If he had caused a wound before joining the Team, he would become Not Impetuous for the duration of his membership and would return to being Impetuous when leaving.

In the following "Linkable Troops Chart" there is a Special Category that indicates some specific troops who, due to their background or Special Skills like Inspiring Leadership, can link with other specific troops that do not belong to the same regiment or unit.

Example-A: Joan of Arc Lieutenant (Any version, either the first one or the 2.0 version...) can form a Linked Team with Knights Hospitallers, or Knights of Santiago, but all of them must belong to the same Military Order.

Example-B: William Wallace Lieutenant can form a Linked Team with a unit solely consisting of Volunteers, or solely of Wulvers, Grey Rifles or 45th Highlanders, but all of them belonging to the same regiment.

SECTORIAL ARMIES AND LINKABLE TROOPS CHART

PanOceania

Shock Army of Acontecimiento	Acontecimiento Regulars Bagh Maris
Neoterran Capitaline Army	Fusiliers
Military Order	Fusiliers Order Sergeants (Except Specialists) Knights Hospitaller (And Father-Officer Gabriele de Fersen) Knights of Santiago Teuton Knights Magister Knights Special: Joan of Arc Lieutenant (Any version) + 4 Knights Hospitallers/ of Santiago

Yu Jing

Imperial Service	Celestial Guard Imperial Agent Pheasant Rank Imperial Agent Crane Rank Hsien Warriors Wu Ming Kuang Shi Special: Imperial Agent Crane Rank Lieutenant + Celestial Guard
Japanese Sectorial Army	Keisotsu Butai Domaru Butai (And Domaru "Neko" Oyama) Haramaki Zensenbutai Karakuri

Ariadna

Caledonia Highlander Army	Caledonian Volunteers (Except the option with Inferior Infiltration) 3rd Highlander Grey Rifles Wulvers Special: William Wallace Lieutenant + Any Linked Team from the Highlander Army Special: William Wallace Lieutenant + 45th Highlander Rifles
Merovingia Rapid Response Force	Metros (Except the option with Inferior Infiltration) Moblots (Except the option with Infiltration) Loup Garou Reg.

Haqqislam

Hassassin Bahram	Ghulams Hassassin Muyibs Hassassin Lasiqs Asawira
Qapu Khalqi	Ghulams Odaliques Hafza Djanbazan Azrai'l Janissaries Druze Shock Teams Special: Hafza (Or Hafza Lieutenant) + Any Linked Team of the Qapu Khalqi

Nomads

Bakunin Jurisdictional Command	Moderators Reverend Moiras (and the Rev. Superior Cassandra Kusanagi) Reverend Custodiers
Corregidor Jurisdictional Command	Alguaciles Mobile Brigada

Combined Army

Morat Aggression Force	Morat Vanguard Infantry Yaogat Suryat Sogarat Daturazi Witch-Soldiers
Shasvastii Expeditionary Force	Seed Soldiers Gwailos

[Linked Team Creation] In the Deployment Phase, the Nomad Player places an Alguacil on the game table with a Team Leader Marker beside it. Next, he places 4 more Alguacils in an 8 inch radius around the Leader. The Yu Jing Player, in his Deployment Phase, places his 5 Keisotsus in a cluster and places the Team Leader Marker beside one of them, checking the others are inside an 8 inch radius of it.

[Link Order: Movement + Movement] During the Nomad Player's active turn, he uses one Order on his Linked Team of Alguacils to declare Movement + Movement, as they are out of their enemies' LOF. With only 1 Order he activates the 5 Alguacils and all of them declare the same Order, performing the same two Short Movement Skills.

[Link Order: Change of Leader; Movement + Movement (Climb)] With his next Order, the Nomad Player changes the leader of the Linked Team, placing the Team Leader Marker beside Alguacil #1, armed with a HMG. In the same Order, the new Team Leader declares Movement as the first Short Skill of the Order, and the 5 Alguacils move. In the second Short Skill of the Order, as the player is eager for 2 Alguacils to reach an elevated position, the Team Leader declares Climb. The two figures climb and perform the corresponding PH roll, while the rest of the Alguacils, even though activated by the same Short Movement Skill, don't do anything.

[Link Order (Movement + Support) versus Linked Team ARO (Support)] With a further Order, the Team Leader declares Movement, but now the Yu Jing player can declare ARO as two figures from his Linked Team of Keisotsus have LOF to the Alguacils. Both Keisotsus declare a Shooting ARO, but each of them can only choose one of the Alguacils as a target. Keisotsu #1 chooses Alguacil #1 (Team Leader, armed with a HMG) and Keisotsu #2 chooses Alguacil #2 (Combi Rifle). Both Keisotsus are armed with a Combi Rifle. As they are part of a Linked Team of 5 figures, in ARO they gain all Bonuses of a Linked Team of 5 figures. In this situation they can use the +3 to BS and the +1 to B.

The Nomad Player has to now choose between Support or Dodge. If he declares Dodge, his two figures could dodge the shots against them, if he wins the Face to Face Rolls, but this will not remove the threat. If he uses Support and declares Shoot, he will apply the Bonuses to the Team Leader, but the Keisotsu will perform Normal Rolls against Alguacil #2, who can neither shoot nor Dodge as he will be providing Support to his Leader.

Finally, he decides to risk it and declares Shoot, applying the Support Bonuses for a Linked Team of 5 figures (+3 to BS and +1 to B). He decides to divide the B 5 of his Team Leader (HMG's B 4 + Support Bonus +1 to B) between both Keisotsus, with 3 shots against Keisotsu #1 as Face to Face Rolls and 2 shots as Normal Rolls against Keisotsu #2.

Keisotsu #2, thanks to the Bonuses provided by Support, can shoot in ARO with B 2 (Combi Rifle in ARO: B1 + Support Bonus +1 to B) and with better accuracy (Support Bonus +3 to BS). She hits with her two Normal Rolls against Alguacil #2, who fails an ARM roll and falls Unconscious.

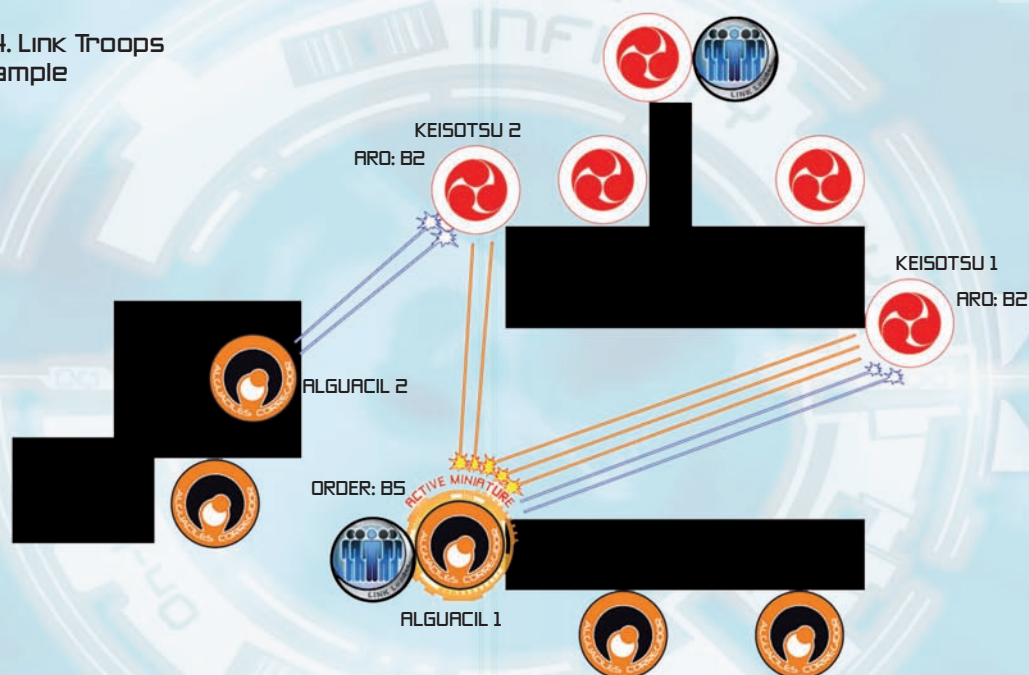
On the other side, Alguacil #1 wins her Face to Face Rolls against Keisotsu #1, who falls Unconscious as well after failing an ARM roll. However, neither of her shots against Keisotsu #2 hit the figure (See Graphic 4).

[Link Order (Movement + Support) versus Linked Team ARO (Dodge)] The Nomad Player has lost one of his Alguacils, so he can now only use the Bonuses of a Linked Team of 4 figures. With a new Order, he places the Team Leader Marker beside Alguacil #3, armed with a Combi Rifle + Light Grenade Launcher. In the same Order, he declares Movement as the first Short Skill of the Order, but he only moves the new Leader, who gains LOF to Keisotsu #2.

The Yu Jing Player, guessing he is going to be attacked with the Light Grenade Launcher (which, thanks to the Support Bonuses has B 2) decides to declare Dodge. The Linked Team of Keisotsus now has only 4 members, so it can only apply the corresponding Bonuses. With Dodge, thanks to the Support Bonuses, the members of the Linked Team gain the Sixth Sense L2 Special Skill, so even without LOF to the shooter, they can Dodge if they are affected by the Circular Template of the grenade's explosion.

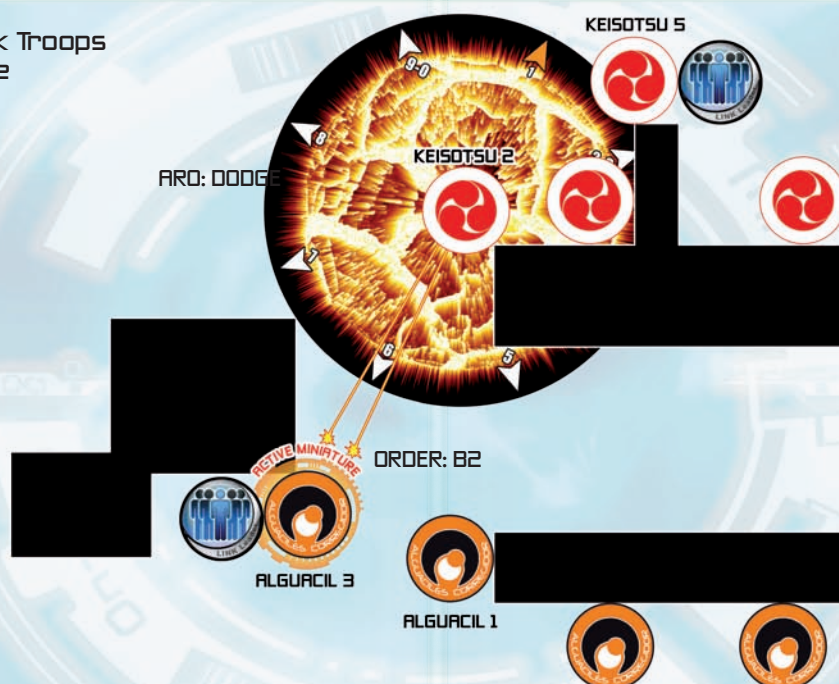
Alguacil #3 declares Shoot against Keisotsu #2. He does not receive the +3 to BS, as he belongs to a Linked Team of only 4 figures now, but he still has the +1 to B, so his Light Grenade Launcher has B 2. The player places the Circular Template over Keisotsu #2 and checks this affects Keisotsus #4 and #5. Now it is time to make the corresponding rolls to see how the situation is resolved... (See Graphic 5).

Graphic 4. Link Troops Game Example



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» "LAST FIGURE STANDING" RULE

In the types of special operations encountered in Infinity, a single figure can make all the difference. Any soldier, with plenty of guts and well trained, can save the day and avert a potentially catastrophic situation

For this reason, in Infinity the minimum Order Reserve is 2. When a player only has a single figure, this figure will always have 2 Orders. To this minimum reserve, only an Impetuous Order can be added, if the miniature is Impetuous, or the Impetuous Order (used to move towards the Deployment Zone) of Retreat! if the miniature is in such a state.

A figure possessing the Religious Troop Special Skill doesn't receive an extra Order over the minimum Order Reserve of "Last figure standing".

Example: The player has only one figure alive on the game table, it is the last survivor of his Army List, therefore its Order Reserve is 2. If this figure would be the Lieutenant, then its Order Reserve is 2.

This last figure is not the Lieutenant, so it is in a Loss of Lieutenant situation. Its Order Reserve is still 2.

If the last miniature standing is in a Loss of Lieutenant situation and possesses the Religious Troop Special Skill, then its Order Reserve would be 2. Even if the Lieutenant possesses the Religious Troop Special Skill, and is the last figure standing, its Order Reserve will still be 2.

However if this last figure is Impetuous, the total number of Orders in its Order Reserve is 3 (1 Impetuous Order + 2 Orders for “Last figure standing” rule).

If the above Impetuous figure is in a Retreat! situation, then its Order Reserve would still be 3 (1 Impetuous towards its Deployment Zone + 2 for "Last figure standing" rule).

Any last miniature of a player, which is not Impetuous but is in a Retreat! situation has 3 Orders in its Order Reserve (1 Impetuous towards its Deployment Zone + 2 for "Last figure standing" rule).

SCENERY RULE

A piece of scenery can be targeted if its profile of ARM and STR has been determined and if there is a previous consensus between players. If no agreement is reached, that scenery piece cannot be eligible as a target.

If, when performing an attack against a piece of scenery with a Template weapon (For example a Missile Launcher), any enemy figure has been affected by the area effect of the weapon, the Speculative Shot Modifier (BS-6) must be applied. It is not allowed to shoot at a scenery piece if the Template affects allied troops. Neither can this be done if the Template affects camouflaged enemy troops, unless there are any other enemy figures inside the area of effect.

Remember that structures can only be harmed by DA and Explosive (EXP) Special Ammunition..

➤➤ RULES FOR USING CIVVIES

Civvies are non-combatant figures that, during the game, can be moved by one or more players. They lack Orders or an Order Reserve of their own. They are miniatures that do not have an active turn, and are always reactive in the turns of all players. Civvies only react in base to base contact (See below) unless the scenario states otherwise.

Civvies can be Neutrals or Hostiles. The Hostile civvies will have a Hostile Marker (HOSTILE). Those civvies marked this way will be considered Hostiles for all players, unless the scenario states otherwise.

Civvies can be synchronized with a player's troops to move them through the battlefield. To do this, it is required that a trooper be in base contact with the Civilian, and, after spending 1 Short Skill, succeed at a Modified Normal WIP-3 Roll. If this is successful, the Civilian is synchronized with the trooper, applying the rules of G: Synchronized to move with him (Replacing the word "Remote" by "Civilian").

The exceptions applied to Civvies regarding the G: Synchronized rule are that, once synchronized, they never perform attacks, and they do not have G: Remote Presence.

However, if the trooper fails the roll, the Civilian will flee in panic, disengaging automatically from CC and moving 2 inches. To determine in which direction the Civilian moves it is necessary to apply the Dispersion rule. The centre of the Circular Template will be placed over where the Civilian is, with the number 1 pointing at the centre of the game table and the second digit of the failed roll indicating where the figure will move to.

Civvies cannot be synchronized with **Remotes** and **Impetuous figures**.

A figure only can synchronize with those Civvies not already synchronized and those Immobilized because their synchronization has been broken (Because their Controllers are Unconscious, dead, hacked, affected by E/M Ammunition or have turned Impetuous by Frenzy, Inspiring Leadership...).

The maximum number of civvies a figure can have synchronized at the same time is 2.

If the Civilian is Hostile (HOSTILE), it is necessary to succeed at a Normal WIP-6 Roll to synchronize it. If the roll is failed, then the Civilian will attack automatically, performing a Normal CC Roll, applying Damage PH-2, if he is successful. This roll can be made by an opposing player.

In some scenarios, Hostile civvies can be mixed with Neutral ones, being indistinguishable from them. In such cases, when in base contact with a Civilian, it is necessary to roll 1d20 on the following table, to know which category he belongs to. Once the roll is made, the Modifier to synchronize the Civilian will be known, and the Hostile Marker (HOSTILE) will be placed if necessary. The chart can vary depending on the scenario.

CIVVIES ENCOUNTER CHART	
d20	Type of Civil
1-10	Neutral
11-20	Hostile

To kill a Civilian means a Victory Points loss for a player. Each Civilian killed applies a VP penalty equal to 20% of the total Army Points of the army who killed him.

Example: A player with a 300 point army who kills 1 Civilian will suffer a penalty of 60 Victory Points, which will be subtracted from those Victory Points gained by causing casualties to the enemy. If, at the end of the battle, that player has 180 Victory Points from causing casualties to his adversary, he must subtract those 60 points for killing Civilians. Therefore, his final Victory Point total will be only 120.

If a player has a 100 point army, and kills 1 Civilian, then he would suffer a penalty of 20 Victory Points from any gained through causing casualties.

Civvies can activate Deployable Weapons and Equipment (Mines, E/ Maulers, CrazyKoalas...) but the player must remember that if he allows them to activate and they die, he will suffer a penalty. The use of Civvies as human shields will be punished as well, applying the same penalty even if they are not killed.



SPECIAL SKILLS

CH: Limited Camouflage. The trooper possesses the CH: Camouflage Special Skill but lacks the possibility of "Camouflaging Again". So, once Discovered, or if he reveals himself, he will lose this Special Skill and he cannot camouflage again or use any other advantages given by CH: Camouflage or CH: Mimetism (Except if he possesses also the CH: Mimetism Special Skill, then it can keep using it).

Chain of Command. The figure who possesses this Special Skill is the next in line to become the officer commanding the combat unit.

In game terms, if the trooper is on the game table as a figure or a Marker, and the Lieutenant falls Unconscious or Dead, he will take command automatically, becoming the new Lieutenant with no spending of Orders required and ignoring the effects of the Loss of Lieutenant rule. If, when the Lieutenant is shot down, the owner of the Chain of Command Special Skill is off the game table, once he is placed on it the Loss of Lieutenant state is cancelled and the player automatically recovers the entire Order Reserve that would have been available, with the exception of Orders spent previously.

This Special Skill functions automatically and its use is not optional.

Ghost: Jumper L1. Figures that possess this Special Skill are entities (of artificial origin or not) whose conscience resides in data networks and who can download themselves into different bodies, called Proxies, to interact with the material world. Figures with Ghost: Jumper L1 have a minimum of two Proxies deployed on the battlefield into which they can download and participate in the excitement of combat. They can jump from one to another to always be in the thick of the action, or they may use it as a way to quickly flee.

This Special Skill allows deployment of a minimum of two, and a maximum of three, Proxies on the game table, applying the special deployment rules for those who have them (ie. Infiltration, Airborne Deployment...).

In an **active turn**, a player who possess a Ghost: Jumper troop can activate any of its Proxies, without spending any extra Orders, just by placing the Proxy Active (PROXY ACTIVE) Marker beside the Proxy he wants to activate before spending and declaring an Order.

Also in an active turn, the Ghost: Jumper can jump from one Proxy to another, without spending any extra Orders, just by placing the Proxy Active Marker beside the Proxy which he is downloading to before spending and declaring an Order.

If an active Proxy falls Unconscious or Dead, the Ghost: Jumper will be Unconscious or Dead as well. If the Unconscious Proxy is healed, the Ghost: Jumper will recover with it. However, if the player has deployed an AI Beacon and it is still operational, the Ghost: Jumper can leave the Unconscious or Dead Proxy, automatically placing the Proxy Active Marker beside any of his other Proxies. When all his Proxies are in an Unconscious or Dead state, the Ghost: Jumper will return to the data network automatically and the army loses his Order, until at least one of his Proxies be recovered from Unconscious.

In a **reactive turn**, to jump from one Proxy to another one requires the spending of 1 ARO. The Ghost: Jumper can see through the sensors and optical devices of his inactive Proxies so he can react to any Order declared in LoF or ZC of any of his inactive Proxies. The Ghost: Jumper can react by jumping to any inactive Proxy (Even from an Unconscious Proxy through the aegis of an AI Beacon) or he can make his active Proxy reacts with Alert, Change Facing, Dodging or any Skill which does not require LoF to perform.

Moreover, inactive Proxies have pre-programmed reaction routines which allow them to react with Alert, Change Facing, or Dodge AROs to any Order declared in their LoF or ZC. The AROs used by these routines doesn't interfere with any ARO gained by the Ghost: Jumper, who can at the same time download into one of these Proxies or react to anything they perceive in their LoF or ZC

A Ghost: Jumper only provides 1 Order to the Order Reserve of his army, no matter how many Proxies he has.

All Proxies must belong to the same Combat Group, counting each one as a standard figure towards the size of the group.

Figures with Ghost: Jumper also have the G: Remote Presence Special Skill.

The Proxies of a figure with Ghost: Jumper give Victory Points to the enemy and must be counted as casualties for the Retreat! rule.

Ghost: Jumper Example: The Posthuman Valentina Nero has deployed 3 Proxies to the battlefield. These are an infiltrated Proxy armed with a Sniper rifle, a Heavy Infantry Proxy with a Spitfire and a Proxy Hacker, hiding in the rearguard. Valentina decides to start in her infiltrated Proxy, placing the Active Proxy Marker beside it and declaring her Order: Move and Shoot. The successful shots of her Sniper Proxy clear the path for her Heavy Infantry Proxy. So, she places the Proxy Active Marker beside it and declares her next Order: Move and Move, taking up a good firing position with the Heavy Infantry. That is the end of the ALEPH player's active turn, with the Proxy Active Marker remaining beside the Heavy Infantry.

His adversary's active turn begins. A Hellcat lands in the rearguard of the ALEPH player, inside the Line of Fire of Valentina's inactive Proxy Hacker. The inactive Proxy Hacker, using its reaction routines, declares a Dodge ARO, to try and gain Cover from the threat of the Hellcat. It will be a Normal PH roll, as the Hellcat has not shot at it. Valentina, even though downloaded to the Heavy Infantry Proxy, perceives what her Proxy Hacker does, and declares a Change Facing ARO with her Heavy Infantry Proxy, to cover the possible advance of the Hellcat.

The Hellcat declares a Move and Shoot Order against the inactive Proxy Hacker. This again triggers its reaction routines, declaring a Dodge ARO. Now the Proxy Hacker must to perform a Face to Face Roll (PH vs BS). Valentina, being conscious that dodging alone cannot prevent the threat of the Hellcat, decides to jump to the Proxy Hacker as an ARO to the Hellcat's Order, and places the Proxy Active Marker besides it. However, the Proxy Hacker fails the Dodge roll, receiving a Wound. Thanks to its V: No Wound Incapacitation Special Skill, it remains standing.

The next Order of the Hellcat is to Shoot again and the Proxy Hacker, now active thanks to the downloaded presence of Valentina, can react in a normal way. So she declares a Shooting ARO. But luck is not with Valentina, and she loses the Face to Face roll. The Proxy Hacker receives another two hits, and falls Dead with Valentina still in it.

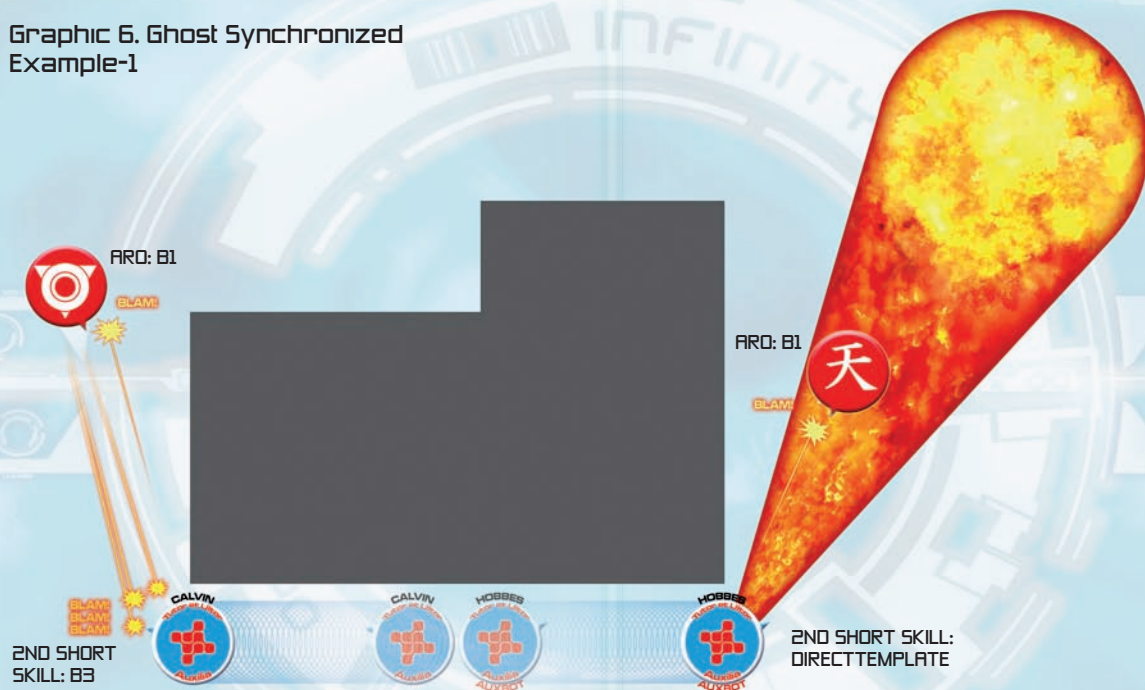
But, as the ALEPH player has an AI Beacon in play, as soon as an enemy figure declares an Order in LoF or ZC of either of Valentina's other two Proxies, the Proxy can use its reaction routines and Valentina can declare an ARO to jump to the body of that Proxy, placing the Proxy Active Marker besides it

Ghost: Servant. This Special Skill that allows a Doctor or an Engineer to operate or repair by tele-presence through a Remote. Only figures with the Doctor or Engineer Special Skill can use Remotes with Ghost: Servant. Before the battle starts it is compulsory to determine which figure will control each Servant Remote, which cannot be used by any other miniature.

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Graphic 6. Ghost Synchronized Example-1



With Ghost: Servant, the figure and the Remote are activated at the same time with only 1 Order. It works similarly to Ghost: Synchronized, as both must declare the same Order. If one of the two figures cannot perform the complete Order (the Long Skill or both Short Skills of the Order), he will be inactive and he will not perform the Order. However, if he can only perform one of the two Short Skills of the Order, then he will perform that single Skill, while the other figure will perform the complete Order.

The difference from Ghost: Synchronized is that the Doctor/ Engineer makes the WIP roll, and it is the Remote who performs it. The Doctor/ Engineer can heal, repair or act through the Ghost: Servant, but it is necessary that the Remote be in base contact with the target. The Remote has not the Doctor neither the Engineer Special Skills: **it cannot heal or repair by itself** as it need to be controlled by the Doctor/ Engineer.

Usually, to allow the Servant Remote moves until reach its target, the Doctor/ Engineer declares the Order but doesn't perform it, being in a safe place on the battlefield. Meanwhile, it is the Servant Remote who performs the Order, moving until in base contact with the target.

The Doctor/ Engineer and the Remote only **provide a single Order to the Orders Reserve** and both are activated with only one Order. It is mandatory both figures belong to the same Combat Group where they count as a single figure. A Doctor/ Engineer can have more than 1 Servant Remote, but he can only activate them one by one, applying the other rules considerations. Meanwhile, the other Remotes will be inactive.

As they are activated by one single Order, the Doctor/ Engineer and the Remote will **provide a single ARO** to each figure with LoF to either or both of them. If they cross a Suppression Fire (SF) zone, both can receive shots from the shooter maintaining the SF.

The Doctor/ Engineer and the Remote each get their own ARO in reaction to every Order declared in their LoF or inside their Zone of Control. These AROs must be the same for both figures, applying the Ghost: Synchronized rule.

The Doctor/ Engineer can see through the sensors and optical devices of his Remote, so he can react to any Order declared in LoF or ZC of his Remote with Alert, Change Facing, Dodging or with any Skill which does not require LoF to perform.

The Servant Remote always **disconnects** automatically if the Doctor/ Engineer is out of the game table (Due to Airborne Deployment, Hidden Deployment...) or if he falls Unconscious or Dead. A disconnected Remote stands still and cannot receive Orders or perform AROs. An Immobilized (IMM) Marker must be placed beside the base of a disconnected Remote. The Remote connects automatically, without spending any Order or Short Skill, at the end of an Order in which the Doctor/ Engineer comes back from Unconscious state or enters the game table.

Contrary to Ghost: Synchronized, there is no limit in the operating **distance** between the Servant Remote and its Doctor/ Engineer.

Servant Remotes are **Not Impetuous** figures, so they cannot be activated with Impetuous Orders.

Remotes with Ghost: Servant which possess the **Airborne Deployment** (AD) Special Skill can be deployed by spending 1 Order from the Order Reserve or, if the player prefers, by using the same Order through which its Doctor/ Engineer is deployed, without requiring the spending of an additional Order. In such a situation, they must be deployed at the same time and from the same side of the game table, or using the same Circular Template, as their Doctor/ Engineer.

Remotes with Ghost: Servant also have the **G: Remote Presence** Special Skill.

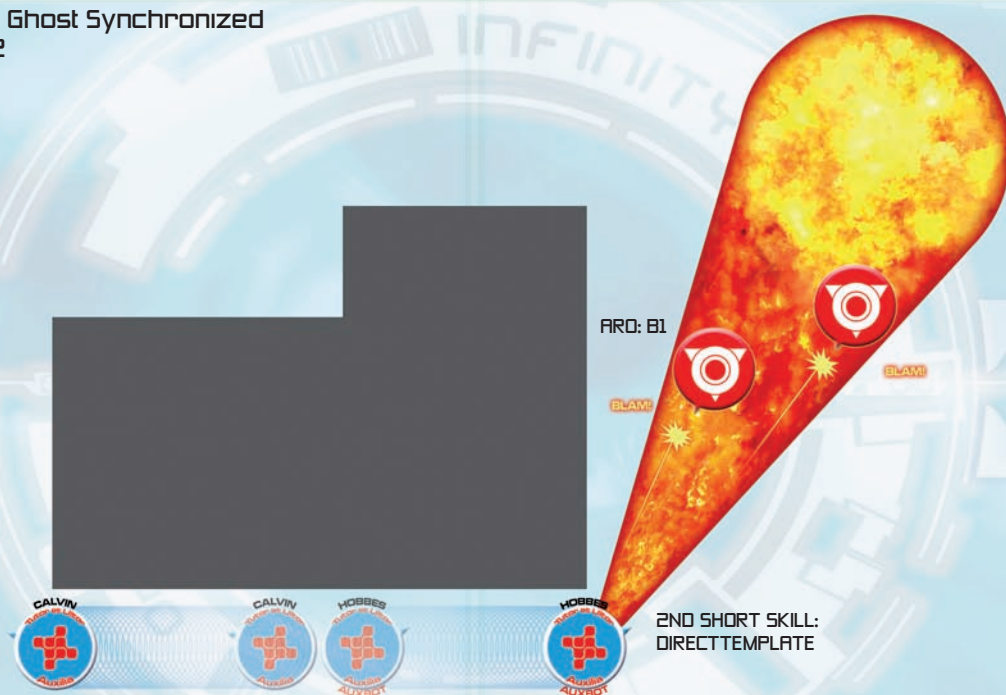
Remotes with Ghost: Servant don't provide Victory Points to the enemy and are not counted as casualties for the Retreat! rule.

If the Doctor/ Engineer is hacked (If he is liable to be hacked) or if he receives a hit from E/M Special Ammunition and fails his BTS roll, his Remote will disconnect automatically because its link is interrupted. The Remote will connect again at the end of the Order in which the Doctor/ Engineer is freed from the hacking or his equipment is repaired. A sepsitorized Doctor/ Engineer can use his Ghost: Servant in the normal way.

Example: The Mech-Engineer Yie Yang declares the first Short Skill of the Order, Move. She moves towards a Total Cover area while the little Yáo-zào, her Servant Remote, moves towards an Unconscious Gūjiā, downed in the middle of the battlefield. An enemy miniature declares his ARO, shooting at the Yáo-zào. Yie Yang declares the second Short Skill of the Order, Dodge. The Yáo-zào must perform a Face to Face roll, but not Yie Yang, as she is not being menaced. The valiant Yáo-zào wins the roll, dodging the enemy shot. Yie Yang receives a new Order to spend, and she declares a Move. She moves until in base contact with the Total Cover, and the Yáo-zào runs towards the Gūjiā. There is no ARO against them, so the second Short Skill is to Move again. She stands still behind the Cover and the Yáo-zào moves up to its target. The next Order is to Move + Repair, with the Yáo-zào reaching the fallen T.A.G. while Yie Yang remains safe behind Cover, from where she performs the WIP roll to repair by tele-presence through her reliable Yáo-zào, recovering one Structure point on the fallen Gūjiā.

Ghost: Synchronized. With this Special Skill a non-Hacker miniature can control an auxiliary Remote which has synchronized its Ghost with his. This is an automatic Special Skill and it does not require the spending of any Orders or making any rolls to use it.

Graphic 7. Ghost Synchronized
Example-2



The Controller and the Remote **only provide a single Order to the Orders Reserve and both are activated with only one Order**. It is mandatory both figures belong to the same Combat Group where they count as a single figure.

A Synchronized Remote basically replicates the actions performed by its Controller. To act, the Controller and the Remote must declare the same Order, but it is not necessary they have the same target. If one of the two figures cannot perform the complete Order (the Long Skill or both Short Skills of the Order), he will be inactive and he will not perform the Order. However, if he can only perform one of the two Short Skills of the Order, then he will perform that single Skill, while the other figure will perform the complete Order.

Example: The Auxilia Calvin, with his back against the exterior wall of a small building, sends his Auxbot, affectionately named "Hobbes", towards one of the building's corners while he moves towards the opposite corner. So, the first Short Skill of the Order is declared (Movement) activating both figures, who move in different directions. When arriving at the end of his Movement, Calvin sees an enemy Zhanshi who declares ARO (Shooting) against him. Meanwhile, "Hobbes" when arriving at the corner faces a Celestial Guard who reacts by Shooting in ARO as well. With the second Short Skill, Calvin declares he will perform a BS attack, shooting the complete Burst (B) of his Combi Rifle at the Zhanshi, and "Hobbes" declares a BS attack with its Heavy Flamethrower, placing the Teardrop Template over the unfortunate Celestial Guard.

Spending a single Order from the Order Reserve, Calvin and his Auxbot have attacked two different enemies. Let's see what could happen if the situation was different.

Example: The Auxilia Calvin, with his back against the exterior wall of a small building, sends "Hobbes" his little Auxbot, towards one of the building's corners while he goes towards the opposite corner. So, the first Short Skill of the Order is declared (Movement) activating both figures, who move in different directions. When arriving at the end of his Movement, Calvin doesn't see any enemies. Meanwhile, "Hobbes" when arriving at the corner faces two Zhanshi who both declare ARO (Shooting) against him. With the second Short Skill, "Hobbes" declares a BS attack with its Heavy Flamethrower, placing the Teardrop Template over the two Zhanshi. Meanwhile, Calvin declares he will perform a BS attack too - although he has no target in LoF, it's mandatory he declares in that way to allow "Hobbes" to perform his attack.

As they are activated by one single Order, the Controller and the Remote will **provide a single ARO** to each figure with LoF to either or both of them. If they cross a Suppression Fire (SF) zone, both can receive shots from the shooter maintaining the SF.

The Controller and the Remote each get their own ARO in reaction to every Order declared in their LoF or inside their Zone of Control. Those AROs must be the same for both figures, applying the Ghost: Synchronized rule regarding the execution of Orders.

The Controller can see through the sensors and optical devices of his Remote, so he can react to any Order declared in LoF or ZC of his Remote with Alert, Change Facing, Dodging or with any Skill which does not need LoF to perform.

The Remote must be always inside the Zone of Control of its Controller. The Synchronized Remote always disconnects automatically when is out of the Zone of Control, or if the Controller falls Unconscious or Dead. A disconnected Remote stands still and cannot receive Orders or perform AROs. An Immobilized (IMM) Marker must be placed beside the base of a disconnected Remote. The Remote connects automatically, without spending any Order or Short Skill, at the end of the Order in which it is once again inside the Zone of Control of its Controller, or at the end of an Order in which the Controller comes back from the Unconscious state.

Ghost: Synchronized works in the same way when the Controller has more than one Remote. In this situation, the Controller and all his Remotes are activated with only one Order.

Remotes with Ghost: Synchronized also have the **G: Remote Presence** Special Skill.

Remotes with Ghost: Synchronized don't provide Victory Points to the enemy and are not counted as casualties for the Retreat! rule.

If the Controller is hacked (If he is liable to be hacked) or if he receives a hit from E/M Special Ammunition and fails his BTS roll, his Remote will disconnect automatically because its link is interrupted. The Remote will connect again at the end of the Order in which the Controller is freed from the hacking or his equipment is repaired. A sepsitorized Controller can use his Ghost: Synchronized in the normal way.

A Controller can be Synchronized with a creature like a Pupnik, instead of a Remote. In this situation, and when it is allowed in an Army List, the G: Synchronized rule is applied, replacing the word "Remote" with the name of the creature (Pupnik, for example).

If the Controller is Impetuous, then the synchronized creature (Or creatures, but never Remotes) will be as well, but, as with normal Orders, both only provide a single Impetuous Order, which activates them all.

Hyper-Dynamics. The owner of this Special Skill is able to anticipate the direction of an imminent threat and plan movements in split seconds to move in the opposite direction.

In game terms, this Special Skill provides a positive Modifier to the Dodge Roll. There are three levels of Hyper-Dynamics:

- Level 1.** Provides a Modifier of +3 to PH, only applies to Dodge Rolls.
- Level 2.** Provides a Modifier of +6 to PH, only applies to Dodge Rolls.
- Level 3.** Provides a Modifier of +9 to PH, only applies to Dodge Rolls.

The dodge ability of those who have Hyper-Dynamics is amazing. Studies performed in laboratories reveal that, when a threat is detected, 100 milliseconds before beginning movement the individual shifts his body to change where his weight rests. In this way, he balances his centre of mass over his legs, semi-flexed, which he will use to boost his movement and dodge the attack. Those who possess Hyper-Dynamics thanks to an implant undergo a treatment during which their reflexes are accelerated and sharpened gradually through following weeks, to adapt them to the superhuman reaction capability. Creatures who are specifically biodesigned to possess this capability usually have a brief lifespan because the drain on their nervous system is excessive.

i-Kohl. Special Skill based on emission of a range of designed pheromones and other powerful biochemical substances which saturate the sensory receptors of adversaries, human or not, who must be in base contact with the user. The i-Kohl applies a negative Modifier to the CC Attribute of opponents in CC combat with its user. The i-Kohl has no effect on figures with the STR Attribute. This is an automatic Special Skill and it does not require the spending of any Orders or the making of any rolls to use it. There are three levels of i-Kohl:

- Level 1.** When its bearer is engaged in CC, the i-Kohl provides a -3 Modifier to the CC of all those who are fighting against him.
- Level 2.** Works exactly the same as Level 1, but applies a -6 Modifier to the CC attribute.
- Level 3.** Exactly the same as Level 1, but applies a -9 Modifier to CC.

Example: Azra, an Odalisque with i-Kohl L3, is engaged in CC combat with a Shaolin Warrior-Monk who, despite his strict training, cannot avoid being influenced by the charms of the beautiful Odalisque. The Warrior-Monk can use his Martial Arts Level 3 to hit first, but with a -9 Modifier to his CC.

Example: The lovely Azra, with her natural magnetism, is now in base to base contact with a wild and hairy 45th Highlander. However the unstoppable fury of the Caledonian doesn't make him immune to the spell of Azra's i-Kohl. The 45th can use his Berserk Special Skill (CC+9) but it will be nullified by the i-Kohl L3 (CC-9).



Example: A Ninja in his active turn, attracted to the beautiful Azra, declares Move + CC against her. If Azra reacts by Shooting, she cannot use the i-Kohl in the Face to Face Roll, because they are not in base contact. However, if she reacts by declaring a CC action, then she can apply the Modifier.

i-Kohl is a brand of make-up and personal beauty products developed by the Haqqislamite cosmetic industry (Kohl was the make-up used in Ancient Egypt). A more powerful and less subtle military application for it was quickly found. Usually the i-Kohl brand name is used to refer to all these kinds of products, military or not, artificial or natural, and of human or alien origin.

Infiltration. This Special Skill has been divided into levels. In the Army lists, models with the Infiltration skill are considered to have Level 1 of this Special Skill.

- **Inferior Infiltration (Level 0).** It is compulsory that the figure must be deployed outside his Deployment Zone, but always inside the enemy's half of the table. So, the roll to Infiltrate will be, at minimum, PH-1. Figures with the Inferior Infiltration Special Skill must ALWAYS be deployed in this way and may not be deployed as if they did not have the skill. If the roll is failed, the Dispersion rule must be applied and the Camouflaged Deployment and Hidden Deployment advantages will be lost. Figures with Inferior Infiltration cannot be placed inside the enemy's Deployment Zone, even when Dispersion is applied.

- **Superior Infiltration (Level 2).** The miniature which possesses this Special Skill Level is such a skilled infiltrator that it doesn't apply the Dispersion rule when it fails the Infiltration roll. It only loses the Camouflaged Deployment or Hidden Deployment advantage, substituting the Marker with the miniature.

Figures with Superior Infiltration, as those with just Infiltration (Level 1), may be deployed to the battlefield as if it did not have this Special Skill if desired

Mechanical Transmutation. The figure which possesses this Special Skill can change to a predesigned form. The transformation from one shape to another requires only the spending of a Short Movement Skill from an Order. Mechanical Transmutation allows the miniature to alternate freely between the different forms it has available. It is not allowed to transmute in ARO. In the Deployment Phase, the player must indicate which shape the figure is deployed in.

Meta-Agility. Evolutionary or artificial enhancements have provided the owner of this Special Skill with great agility, giving him movement capabilities superior to the human standard. Meta-Agility allows overcoming of any obstacle with ease.

In game terms, Meta-Agility means the figure has the Super-Jump and Climbing Plus Special Skills. This Special Skill is automatic and does not require spending of Orders or dice rolls to use.

Minelayer. Minelayers secure their force's deployment zone by placing Mines in close proximity to prevent the approach of enemy troopers. During Deployment, figures possessing this Special Skill can place inside their ZC a Camo Marker which represents a camouflaged Mine, or a Marker representing the deployable weapon with which he is equipped (E/Mauler, Deployable Repeater...). It may not be placed if any enemy troop is inside the area of effect of the deployable weapon. If the figure deploys using the Infiltration Special Skill and fails the PH roll, then a Mine Marker will be placed instead of a Camouflage marker. The Minelayer Special Skill is automatic and it does not require the spending of any Orders or the making of any rolls. The deployed weapon or equipment must be deducted from those carried by the figure.

Natural Born Warrior. A miniature which possesses this Special Skill is especially gifted in fighting, with a combat instinct highly developed through many hours of hard training and real encounters. This Special Skill nullifies all levels of Martial Arts in Close Combat, as well as the Berserk Special Skill of adversaries. Moreover, Natural Born Warrior gives the Special Skill V: Courage. This is an automatic Special Skill and it does not require the spending of any Orders or the making of any rolls to use it.

Pilot. The figure with this Special Skill is the pilot or driver of a Vehicle or manned T.A.G. without the Ejection System Equipment. Pilots can Mount/ Dismount from their vehicles with a Short Movement Skill of an Order or ARO.

A Vehicle or T.A.G. which has lost all its Structure points, and is in an Unconscious state, doesn't provide its Order to the Orders Reserve of its army. However, with another Order taken from the Orders Reserve, the player can Dismount its Pilot (as first Short Skill of the Order).

The Pilot of an Unconscious Vehicle or T.A.G. has no Order of his own, and he doesn't provide any Order to the Order Reserve. Pilots don't provide Victory Points to the enemy and are not counted as casualties for the Retreat! Rule - only their T.A.G.s. are counted.

If a manned Vehicle or T.A.G. loses 1 point of Structure over its STR value, it is considered destroyed, in a Dead state, and its Pilot is considered killed as well.

Sapper. In the Deployment Phase, the figure with this Special Skill can be placed on the game table with a Foxhole Marker (FOXHOLE) beside it. In this state, the miniature is considered to be Prone and in base to base contact with Partial Cover in all directions, even though there may be no scenery item present, and it benefits from the CH: Mimetism and V: Courage Special Skills. Foxholes are fixed positions, to leave them, in an active or reactive turn, requires use of the Get Up Short Movement Skill. Moreover, by spending 1 Order, the figure can dig a new Foxhole, placing a Foxhole Marker beside it and using the above rules. When a miniature leaves a Foxhole, it loses the CH: Mimetism and V: Courage Special Skills, unless it has those Special Skills in addition to Sapper. A Foxhole Marker is removed from the game table when a figure exits it. The Foxhole Marker cannot be used by any figure other than the Sapper.

Seed-Embryo. The miniature is deployed inside a life maintenance and body-developing capsule. When its body is finished growing and the information, plans and aptitudes necessary to accomplish its mission are implanted, the miniature will emerge from the capsule, ready for combat.

Troops with this Special Skill are deployed on the battlefield in the shape of a Seed-Embryo. This capsule, which is heavily armoured, cannot do anything and only has ARM, BTS and W Attributes. It is vulnerable to E/M (being Immobilized) but it cannot be hacked. The Seed-Embryo stands still, without moving, giving one Order to the Order Reserve of its army until its player's second turn, or until the next player's turn following its deployment. At the beginning of its second turn, before the Impetuous Orders sequence and without spending any Order, the Seed-Embryo is replaced by the miniature, fully equipped, facing wherever its player wishes and able to act immediately. In an emergency situation, the player can, if he wishes, spend 1 Short Skill or an ARO to hatch the Seed-Embryo prematurely. The Seed-Embryo only can hatch reactively to any actions made by the enemy inside its Zone of Control or its 360° LoF. In addition, it is equipped with a stealth device which provides it with CH: Limited Camouflage until it hatches. If the Seed-Embryo is discovered, replace the Camouflage Marker with a Seed-Embryo (SEED-EMBRYO) Marker.

Those Seed-Embryos which have the AD: Combat Jump Special Skill cannot be deployed using any other level abilities of Airborne Deployment. A landed capsule will hatch automatically in the player's next turn following its landing; immediately by spending 1 Short Skill; or by spending one ARO during another player's turn. As they are used to being deployed in dangerous areas, and lack the stealth device which is disabled after a landing, the capsules of Seed-Embryos with AD: Combat Jump have an Electric Pulse and a single use defensive device, which works like an Antipersonnel Mine if enemy models approach within range of an unhatched capsule. A Seed-Embryo that scatters off the battlefield will need to spend 2 Orders to appear on the border of the table, at the same point where it left. It is hatched when placed on the table.

Sixth Sense, Level 2. Allows the miniature to react in a simultaneous fashion to attacks (Not to movements or any other actions) by Impersonators, Camouflaged and TO Camouflaged figures and enemies hidden by a Zero Visibility Zone in LoF, no matter the distance and the blocking of LoF by Zero Visibility Zones and not applying its -6 Modifier. The miniature can also react simultaneously to any attack performed against it out of its LoF. This Special Skill functions automatically (you will not need to spend any Order or make any roll).

Striga. A Special Skill which, like its vampiric namesake in Roman mythology, allows exploitation of an enemy's Attributes for the user's own profit. The skill allows the causing of damage to recover Wounds suffered, or the copying of enemy Attributes. Striga has two levels:

- **Striga Level 1.** This Special Skill is a biogenetic enhancement which allows the user to extract nutrients and organic matter from other living beings to boost his own health.

Protheion is a CC Attack. It requires spending of a Short Skill or an ARO, without any roll necessary, and also requires the user be in base contact with another biological creature in an Unconscious state. Each Wound added to the user will remove a Wound from the miniature the user is absorbing nutrients from.



A figure with Protheion may absorb wounds until they have a maximum of 3 in total at any given time. This means a figure beginning the game with a Wound value of 1 may absorb up to 2 bonus Wounds, while a figure starting with a Wound value of 2 may absorb 1. If any Wounds are lost, they may be re-absorbed up to the maximum of 3 Wounds in total.

This Special Skill can be used in an aggressive way, absorbing Wounds even if the user is yet to be damaged. Against foes in a normal state (Not Unconscious), Protheion is used in CC Combat. The figure with Protheion makes a CC Face to Face Roll against the opponent's defending Attribute, with success forcing victims to make a BTS roll against the PH of the user or transfer one of their Wounds. A victim of Protheion can lose all his Wounds, and his Unconscious level too, which counts as a Wound. Criticals with Protheion absorb a Wound directly from the target, avoiding the BTS Roll.

The Protheion Special Skill cannot be used against figures with the STR Attribute.

Example: A figure with the Protheion Special Skill facing a Shasvastii Seed-Soldier in CC Combat could obtain or regenerate 1 Wound, if he succeeds at a Face to Face CC roll, removing it from his adversary. Spending another Short Skill, he could obtain or regenerate another Wound, taking it from the Seed-Soldier, who is now Unconscious. No CC or BTS roll is required as it is a Coup de Grâce. The Seed-Soldier passes from Unconscious to Dead state, but as it is a Shasvastii, it is replaced by a Spawn-Embryo Marker. Now the figure with Protheion has reached the limit of 3 Wounds, and cannot absorb any more. However, if he loses any Wounds, he can come back to the Spawn-Embryo Marker. When in base contact, and by spending another Short Skill, he can absorb 1 more Wound from the Spawn-Embryo without any roll required, with the Marker removed from the table afterwards.

Moreover, Protheion includes the V: Dogged Special Skill. However if it is used by a figure with the Shasvastii Special Skill, the Spawn-Embryo rule cannot be used later, because the miniature will consume it to activate the V: Dogged Special Skill.

If, when using the Dogged Special Skill, the figure with Protheion regenerates one or more Wounds, the Dogged state is cancelled.

The use of Protheion is always considered a CC Attack, this means this Special Skill cannot be used against allied troops.

- **Striga Level 2: Morpho-Scan.** The next step beyond Protheion adds this complex Voodoo Tech system which allows the replication of the Attributes of any organic beings who are nearby.

The Morpho-Scan substitutes the MOV, CC, BS and PH Attributes of the user with the target's, who must be inside its Zone of Control. All those Attributes listed are substituted when used. This is a Skill of one use only, the user can only Morpho-Scan one figure over the course of a battle. The Morpho-Scan is vulnerable to E/M and requires the spending of 1 Order from the Order Reserve to activate it. Any troop, allied or enemy, can be Morpho-Scanned, except those figures with the STR Attribute.

Moreover, troops with this Special Skill can also take one weapon from the figure they have Morpho-Scanned. To do so, they must spend 1 Order from the Order Reserve, and the target must be in an Unconscious state and in base to base contact with the user. Morpho-Scan suffers the same restrictions on taking weapons as the Impersonation or Booty Special Skills.

E/M2 Special Ammunition. Enhanced E/M Special Ammunition. It is designed for projectiles used by heavy weapons and those with reduced magazines in which its greater weight is not a problem.

The E/M2 Special Ammunition works like the E/M Special Ammunition but obliges its target to perform two BTS Rolls for each hit received. Criticals with this ammunition cause the direct application of the E/M Special Ammunition effects and deny a BTS Roll.

Weapons which shoot E/M2 Special Ammunition carry larger projectiles with warheads carrying two E/M multifrequency pulse emitters. With this Special Ammunition a soldier gets higher power and effectiveness against protected hi-tech systems.

ATTENTION: This Type of ammunition affects Cubes, deactivating them, and is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

Flash Special Ammunition. This class of weapon is comprised of all non-lethal ammunitions that cause temporary incapacitation through sensory receptor overload.

A miniature affected by Flash Special Ammunition only can perform Short Movement Skills (Except Discover) and those which don't require LoF for execution. The figure also cannot use any Special Skill which requires LoF to be employed. Moreover, the target will automatically fail the Guts Roll required after the BTS Roll, unless he possesses the V: Courage Special Skill or equivalent.

Criticals with Flash Ammunition directly apply its effects and deny a BTS Roll.

The Total Immunity Special Skill is ineffective against this kind of ammunition.

The effect of the Flash will prevail until the end of the Player Turn in which it was fired.

Flash Special Ammunition emits concentrated discharges of light and sound that stun a target. This term is also used to refer to hyper-concentrated data discharges which can saturate the receiver ports of automated targets. Usually, the massive discharge of the Flash interferes with the vision and/or sensors of the target, provoking blindness and disorientation. In biological beings, it affects the inner ear, causing nausea and dizziness. For inorganic troops, the sensory discharge provokes a collapse of control systems, with a similar effect to that caused in biological beings.

T2 Special Ammunition. T2 Special Ammunition causes 2 Wounds to the target for each ARM roll failed. A Critical with this ammunition causes 2 Wounds directly.

This Special Ammunition designates jacketed hollow-point projectiles covered in a double reinforced coating of fragmentable Teseum. The poorly-refined production process of the Teseum weakens the alloy that coats the tip of these rounds, causing them to splinter into multiple tiny and deadly fragments when impacting with a target, the final result being a real bloodbath.



Known as "The most expensive ammunition in the Sphere" the T2 projectiles are only accessible to those who have an almost unlimited access to Teseum, such as troops from Caledonia, which controls the greatest seams in the whole Human Sphere. However, unlike the Cossacks, the Caledonians lack the technological capability to correctly process the Teseum, requiring huge amounts of the metal to create the T2 Ammunition. T2 rounds are highly appreciated by the Irmandinhos smugglers, who sell them on the Black Market by weight, with the Teseum content often extracted for non-military applications.

ATTENTION: This Type of ammunition is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

Viral Special Ammunition.

Viral Special Ammunition. It is a type of ammunition created to maximize the damage in a target organism.

The Attribute used to resist this Special Ammunition is always BTS and not ARM.

Viral Special Ammunition requires its target to perform two BTS rolls. Even if the target fails the first of them, or is Unconscious, he must still make the second Roll. Criticals with Viral Special Ammunition cause a direct Wound and require the target to perform the additional BTS Roll as well.

Figures with 1 W, after a failed BTS roll, pass directly to the Dead state, ignoring the Unconscious state. This special effect doesn't apply to miniatures whose profile has a base Wounds (W) Attribute higher than 1 (Such as Heavy Infantry in powered armour), troops whose W value has been increased from 1 (Such those with the Striga Special Skill) and those figures with a STR Attribute instead of W, like Remotes or T.A.G.s. In such cases, the target must perform two BTS rolls, taking 1 Wound for each roll failed.

Viral Ammunition ignores Immunity (Total and Shock), Valor L2: Dogged and Valor L3: No Wound Incapacitation Special Skills. As a collateral effect, this Special Ammunition prevents biological beings using the Transmutation Special Skill for the rest of the battle once they are wounded. Cover rules are applied as usual to Viral Ammunition attacks.

Viral Ammunition uses soft-shell special projectiles coated with immunological inhibitors and with a core of wide spectrum viral agents.

Viral Ammunition is an armament project developed in laboratories by biologists and immunologists commissioned by the Haqqislamite Army. Designed specifically as deadly light ammunition, it's the answer for "One shot, one kill" philosophies. The use of it as anti-riot ammunition against Dogfaces is of interest specifically to Ariadna, which acquired a shipment in exchange for a significant amount of Teseum.

ATTENTION: This type of ammunition is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

Zero-V Smoke Special Ammunition. The natural evolution of the traditional Smoke Ammo, Zero-V is totally impenetrable to all modern optical and sensor systems. The Zero-V Smoke Special Ammunition works as Smoke Ammunition, but establishes a Zero Visibility Zone which cannot be penetrated by any level of Multispectral Visor.

Akrylat-Kanone. Disposable Ballistic Skill weapon. It shoots Adhesive Special Ammunition, with only two uses and with B value of 1. The Akrylat-Kanone is the adaptation of the famous Panzerfaust to use Adhesive Special Ammunition.

The Nomad Military Force was interested in getting a light weapon with anti-tank capabilities and low cost, similar to the Adhesive Launcher but with a greater range. However, the weight of the Adhesive compound required a rocket propellant with excessive size for a high capacity magazine. For that reason, the disposable system of the Panzerfaust was chosen as a solution to keep the balance between cost, range and handiness required by the Nomad Military Force. The success of the Akrylat-Kanone has surpassed Nomad expectations and there is a copy of the launcher already on the weapons market, produced under license by a Yu Jing company.

Assault Pistol. A Ballistic Skill weapon for providing great firepower at short range. This weapon can be used in CC but with B reduced to 1.

The Assault Pistol is the evolution of conventional tactical handguns. Its reduced size and light weight, as well as a high penetration ability and large ammunition capacity, combines with its fully automatic fire to make this weapon the best choice for close combat.

The Assault Pistol was designed to complement the weaponry of assault troops who sometimes have to fight in confined spaces where rifles are hard to use. The projectiles fired by this weapon have stopping and penetration power equivalent to rifle ammunition, but with conventional pistol ammunition dimensions. This gives its magazines a great capacity despite their small size. However, the excessive lightness of its ammunition paired with its high rate of fire notably reduces its precision at medium range and beyond.

Blitzen. A non-lethal, disposable, Ballistic Skill weapon that fires an electromagnetic pulse-emitting projectile. The Blitzen is a 2 use weapon, with B1, which carries E/M2 Special Ammunition.

This weapon was developed to cover military requirements for an electromagnetic weapon of great power that is light, cheap and simple, but very effective. Based on these specifications, the Blitzen provides soldiers with an additional response capacity against high technology threats and targets. The design of this weapon varies depending on the manufacturer, but all carry two fin-stabilized rocket projectiles, with warheads packing a high power and rapid consumption multifrequency emitter. The Blitzen was used extensively during the NeoColonial Wars, and in other smaller scale conflicts, where it has demonstrated its efficiency.

ATTENTION: This weapon deactivates Cubes, and is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

Contender. A Ballistic Skill weapon, with a profile similar to a Rifle, but which fires DA Special Ammunition and has B of 1.

The term "Contender" designates a family of weapons, all with similar characteristics, originally created for sporting use in Aristeia! competitions. The look and design of the different Contenders varies depending on the manufacturer, but all share a low rate of fire and high stopping power, as befits duelling weapons. Usually, Contenders are characterized by their compact size, some models specifically designed to be attached to personal armour as forearm weapons. However, some manufacturers have developed models with a similar look to conventional carbines, and in the Aristeia! circuits it is not unusual to see weapons customized to the style of their carrier. The combination of compact size, lightness and power saw this weapon pass to the military sphere, but, at the moment, its biggest markets are still law enforcement and sporting use.

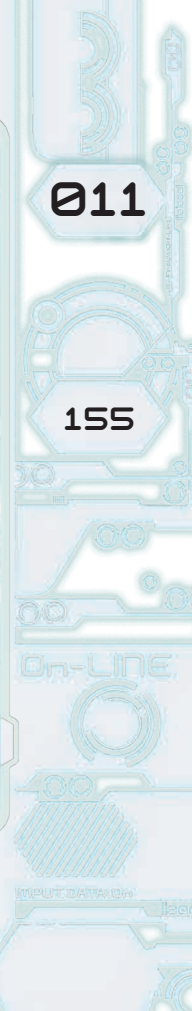
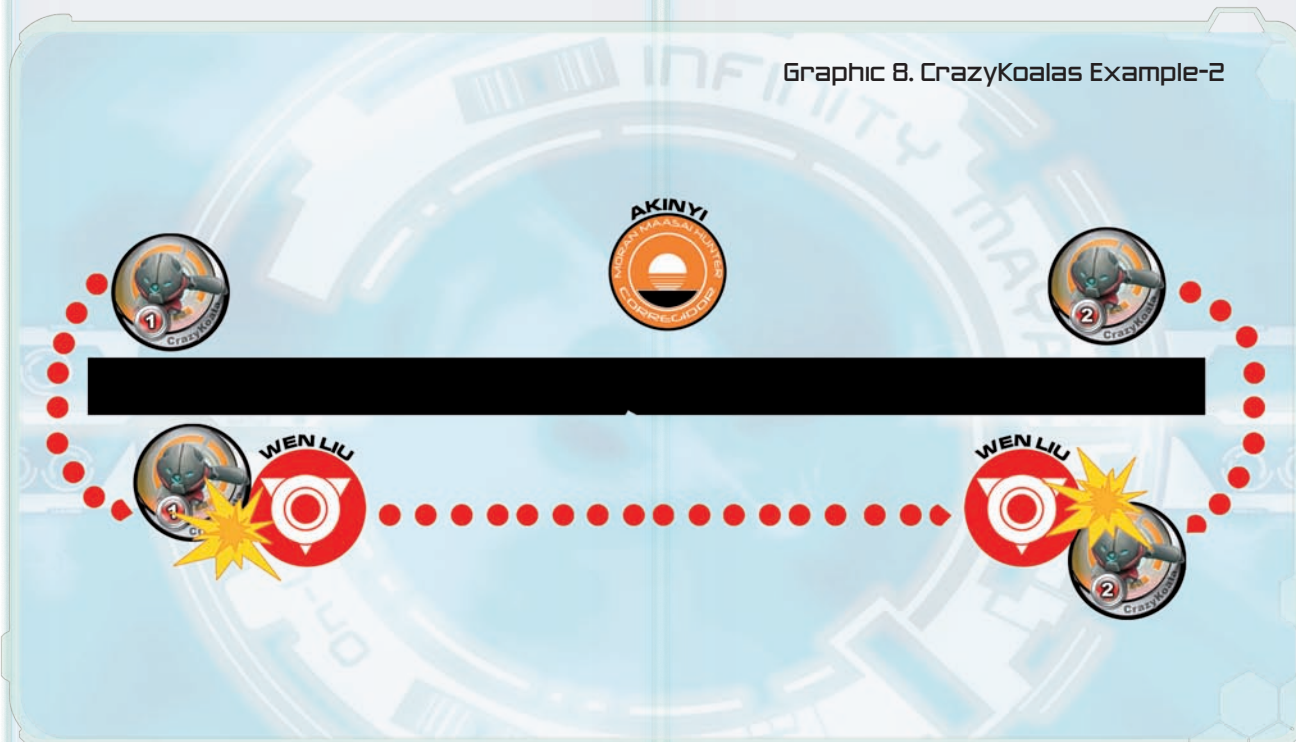
CrazyKoala. An explosive projectile carrying a proximity-activated homing warhead, the CrazyKoala follows its target until detonating when in contact. When an enemy miniature spends an Order inside the Zone of Control of a CrazyKoala, it will launch at full speed towards him, jumping swiftly and detonating automatically when in base-to-base contact. The CrazyKoala is destroyed when it detonates and is removed from the game table.

CrazyKoalas can only be activated to perform an Attack in their reactive turn. During a game, CrazyKoalas are continuously on "stand by", being automatically activated when any enemy figure declares an Order or Short Skill inside their Zone of Control, without any ARO required by their owner. They will not be activated by the Order declaration of a CH: Camouflage, CH: TO Camouflage or Impersonation Marker, unless that Order also reveals the Marker.

Graphic B. CrazyKoalas Example-2

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In reactive turn, an activated CrazyKoala will move very fast, covering the whole distance that separates it from its target. If an impassable obstacle (like a very high wall, a closed door, a wide abyss...) blocks its path, the CrazyKoala will not be activated.

When a CrazyKoala acquires a target and is activated, it accelerates at maximum speed, detonating at the end of its movement when in base to base contact. The explosion is automatic and doesn't require spending of Orders or Short Skills. Despite the CrazyKoala touching the base of its target, a CC combat is not initiated. A CrazyKoala will keep moving no matter how many times the enemy shoots at it, or the damage it suffers, exploding at the end of its trajectory. The detonation of a CrazyKoala doesn't use a Template and causes Damage 15 with Shock Special Ammunition, and can be Dodged with a PH Normal Roll. As the CrazyKoala explodes while in base to base contact, no Cover Modifiers can be applied.

In "stand by" mode, CrazyKoalas can stand still without moving where their carrier places them, without spending any Orders. Alternatively, they can follow him anytime he performs a Short Move Skill but must always stay inside his ZC, although no extra Orders are needed to move them. If any CrazyKoalas are out of the ZC of their carrier, or if he falls Unconscious or dies, then they will stand still in "stand by" mode, being activated only in reaction to any enemy Order spent in their ZC. Once out of the ZC of its carrier, the CrazyKoala will stand still in "stand by" mode and cannot be moved again by its player.

The only Skills a CrazyKoala can perform during an active turn are Move and Jump. Its MOV value is only used to move the CrazyKoala in an active turn along with its carrier. In a reactive turn, an activated CrazyKoala will cover the whole distance that separates it from its target, vertically or horizontally, to the limit of its Zone of Control radius. In reactive turn, the only Skill a CrazyKoala can perform is to be activated and attack an enemy. The activation is automatic, and cannot be avoided by its player.

The carrier and the CrazyKoalas **provide only one ARO** to each enemy figure in Line of Fire with them.

CrazyKoalas are vulnerable to E/M Special Ammunition, being Disabled if they fail the BTS roll, but they are not hackable, and do not detonate when they lose their STR points. Each trooper carrying CrazyKoalas has two of them.

Against a Coordinated Order performed inside its ZC, a CrazyKoala can react against whichever figure its player prefers.

To be able to threaten Camouflage and Hidden Markers, a CrazyKoala can be placed in a fixed position, left there by its carrier declaring an **Intuitive Attack** (the CrazyKoala is considered a deployable weapon like an E/Mauler, for example). Once a CrazyKoala is dropped via an Intuitive Attack, it will be activated according to its activation rules (See Example 3).

During the **Deployment Phase**, CrazyKoalas are deployed on the battlefield at the same time as their carrier, and inside his Zone of Control. However, **there cannot be any enemy troops inside the CrazyKoalas' area of effect**. However, if due to Dispersion or any other deployment condition there are enemy troops inside the area of effect of these weapons, then the player cannot deploy the CrazyKoalas and they must be considered lost.

This weapon cannot be picked up with the Booty or Impersonation Special Skills.

Example 1: The Moran Akinyi, a Nomad Maasai Hunter, with 2 CrazyKoalas, declares a Move + Discover Order. With the first Short Skill of that Order, Akinyi will move, with his 2 CrazyKoalas following inside his ZC. In the second Short Skill, Discover, the CrazyKoalas could move as well, even Akinyi doesn't move, because Discover is a Movement Short Skill.

In the next Order, Akinyi declares Move + Shoot. With the first Short Skill of the Order, Akinyi will move with one of his CrazyKoalas following. The other one keeps its position, even though that means it will be out of the Akinyi's Zone of Control, because the Moran wants it there to cover that area. With the second Short Skill of the Order, Shoot, the CrazyKoala who is inside the Zone of Control of his carrier cannot move.

Example 2: With the last Order of the Orders Reserve of his army, Akinyi declares an Order of Move + Move. He moves up to a wall with his CrazyKoalas following, placing themselves besides him. During his adversary's turn, the Zhanshi Wen Liu, who is on the other side of the wall, declares the first Short Skill of an Order, to Move. This activates the two CrazyKoalas, because he is inside their Zone of Control, and they declare their trajectory: CrazyKoala number 2 will move around the wall to impact on Wen Liu at the beginning of his movement while CrazyKoala number 1 will move around the wall from the other side, to impact on him at the end of his movement. Seeing that he is in range of the two CrazyKoalas, Wen Liu, desperately declares the second Short Skill of his Order, Dodge. He must succeed at a PH Normal Roll to avoid the two attacks. His PH is 10, and he rolls a 5, succeeding at the roll, so he dodges the two attacks. CrazyKoala number 2 activates and runs towards Wen Liu when he is starting his movement, getting base contact and detonating automatically. Meanwhile, CrazyKoala number 1 activates and runs towards Wen Liu from the other side of the wall, entering base contact and detonating at the end of the Zhanshi's movement. But, since Wen Liu succeeded at his Dodge roll, he doesn't suffer damage and the CrazyKoalas must be removed from the table.

If Wen Liu had failed his PH roll, then would have to make two ARM rolls against Damage 15, with Shock Special Ammunition rules, with the CrazyKoalas removed from the table after detonation.





Example 3: Akinyi is near an enemy TO Marker which is in a very good sniping position and inside the ZC of his CrazyKoalas. The Moran wants to move to another point of the battlefield, but he wants to leave this adversary covered as well. As Akinyi is in his active turn, he declares an Intuitive Attack, so he can leave one of his CrazyKoalas where it is, threatening the Marker. During the active turn of the enemy, the TO Marker moves, without revealing itself, until it is out of the ZC of the CrazyKoala, leaving its sniping position. The CrazyKoala doesn't activate. But if the TO Marker had declared an Attack, revealing itself, the CrazyKoala would be activated, running towards it and impacting when in base to base contact.

The 'Running Projectiles HT-14' were developed by Aizuri-sho, an armaments company dependant of the Kiyomitsu zaibatsu, to cover the close defence requirements of certain armoured units of the State Empire Army. However, the troopers of the Nomad Military Force, which purchased a great quantity of these projectiles, would be the ones to popularize the nickname of CrazyKoalas, as they are now known through the whole Sphere.

"The CrazyKoalas are a devilish invention. If one of them detects you, you might as well give up. Don't try to shoot at it, don't try to beat it, because it will explode in you face no matter what. The only possible response is to move fast... and to pray...who knows? Maybe it helps..." Colonel Yevgueni Voronin, Cossack Diplomatic Corps.

D.E.P. Light and disposable Anti-tank/ Anti-bunker weapon, one use only. It is fired from the shoulder. The weapon's warhead loads AP + EXP Special Ammunition.

The D.E.P. was created as a cheap and light weapon to provide small units with enhanced firepower at medium range, for both offensive and defensive operations. Its design is rudimentary but effective, extremely portable, and has been very popular with guerrilla forces, light units and troops that cannot aspire to more refined or precise weapons. The first modern versions of this weapon appeared during the Centro-American Campaign, where militia forces popularized the name D.E.P. (Spanish acronym for "Descanse en Paz" or Rest in Peace) because this was the last blessing given to enemies on the receiving end of the weapon. The impact of its use during the Centro-American Campaign was so significant that since then, the term D.E.P. has become the quasi-official name for all disposable light Anti-tank weapons of the Human Sphere.

E/Mitter. This Ballistic Skill weapon shoots E/M Special Ammunition, doesn't use a Template and cannot be employed in CC. The E/Mitter has been designed specifically to disable the weaponry and equipment of its target. The projectiles shot by this weapon emit a very short range but powerful E/M pulse when striking their target. The E/Mitter doesn't cause Normal Damage, only E/M, but Cover is treated as if normal ammo was being fired.

In spite of its name, the E/Mitter uses non-lethal subsonic projectiles, with a volatile, deformable structure that doesn't pierce armour. It is a multipurpose weapon which is employed in assault operations against technological units as well as against defence and security systems, and installations.

ATTENTION: This weapon deactivates Cubes, and is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

Feuerbach. Rapid firing Anti-Tank weapon. The Feuerbach, or "River of Fire" in German, shoots auto-propelled projectiles, with warheads that load AP + DA Special Ammunition.

These small, lightweight projectiles have a quick loading and boosting mechanism which provides a rapid rate of fire. In exchange for this, the Feuerbach sacrifices range and destructive capacity compared to other Anti-Tank weapons, which tend to be more powerful but slower. However, the advantages of a faster rate of fire are evident, and the main reason for its success in military circles, where there only are positive comments about the weapon.

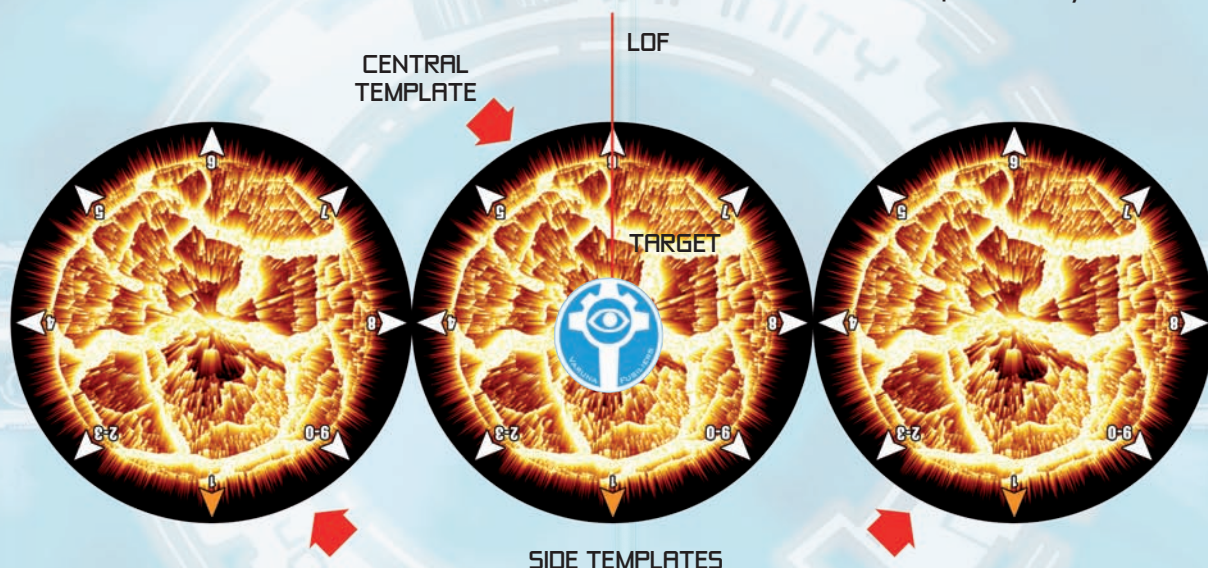
The Feuerbach is patented by FGA (Franco-Germanique Armements) and licensed to producers in different countries. Those brands commercialize the original patent with modifications to the optical and firing systems. Although, officially, its denomination derives from its rate of fire and destructive capacity, it is rumoured that the real origin of the names comes from the fondness of its designer for German philosophers of the Nineteenth century.

Flash Grenades. Non-lethal grenades which emit the equivalent of a Flash Pulse in a Circular Template radius. All figures affected by the Circular Template must make a BTS Roll against Damage 13. If the roll is failed, then the Flash Ammunition effect must be applied. This effect will persist on those figures until the end of the Player Turn when the grenade was launched. Flash Grenades are included in the Grenades category and apply the same rules.

Flash Grenades are a non-lethal weapon in common use by tactical police units, antiterrorist forces and paramilitary teams which operate in Homeland Security roles. This special type of grenade is used to confuse, disorient, or distract any potential threat that could be in a closed room. Flash Grenades can seriously degrade the combat effectiveness of affected personnel for a limited time. It is a weapon used to incapacitate people, generally without causing serious or permanent injury. For that reason it is often employed to clear entrance points in blind fire situations, with no fear of harming civilians.

Flash Pulse. A non-lethal Ballistic Skill weapon which fires Flash Special Ammunition using the WIP Attribute. All troops who possess the Forward Observer Special Skill have this weapon.

Graphic 9. Katyusha MRL



The use of a Flash Pulse is considered a Ballistic Skill attack (See Weapons Chart). It requires LoF (even using the Hacker Plus Device) and the spending of a Short Skill, or an ARO, as well as success in a Normal or Face to Face WIP Roll. A struck target has to perform a BTS Roll against Damage 13. The effect of the Flash Pulse lasts until the end of the Player Turn when it was shot.

The sophisticated equipment possessed by some specialist troops, such as Forward Observers, allows them to emit a concentrated light or data beam at their target, incapacitating him temporarily. These discharges, denominated Flash Pulses, are a very common technique in electronic warfare and they are often the prelude to a devastating attack.

Guided MULTI Sniper Rifle. Long range Ballistic Skill weapon which allows firing of guided projectiles loaded with AP + DA Integrated Special Ammunition, with B reduced to 1 in such a case. It applies the usual rules of Guided Special Ammunition: guided shots are hackable, its projectiles have BTS -3, the maximum shots per turn are 5, etc. This weapon can be employed like a normal MULTI Sniper Rifle (with neither guided nor hackable shots) as well.

Guided MULTI Sniper Rifles load special projectiles with next generation tracking warheads, capable of searching out and hunting their target throughout the battlefield. They are light support weapons, more selective and with a lower destructive capacity, which is compensated by an accuracy superior to traditional Guided Missile Launchers. The fact it can be used as a standard MULTI Sniper Rifle provides versatility highly appreciated by special operations forces.

Katyusha MRL. A light multiple rocket-launcher, this Ballistic Skill weapon of archaic and simple design has low accuracy but is very useful in saturating a complete section of the front with artillery fire.

Katyusha shots allow simultaneous placing of three Circular Templates: one centred over the target, and the others touching the sides of the first one, contacting its edge perpendicular to the LoF (See Graphic). In spite of the light calibre of the rockets, they load DA Special Ammunition. This weapon, because of its lack of automatic fire control, is unable to make Parabolic or Speculative shots in normal firing mode. It also does not suffer from Dispersion.

The Katyusha can be fired at a target marked by a Forward Observer, without a BS Roll required, just the spending of an Order. This guided shooting mode cannot make more than three guided shots per turn. Katyusha projectiles cannot be hacked. This weapon cannot be picked up with the Booty or Impersonation Special Skills.

The Katyusha (Kamouwa, Russian diminutive form of the female name Katherine) is a multiple surface-to-surface rocket system. The basic Katyusha tactical rocket warhead contains two munitions, which are dispensed above the target in mid-air. Each dual-purpose bomblet is armed during freefall by a simple mechanical orientation system which allows concentration of the multiple launchers' shots over the same area. The effects of the explosion and the intense impact, both physical and psychological, make the Katyusha rockets extremely effective against infantry and light vehicles.

Marker. Non-lethal Ballistic Skill weapon which shoots Deployable Repeaters. It cannot be used in CC. The Marker allows performance of Speculative Shots, applying the usual Dispersion rule. It is a disposable weapon with only two uses. The target of a Marker's shot must always be a point on the game table, or a scenery element, but never a miniature.

The Marker was conceived as an advanced designation tool, increasing the effective action radius of tactical Hackers. As weapon, it is just an evolutionary development of conventional grenade-launchers and has been demonstrated to be extremely effective as the spearhead of a cyberattack.

Mk12. A Ballistic Skills weapon, basically a high-powered assault rifle.

The role of the Mk12 (Read Mark-12) is to provide precise and fast fire with a large calibre round. In terms of accuracy and terminal ballistics, the Mk12 is effective at distances that exceed that of a normal Assault Rifle but it does not reach the long ranges of Sniper Rifles. However, in spite of this shorter range, the higher rate of fire provides it with unique qualities as a support weapon. The Mk12 has demonstrated effectiveness against different types of targets both in test centres and in live action but its recoil is so strong as to be almost beyond human limitations, restricting the number of troops that can carry it.

Conceptually, the Mk12 is a development of the conventional Assault Rifle, modified to be a squad support weapon but keeping many common parts to facilitate maintenance and logistics. There are different versions of the Mk12 all throughout the Human Sphere, depending on the manufacturer. Usually they are modifications of a pre-existing weapon which has been given a longer and heavier barrel, a feed mechanism adapted to the higher calibre, and a reinforced chamber. The name of this weapon is due to its ammunition, which has an appearance and effect very similar to the famous Holland-12 Grand Safari, used in big game hunting to bag great prizes such as elephants or rhinos.

Spitfire. The Spitfire is a medium machine gun designed for urban and Close Quarters Combat.

In all of its existing versions, the Spitfire has its own place in the history of weapons, thanks to its high rate of fire and notorious precision. Known internationally as "The Fire Spitter", it has been named "The most effective automatic weapon of the Sphere". Unlike its older sister, the HMG, the Spitfire has a shorter barrel which makes it very effective as an attack and support weapon in urban combat. This, tied to its toughness, and ease of use, has propelled the Spitfire to mythological status amongst soldiers fighting in urban zones.

Templar CC Weapon. Close Combat weapon which combines the effect of two different Special Ammunition types (See Weapon Chart).

The Templars shone as innovative weaponsmiths. Today, Templar-made weapons have almost disappeared, and the few existing ones are considered collector's pieces. Thanks to the toughness of their design, they usually still work perfectly.

Uragan MRL. A light multiple rocket-launcher. This Ballistic Skill weapon has a simple design, and suffers from low accuracy but is very effective at terminating targets through saturated firepower.

When an Uragan shoots, it performs a salvo of 3 shots (B 3) but they have to be fired at the same target, placing a Circular Template over it if the roll is successful. In spite of the light calibre of the rockets, they load AP Special Ammunition. The Uragan's rocket-launchers always fire at the same time, in both active and reactive turns, performing 3 BS Rolls each time it fires. In normal shooting mode, the unrefined aiming system means it is unable to perform Parabolic or Speculative Fire and doesn't suffer from Dispersion.

An Uragan can be fired at a target marked by a Forward Observer, without a BS Roll required, just the spending of an Order. This guided shooting mode cannot make more than three guided shots per turn (With a three shot salvo, B3, for each one). Uragan projectiles cannot be hacked. This weapon cannot be picked up with the Booty or Impersonation Special Skills.

The Uragan (Ураган, which means "Hurricane" in Russian) is a low cost, fast production artillery weapon that is designed to face armoured elements and provide counter-battery fire. The offensive conception of the Uragan is to rain armour-piercing fire on a given target. It consists of a double mounted multiple launcher based on a mobile platform. It possesses an automatic self-loading system and a fire correction device, archaic but still effective. An Uragan is acquired by armies desiring mobile, low maintenance, direct fire unhackable artillery.

Viral Mines. As their name suggests, these Mines are loaded with Viral Special Ammunition. They work like Antipersonnel Mines, and have the same characteristics, but apply the Viral Ammunition effect.

Contrary in design to Antipersonnel Mines, aimed at causing damage and injuries to incapacitate an enemy and increase their medical and logistical burden, Viral Mines are designed to kill an enemy soldier directly without damaging facilities or structures.

ATTENTION: This weapon is forbidden by the Concilium Convention. Its use will be penalized by the international courts.



SPECIAL EQUIPMENT

AI Beacon. Data net signal emitter which allow Artificial Intelligences to enhance the range and effectiveness of their particular data sphere.

In game terms, the function of an AI Beacon is to provide 1 Order to the Order Reserve of its army.

An AI Beacon must always be deployed with AD: Combat Jump, but its deployment is performed during the Deployment Phase. If its Dispersion means it falls off the game table, it must be considered lost and cannot be recovered during the battle. An AI Beacon must be assigned to a Combat Group, which cannot surpass the maximum of ten Orders. This piece of Equipment is vulnerable to E/M Special Ammunition and cannot be picked up with the Booty Special Skill.

The AIs base their existence, and their capability for control, in information and access to it. The AI Beacons are deployable ground probes that collect information from the evolution of a battle, moreover, they establish an exclusive data sphere which allows continuous linking of the AI with troops in the combat area.

Baggage. Provisions, supplies and ammunition are key elements in long term operations, or in those developed far away from military supply lines. Baggage is Special Equipment which represents these supplies.

Baggage adds an extra 20 points to the Victory Points which its carrier would normally provide.

This increase in Victory Points is only used to work out the Retreat! percentage and the Victory Points the adversary receives from taking down or capturing the carrier of this piece of Equipment.

Example: Signing up 1 figure with Baggage in a 300 point army, the player, to calculate his Retreat! percentage, will use a total of 320 points (300 points of troop costs + 20 extra points from Baggage Equipment). If he signs up 2 figures with Baggage, then the increase would be 40 points.

Applying this rule in an individual fashion, a Remote with Baggage Equipment, costing only 8 points, provides 28 Victory Points (Cost: 8 + 20 from Baggage) to an adversary if taken down, instead of the mere 8 points it would give if it didn't have Baggage.

In a campaign, or in scenarios which require it, keeping Baggage safe provides extra Victory Points, depending on a mission's objectives. Remotes and Vehicles are the usual carriers of Baggage.

Infantry campaign personal gear comprises everything needed by a soldier for survival in combat environment. Anything else that's mission-essential, but not part of an individual soldier's kit, is called Baggage and will be carried on a transport Remote or a vehicle. Survival equipment found in Baggage includes advanced environmental protection, medical supplies, water (not only stored but with purifier system) and food, batteries and/or a power generator, and diverse stuff, depending on the deployment area.

Traditionally, infantry suffer high rates of casualties due to illness, exposure to adverse weather and environment, and privation from lack of food and/or water. Throughout military history, unfortunately, the number of casualties from these causes surpasses, in many situations, those inflicted by the enemy. It is well known that better equipment for soldiers and effective supply lines drastically reduces attrition rates.

Biolocator. A biotechnological identification and location device, capable of emitting a powerful signal that pinpoints its owner's position on the battlefield.

By spending 1 Short Skill, the user can activate the Biolocator, creating the same effect as being automatically marked by a Forward Observer of his own army. This piece of Equipment cannot be used in ARO.

The activation of a Biolocator sees the user fall Unconscious at the end of that Order. The Unconscious bearer of an activated Biolocator can be targeted by friendly fire, including Guided Ammunition. The Biolocator is disconnected when the figure passes to Death state.

Biolocator is a single-use piece of Equipment: if the figure is healed, or if it uses a Special Skill that can be employed in an Unconscious state (Such as V:Dogged, V: No Wound Incapacitation, Regeneration...) then the Biolocator is disconnected and it cannot be used again. Activating the Biolocator automatically nullifies the Explode Special Skill, if its carrier possesses it. This piece of Equipment is vulnerable to E/M Special Ammunition and cannot be picked up with the Booty Special Skill.

The Biolocator feeds off the electric activity of a user's brain. When switched to active mode at full performance, it requires an energy supply that causes the immediate unconsciousness of its carrier. This fact, and that it is usually implanted in absolute fanatics and dangerous criminals, sees its carrier considered as disposable and/or sacrificial.

ATTENTION: This piece of equipment is forbidden by the Concilium Convention. Its use will be penalized by the international courts.

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Control Device. There are different models of Control Devices, specialized by their function:

Kuang Shi Control Device. This allows the enlisting of various Kuang Shi. Moreover, by spending 1 only Order, this device allows detonation of all the Kuang Shi in that Combat Group at the same time. This collective explosion is a Long Skill that cannot be activated in ARO.

The user of the Control Device and the Kuang Shi must be in the same Combat Group. There is no limit to the range of this Device, and it is not necessary for the user to have LoF with the Kuang Shi. If the Control Device is Disabled, or if its user falls Unconscious or Dead, the Kuang Shi will keep acting normally. If the Kuang Shi disband when affected by the Retreat! rule, they will all explode automatically, with no spending of Orders or ARO necessary. This piece of Equipment is vulnerable to E/M Special Ammunition.

The Kuang Shi Control Device is the clearest example of the Celestial Guard's cruelty, and evidence of their relentless attitude against the enemies of the State and Emperor. Some sanction proposals have been presented in the Oberhaus, the Senate of O-12, against Yu Jing's government for the use of this prohibited device. However, thanks to the diplomatic ability and the political and economic influence of Yu Jing, these proposals never have achieved the necessary support to pass.

ATTENTION: *This piece of equipment is forbidden by the Concilium Convention. Its use will be penalized by the international courts.*

Traktor Mul Control Device. This allows the enlisting of Ariadnan Traktor Mul Remotes. The user of the Control Device and the Traktor Mul must be in the same Combat Group. There is no limit to the range of this Device, and it is not necessary for user to have LoF with the Traktor Mul. If the Control Device is Disabled, or if its user falls Unconscious or dies, the Traktor Mul will keep acting in a normal way, and can be activated by any Order or ARO. This piece of Equipment is vulnerable to E/M Special Ammunition.

The Traktor Mul are designed to support Ariadnan ground forces during the performance of their mission, across the whole spectrum of conflicts and range of military operations, thanks to the link with its operator. The Ariadnan Remotes possess simple combat programming that the operator updates throughout a battle using his Control Device. This programming has basic routines, allowing the Traktor Mul some autonomous behaviour in case the link with its controller is broken.

Ejection System. T.A.G and Vehicle emergency evacuation device. This Special Equipment allows evacuation of the operator from their vehicle through an automatic quick ejection system.

In game terms, the Ejection System is translated as an AD: Combat Jump, but with a range of 8 inches from the vehicle, and with no Order spending required. The automatic activation of the Ejection System requires the Operator to make a Normal PH roll, using his own PH and not that of the T.A.G.

The Ejection System is automatically activated when a T.A.G. has lost all its STR points. If the T.A.G. loses even one point more than this, then it will be the Operator who receives the overflow Damage. The T.A.G.'s ARM value must be used to perform the ARM Rolls until the Operator figure is placed on the game table. The Ejection System activates automatically, in both active and reactive turns, at the end of the Order in which the T.A.G. has lost all of its STR points. The activation will be automatic, even if the Operator is Unconscious or Dead, or the T.A.G. is Immobilized (Through Hacking, Adhesive or E/M Special Ammunition or any other reason) or Possessed. As it doesn't require the spending of an Order, enemy figures cannot react to the ejection or the landing.

The Operator will always be required to make a PH Roll to calculate the Dispersion, if necessary, even if the T.A.G. is Possessed. If the Operator fails the PH Roll, to know where he disperses, the centre of the Circular Template must be placed over the T.A.G. with the number 1 pointing to the centre of the game table. The second digit of the dice Roll indicates the direction in which the figure deviates. The Distance of Dispersion with the Ejection System is always 8 inches. If deviation prompts the Operator to fall outside the battlefield, he will have to spend an extra Order from the Order Reserve to appear on the border of the game table at the point where he would have left.

After the activation of the Ejection System, the T.A.G. is considered destroyed, without any possibility of repair, and can be removed from the game table.

The player will have the Order provided by the T.A.G. with an Ejection System until its Operator falls Unconscious or Dead.

T.A.G.s with Ejection System don't give Victory Points until the Operator is eliminated, in an Unconscious or Dead state. If the Operator is a troop type that can be hacked, or affected by E/M Special Ammo, it is not allowed to perform any hacking on him, or apply E/M effects to him, until his figure is placed on the game table.

The Ejection System is fully automatic, ejection cannot be avoided and cannot be activated voluntarily by the player. This piece of Equipment cannot be affected by E/M Special Ammunition and cannot be picked up with the Booty Special Skill.

The Operator of a T.A.G. or Vehicle equipped with an Ejection System does not have the Pilot Special Skill.

Graphic 10. Example of Holoprojector L2 in a shooting



Graphic 11. Example of Holoprojector L2 in a shooting



Example: Sergeant Anita Méndez, in her active turn and commanding her Iguana T.A.G. is facing an Ariadnan combat group, composed of a Veteran Kazak with AP Rifle, a Scout with an Ojótnik, and a TankHunter with his Autocannon. The dice are not favourable to sergeant Méndez, who only manages to take down the TankHunter, receiving a Critical hit from the Veteran Kazak and an impact from the Scout, failing the ARM Roll. So, the Iguana has lost 2 STR points, activating its Ejection System at the end of the Order. Anita must make a PH Roll to see if her player can choose the landing point. She rolls a 14 - with PH 12, this is a failure and means her Dispersion is 8 inches towards the number 4 indicated by the Template. If she succeeded at the roll, she could have chosen the landing point inside the 8 inch radius. It seems this is not a good day for Anita, but she still has her HMG and can keep fighting.

Let's suppose Anita had not succeeded against the TankHunter, and had failed two of the three ARM Rolls the Explosive Special Ammunition of the Autocannon causes. Then, her Iguana would have lost 2 STR points (from the Critical hit and the impact of the Scout) and she would suffer two Wounds (from the Autocannon), rolled against the ARM value of the T.A.G. In such a case, the Ejection System of her Iguana still activates, launching an Unconscious Anita 8 inches, hopefully in the direction of a nearby Doctor. If sergeant Anita had failed all three ARM Rolls caused by the Autocannon's hits, then her dead body would be launched 8 inches.

The Vehicle and T.A.G. Ejection System is a Zero-Zero evacuation device (i.e., zero altitude and zero airspeed). Derived from aircraft ejection devices, it has been designed to launch upwards and deliver its occupant from a grounded stationary position to a location far away from the point, presumably compromised, where the T.A.G. or Vehicle was incapacitated. The Ejection System uses a small explosive charge to open the operator's cockpit and miniature rockets to propel the seat upwards for an adequate distance. A quick deployment anti-shock gel bubble guarantees a safe and successful landing.

EVO Repeater. This device allows EVO troops who operate at long distance or from planetary orbit to give active support to their army's Hackers throughout a battle.

The presence of an EVO Repeater increases the lethal capacity of Hackers, providing a greater power over enemy equipment and systems.

In game terms, having an EVO Repeater deployed on the game table allows the Hackers of its army, without spending any additional Orders, to choose between the following different Support Programmes for use when hacking:

Icebreaker. When making a hacking roll, the EVO halves the Biotechnological Shield (BTS) of the target, always rounding up.

Capture. Thanks to the EVO, the Hacker only needs 1 successful WIP Roll to completely possess a T.A.G. and control it in Possessed status (Marker POS). This programme has no effect on T.A.G.s of the Combined Army.

Support Hacking. Up to three Hackers can spend an Order each to give support to a companion. Each Hacker supporting provides a +3 Modifier to the Hacking Roll of the supported figure.

Example: The Fusilier Hacker Doucher spends 1 Order launching Anti-Hacker Protocols against the perfidious Interventor Morgana. The presence of an EVO Repeater in the PanOceanic rearguard allows the Fusilier Hacker Reynolds and the Kamau Hacker Janna to participate in the cybernetic duel, supporting Doucher by spending a corresponding Order each. The Interventor Morgana activates her own Protocols against Doucher in ARO. Both must perform a Face to Face Roll, Modified by their BTS. However, thanks to the EVO, Reynolds and Janna provide Doucher a +6 Modifier, increasing his chance of success.

Trajectory Assistant. By spending 1 Order the Hacker provides a +3 Modifier to the PH Roll of a figure who is going to perform a Combat Jump. In the case of a Coordinated Combat Jump of various troops dropping all inside the same Circular Template, then it is only necessary for the Hacker to spend a single Order to provide assistance to all of them.

The Hacker must announce, immediately after declaring his Hacking Order, which of the four EVO Support Programmes he is going to use. The EVO Support Programmes are not combinable, not even in Coordinated Order. These Support Programmes cannot be used in ARO.

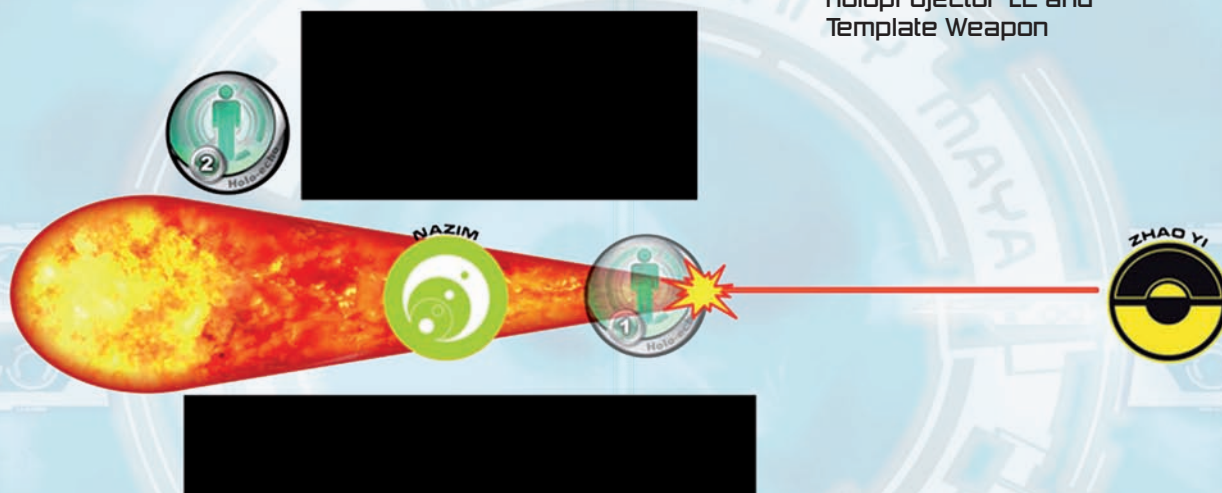
Hacking Guided Ammunition. In a reactive turn, thanks to the EVO Repeater, a successful Hacking Guided Ammunition action will not only cause a guided munition to miss, but will also jam a Forward Observer's mark on its target. This only disables a Forward Observer's mark as it applies to Guided Ammunition, not for its use in other attacks such as Speculative Fire. This effect lasts until the end of the turn.

If a Hacker with an EVO Repeater deployed on the battlefield hacks 1 Guided projectile fired against a figure marked by a Forward Observer, for the rest of the turn he will cause any Guided projectile shot at that miniature to miss automatically. Any further Guided projectile fired against such a figure during that turn will be deflected by the Hacker as an automatic ARO, without any roll necessary.

Following a successful Hacking Guided Ammunition roll, a target may be marked again by the same, or another, Forward Observer to allow further Guided projectiles to be fired at it.

A new Hacking Guided Ammunition roll is required each and every time the target miniature is marked by another Forward Observer, or again by the same Forward Observer, in order to make Guided Ammunition fired at the target miss.

Graphic 12. Example of
Holoprojector L2 and
Template Weapon



Each time a successful Hacking Guided Ammunition roll is made, any further Guided projectiles fired at the targeted figure, due to the most recent Forward Observer mark and during the current turn, will miss automatically.

Example: Akinyi, a Moran Masai Hunter equipped with a Repeater moves during his active turn until an enemy Nisse is inside the area of effect of his Repeater device. With a smile, the perfidious Interventor Morgana, thanks to her Hacking Device Plus, declares a Forward Observer mark on the Nisse. After succeeding at the roll, with the next Order a Vertigo Zond shoots a Guided missile at the Nisse. However, the Kamau Hacker Janna, who has an EVO Repeater in her Zone of Deployment, reacts in ARO, declaring a Hacking Guided Ammunition action. Succeeding at the roll, the missile deviates and is lost over the horizon. From that point on, any Guided missile the Vertigo Zond fires using that Forward Observer mark will also deviate, with no roll required by the Kamau Hacker.

Being aware of this fact, the Interventor Morgana, snorting, spends another Order and declares a new Forward Observer mark, trusting in her skill to perform it successfully and hoping that the Kamau Hacker Janna will fail in her attempt to intercept the next missile.

If the Nomad player had 2 Forward Observer Zeros instead of the Moran, those could declare a Coordinated Order of Move + Forward Observer. If both succeeded, the targeted Nisse would be doubly marked. The Vertigo Zond could fire its Guided missile, and if this was intercepted by the Kamau Hacker and her EVO, it could shoot another thanks to the second Forward Observer mark. In that case, the Kamau Hacker would have to roll WIP to Hack the Guided Ammunition again and deviate this new incoming missile, as well as remove the second mark.

The EVO Repeater also allows a Hacker who has been successful when Hacking Airborne Deployment, to choose from where on the game table the Dispersion of Emergency Jumping troopers will be determined

The EVO Repeater works as a Repeater for the Hackers of its army. This device is vulnerable to E/M Special Ammunition and cannot be picked up with the Booty Special Skill.

The EVO Repeater allows the presence of the EVO Troops directly over the battlefield, performing support tasks for the tactical Hackers deployed in the combat zone. The link device of the EVO Repeater maintains open communication channels between the various monitor remotes and the AxtaNiches of the EVO operators placed in orbit or in far away places in the rearguard. In this way, the whole power of this advanced technology is applied in direct service to the Hackers in combat.

Holoprojector. These three-dimensional image projector devices have evolved inside the military-scientific complex from huge naval systems to personal units which are increasingly lighter and less bulky. The Holoprojector, in any format, offers a soldier several tactical possibilities, increasing his survival chance against enemy fire.

Holoprojector L1. The Holoprojector L1 technology emits a three-dimensional image which is capable of entirely covering its user and changing his external appearance partially or totally, as preferred, to make him look like another trooper in his own army. At tactical level this is one of the favourite psy-ops tools, using it to confuse the enemy and develop distracting maneuvers. This device is affected by Fire and E/M Special Ammunitions.

In game terms, the Holoprojector L1 Special Equipment allows to its user to:

1. Holoprojector L1 Deployment. This use is exclusive to the Deployment Phase and does not require the spending of any Orders or making of rolls. The miniature is not deployed in the usual way: instead he is deployed on the battlefield as a copy of another figure from his army, with the player placing the requisite miniature. The Holoprojector user and the trooper he is disguised as must be the same size (A human cannot become a Remote or a TAG for example) but the Holoprojector figure can carry, in an illusory way, any weapon. The player must note in secret which is the real figure.

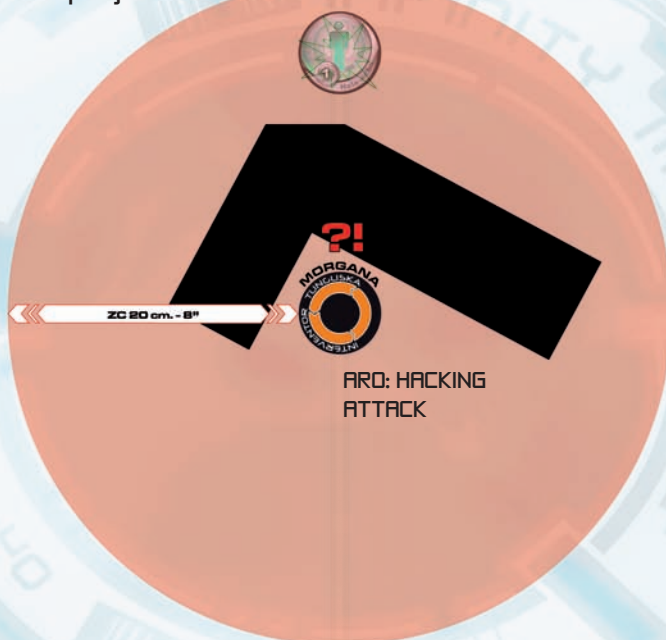
2. Holoprojector L1 Movement. The only Skills whose execution does not automatically reveal the Holoprojector user are Cautious Movement and all Short Skills of Movement that do not require any roll (except Alert). The Holoprojector user is revealed automatically when he is in base contact with another figure.

Any enemy figure in LoF who declares the Discover Short Skill or ARO and succeeds at a WIP Roll will reveal the Holoprojector. If the figure is Discovered or is automatically revealed, the fake miniature is replaced by the real one.

3. Re-Activating the Holoprojector L1. When the user has been Discovered, he can recover his Holoprojector active status, substituting his miniature with any other of his army. To do that it is necessary to spend 1 Order, provided that he is not in the LoF of any enemy miniatures. A figure in TO Camouflage in LoF of a miniature that intends to activate the Holoprojector again will have to reveal himself if he wants to prevent the enemy from re-activating this Special Equipment.

Holoprojector L2. Holographic decoys emitter device which creates multiple images of its user to confuse the enemy, increasing the number of potential targets, and therefore increasing his survival probabilities. The Holoprojector L2 controls several little swarms of nanobots which emit a three-dimensional and semi-corporeal image, called a Holoecho, of the user. The Holoecho exactly replicates the physical appearance and movements of the user. However, the range of the Holoprojector is limited, so the holographic replicas must always stay near the user. This Special Equipment is affected by E/M ammunition.

Graphic 13. Example of Holoprojector L2 and Hacking



ARO: HACKING
ATTACK

In game terms, the Holoprojector L2 allows to the user to perform:

1. Deployment with Holoechoes: This use is exclusive to the Deployment Phase and does not require the spending of any Orders or making of any rolls. The miniature is not deployed in the usual way. Instead, a figure is placed on the table with 2 Holoecho Markers (HOLO) around it. The player must take note of which one is the real figure, whether the Holoecho 1 marker, the Holoecho 2 marker or the actual figure. The Holoechoes and the figure must be placed inside the area of a Circular Template. Each time the adversary succeeds at a WIP roll, or any kind of attack at a Holoecho or the figure, the player must declare if it is the real Holoprojector user, or only a Holographic decoy. If it is the real figure, the Holoecho Markers must be removed from the game table, replacing the Markers with the figure, if it was hidden behind one. But, if it only was a holographic decoy, that Marker is withdrawn from the game table.

In game terms, a Holoecho Marker is always the same height as the figure it replicates (Unless it has a Prone Marker beside it). In this situation, a Prone Marker must be placed besides the Holoecho Marker.

It is not allowed to combine the effects of the Holoprojector L1 with the Holoechoes of the Holoprojector L2.

2. Holoechoes in Movement: This allows to the miniature to move surrounded by holographic decoys which multiply the targets available to the enemy. Each Holoecho reproduces exactly the appearance and moves of the user. By spending 1 Order, the figure and the Holoechoes move and act at the same time, performing exactly the same Order, in this way it acts like a Coordinated Order in terms of AROs.

Holoechoes cannot interact with the environment as they are simple three-dimensional images moving through the battlefield. The only Skills whose execution does not automatically reveal the Holoprojector user are Cautious Movement and all Short Skills of Movement that do not require any roll (except Alert). The user, or the Holoechoes, reveal automatically when he is in base contact with another figure.

If the real figure is Discovered or is automatically revealed, all Holoecho Markers must be removed, placing the real figure in the corresponding location. Moreover, if a Holoecho receives an impact, or a successful attack, it will be deactivated, removing it from the battlefield.

The Holoechoes count as real figures to provide AROs, to draw LoF and to activate enemy weapons or devices (For example, Mines, E/Maulers...) but as they move as in a Coordinated Order, they give only 1 ARO to each miniature in LoF.

The Holoechoes will always keep the distance established by the user, so they never will go out of the Circular Template area.

Example of Holoprojector use in a shooting: The Fusiliers Angus and Estévez, who are in their reactive turn, see three Bashi Bazouks coming. It is Nazim, a veteran Bashi Bazouk in his active turn, with his Holoprojector L2 activated. Trusting in his equipment, Nazim declares Move to get closer to his enemies. Angus and Estévez declare their AROs, but must to choose only one of the Holoechoes which are coming towards them. Angus declares he will shoot at Holoecho 1, and Estévez at Holoecho 2. Nazim declares the second Short Skill of his Order, to shoot. As he was hidden behind Holoecho 2, he has to make a face to face roll against Estévez, so he focuses all his Burst at him. Meanwhile, Angus sees how his shot passes through Nazim's hologram, which vanishes into thin air.

If Bashi Bazouk Nazim had kept his position, shooting as the first Short Skill of the Order, his Holoprojector L2 would deactivate, giving Angus and Estévez a direct target to shoot at in a Face to Face roll with their ARO.

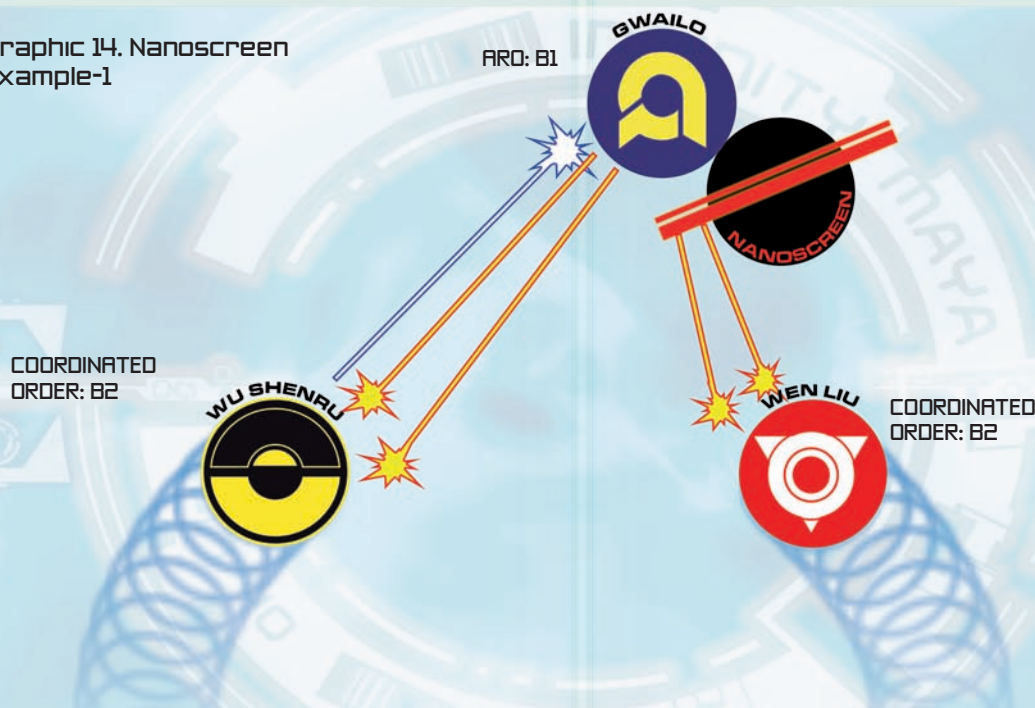
Example of Holoprojector against a Template Weapon: Nazim moves through a narrow zone with one of his Holoechoes before him, and the other at his back. However, the first enemy he faces is Zhao Yi, a Wu Ming armed with a Boarding Shotgun. When the Wu Ming declares his ARO, he only can choose 1 target, selecting Holoecho 1 in front of Nazim, but shooting his Boarding Shotgun with a Teardrop Template. Even though the chosen target was not the true Nazim, he will be required to perform an ARM roll as he is hit by the blast template of the shot, and Holoecho 1 will vanish.

Example of Holoprojector against Hacking: The perfidious Interventor Morgana gets an ARO when a Holoecho Marker of a Knight of the Holy Sepulchre comes into her Zone of Control. As this troop is Heavy Infantry, he can be hacked. And Morgana, with an evil smile under her data glasses, declares a Hacking ARO. Morgana gets a success on her roll, to find, with great disappointment, that it was only a Holoecho, and not the real user of the Holoprojector. The Holoecho vanishes into thin air, and the Marker is removed from the game table.

However, if the Holoecho Marker coming inside Morgana's Zone of Control was Bashi Bazouk Nazim, as he is Light Infantry, Morgana could not hack him.

3. Re-Activate a Holoprojector L2. When a figure has all his Holoechoes deactivated (The miniature is on the game table without any Holoecho Markers around him) he can recover the Holoprojector's active status. He re-replaces the Holoecho Markers in base to base contact and makes note in secret which one is the real user. To re-activate the Holoprojector is a Long Skill which requires to spend 1 Order, provided that the figure is not in the LoF of any enemy miniatures. A figure in TO Camouflage in LoF of a miniature that intends to re-activate a Holoprojector will have to reveal himself if he wants to prevent his enemy from doing so.

Graphic 14. Nanoscreen
Example-1



Minesweeper. This is a mine detection and deactivation device. A figure carrying this Special Equipment can invert the Identify Friend or Foe (IFF) system of enemy Deployable Weapons [Antipersonnel Mines (Monofilament, Biomines, Viral Mines...) E/Maulers, CrazyKoalas...] to friendly signal wavelengths. To do this, the user moves inside a Deployable Weapon's area of effect and, spending 1 Short Skill or ARO, makes a Normal WIP Roll. If successful, the weapon will not explode and will instead become owned by the Minesweeper's army, detonating only against troops of its former owner. If the Minesweeper fails the WIP Roll, the Deployable Weapon activates, exploding, emitting an E/M pulse or whatever effect it normally has.

If the Minesweeper figure is inside the Area of Effect of various Mines, it only needs one roll to use this device against all of them. The Minesweeper device can be used against Mines which have not been previously Discovered. It is vulnerable to E/M Special Ammunition. A Minesweeper cannot be used against Deployable Equipment, such as Deployable Repeaters. This piece of Equipment cannot be picked up with the Booty Special Skill.

In combat mine clearance operations, where troops may be under enemy fire, the key factor to creating a safe path is speed. This involves a high level of risk for Minesweeper users. For this reason remote troops usually perform these tasks, preserving the lives of trained combat engineers.

Nanoscreen. This device creates a thick screen of nanobots that are capable of stopping any ranged attack (such as standard projectiles or a Forward Observer's marker) but not the CC or Movement of a figure. The cloud of nanobots required to be effective is so thick that the Nanoscreen must be considered a physical obstacle, operating similarly to a form of mobile Partial Cover. The Nanoscreen must always be in base contact and move simultaneously with its user, with no spending of extra Orders required. When performing a Short Movement Skill, the Nanoscreen can be freely positioned around its carrier's base, to cover various directions and different AROs, providing Partial Cover all along his path. If the carrier goes Prone, the Nanoscreen will descend with him, continuing to provide Partial Cover but never Total Cover. In reactive turn, if the carrier declares any Short Movement Skill, or Dodge, then the Nanoscreen will be placed to cover the incoming projectile. Only the carrier can benefit from the effect of this device. The Nanoscreen is automatic-use Special Equipment and does not require the spending of any Orders or the making of any rolls to activate it.

The Nanoscreen is ineffective against E/M, Fire and Plasma Special Ammunitions, deactivating automatically at the end of any Order in which it is struck by one of them. It cannot be reactivated until a figure with the Engineer Special Skill repairs it.

Cover Modifiers cannot be added to the Partial Cover Modifier of BS-3 provided by the Nanoscreen. This device cannot be used in CC Combat.

The Nanoscreen is an acetate sheet that must be attached to a base to play with it.

Example 1. The Zhanshi Wen Liu and the Hac Tao Wu Shenru are in their active turn in front of a dangerous Gwailo with its Nanoscreen activated. Both declare a Coordinated Order of Move + Shoot against the Gwailo, which can only respond against one of them, targeting Wu Shenru. Wen Liu can make a Normal BS Roll to shoot, but his LoF is partially blocked by the Nanoscreen, so he must apply the corresponding Partial Cover Modifier of BS-3. If he hits the Shasvastii, it can apply the Cover Modifier (+3) to its ARM. Wu Shenru attacks as well and makes a Face to Face Roll against the Gwailo but his LoF is not blocked by the Nanoscreen, so doesn't apply any Modifier for Partial Cover. (See Graphic Example 1)

Example 2. The Gwailo, equipped with his Nanoscreen and armed with a Spitfire, is now in his active turn, and declares the first Short Skill of his Order, Movement. Immediately, all the enemy troops in LoF with him declare their AROs, which will be to Shoot: the Zhanshi Wen Liu with his Combi Rifle, the Hac Tao Wu Shenru with his MULTI Rifle and the Shàng Ji Ren Zhou with his Light Flamethrower. The Gwailo declares the second Short Skill of his Order, Shoot, sharing his B of 4 between his three adversaries. The Shasvastii can only apply the Partial Cover Modifiers provided by the Nanoscreen against Wu Shenru and Wen Liu, but not against Ren Zhou, because the Fire Special Ammunition ignores the Nanoscreen, and makes it deactivate at the end of the Order. (See Graphic Example 2). When all dice rolls has been performed, the Nanoscreen base will be removed from the game table.

Example 3: The Gwailo, in its reactive turn, is attacked by the Shàng Ji Ren Zhou from a direction where its Nanoscreen doesn't provide Cover. The Gwailo can react by shooting, but this ARO will not allow it to move the Nanoscreen to provide cover because it is not a Short Movement Skill. But, if the Gwailo declares any Short Movement Skill, or Dodge, as its ARO, even if it fails any corresponding PH Roll, it can move the Nanoscreen and apply the Cover Modifier.

The Nanoscreen is a piece of Special Equipment which is very technologically advanced. An extreme level of sophistication is required to achieve the reaction capacity the minute nanobots display against high velocity menaces. However, the energy that must be consumed to stop multiple projectiles in the air suggests the presence of high performance nanobatteries. These are believed to have a remarkable recharge capacity through a wireless emitter and the support of an environmental energy supply system. All of this points to the technological level known as VoodooTech. The existence of this kind of device in the Human Sphere only can be explained through reverse-engineering of captured equipment.

Neurocinetics. The owner of this Special Equipment has enhanced response implants, giving him a higher capacity for reaction.

The figure, in his reactive turn, can fire the complete B of his weapon. However, in his active turn, he is limited to firing at B1. This Special Equipment is always in effect and the player cannot avoid using it. Use of Neurocinetics Special Equipment is automatic and does not require the spending of any Order. The Neurocinetics are not affected by E/M Special Ammunition. This piece of Equipment cannot be picked up with the Booty Special Skill.

The Neurocinetics are illegal devices in most parts of the Human Sphere. It is a technology of military origin with instinctive activation that affects the combat reflexes of the user. His reactions occur in time units shorter than those of a standard human. In the long term, the consequences for the nervous system are severe. The Neurocinetics people can be recognized by their obsessively slow and cautious movements, which indicate those who have to control their reactions constantly.

ATTENTION: *This piece of equipment is forbidden by the Concilium Convention. Its use will be penalized by the international courts.*

X-2 Visor. The second generation of the X-Visor converts the Long Distance and Maximum Distance Modifiers to 0, for any roll which requires their application, no matter whether its owner is trying to Discover, Shoot, mark with Forward Observer, and with no limitations on the weapon used.

The X-2 Visor is an automatic device and does not require the spending of any Orders or making of rolls to use it. This piece of Equipment is vulnerable to E/M Special Ammunition.

Precision is crucial for any shooter, as in a combat situation, each shot counts. The zoom and advanced vision system denominated X-2 Visor has been designed to reach targets at further distances than its predecessor. The X-2 Visor possesses a range-boosted laser telemeter, satellite link capability, and the ability to make the most subtle adjustments in lateral correction (To compensate for wind, target movement...) and angular correction (In respect of the distance to the target). The X-2 Visor allows a clear, precise and defined sight of the target, at distances and under conditions that no other scope can match

CLARIFICATIONS AND PRACTICAL ADVICE

LINE OF FIRE. Sometimes, due to the dynamism of the miniatures, it is difficult to determine visually if there is Line of Fire or not. In those cases, if the player can draw a LoF from the centre of his miniature's base (For example using a tape measure or a laser pointer) that touches or passes through the diameter of the base of the enemy figure, without being blocked, then it is a legal target.

But the player must not forget it is necessary to see, at minimum, the target's head or a body area of equivalent size to be able to fire at him. Additionally, the Line of Fire is reciprocal, so if a figure can draw LoF to its target, then the target can draw LoF to the figure as well (If it is inside its field of vision). This rule is called "If I can see you, you can see me".

Example: The miniature of Fusilier Angus sees part of the barrel of a Güijia's HMG poking around a corner. The enthusiastic Angus wishes to shoot, but when LoF is drawn, it doesn't touch the T.A.G.'s base, so this is not a legal target.

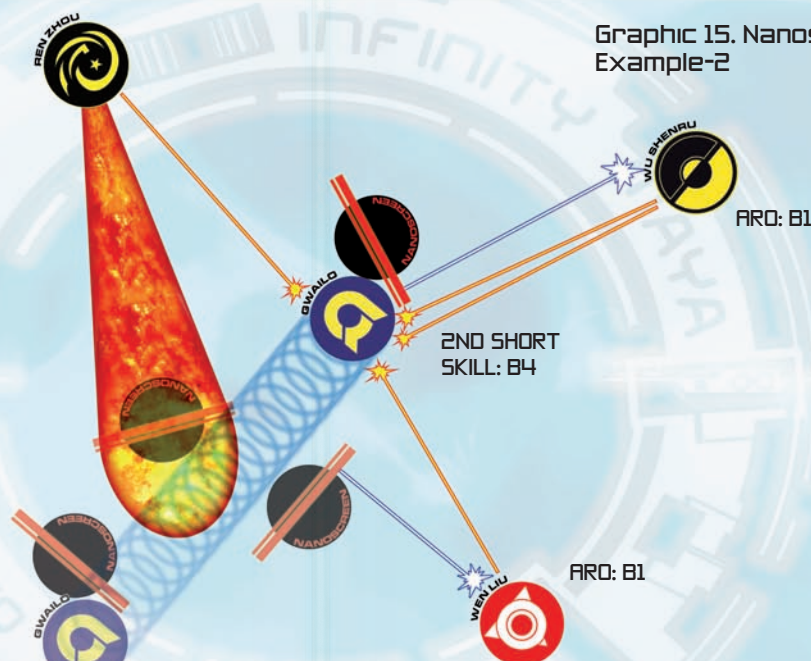
Frustrated, Angus moves to a point where, through a little window, can see one of the legs of the Güijia. He draws the LoF, which now reaches the T.A.G.'s base. Enthusiastically, Angus forgets the rule "If I can see you, you can see me" and declares a Shoot Order. When Angus holds his weapon, he can see in the crosshairs of his scope how the leg has been replaced by the HMG and the head of the Güijia, which, strangely, seems to be smiling... Now, Angus must make a Face to Face Shooting Roll against the T.A.G.

NEW MARKERS. Due the quantity of troops armed with limited or disposable weapons (D.E.P.s, Panzerfausts, Blitzens...) who can be Linked (Muyibs, Yaogats, Haramaki, Magister Knights, Teutonic Knights...) an Unloaded Marker has been made available for players. The use of this Marker is optional and not compulsory, to facilitate management of those figures which have exhausted these weapons.

In addition, this book includes a Burnt Marker to identify those troops whose CH: Camouflage, CH: TO Camouflage, ODD, Impersonation, Holoprojector...has been affected by Fire Special Ammunition. As with the Unloaded Marker, its use is optional and not compulsory, but is recommended when playing with several miniatures possessing these Special Skills or Equipment types.

ARO:DIRECT
TEMPLATE

Graphic 15. Nanoscreen
Example-2



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INFINITY

INFINITY

INFINITY