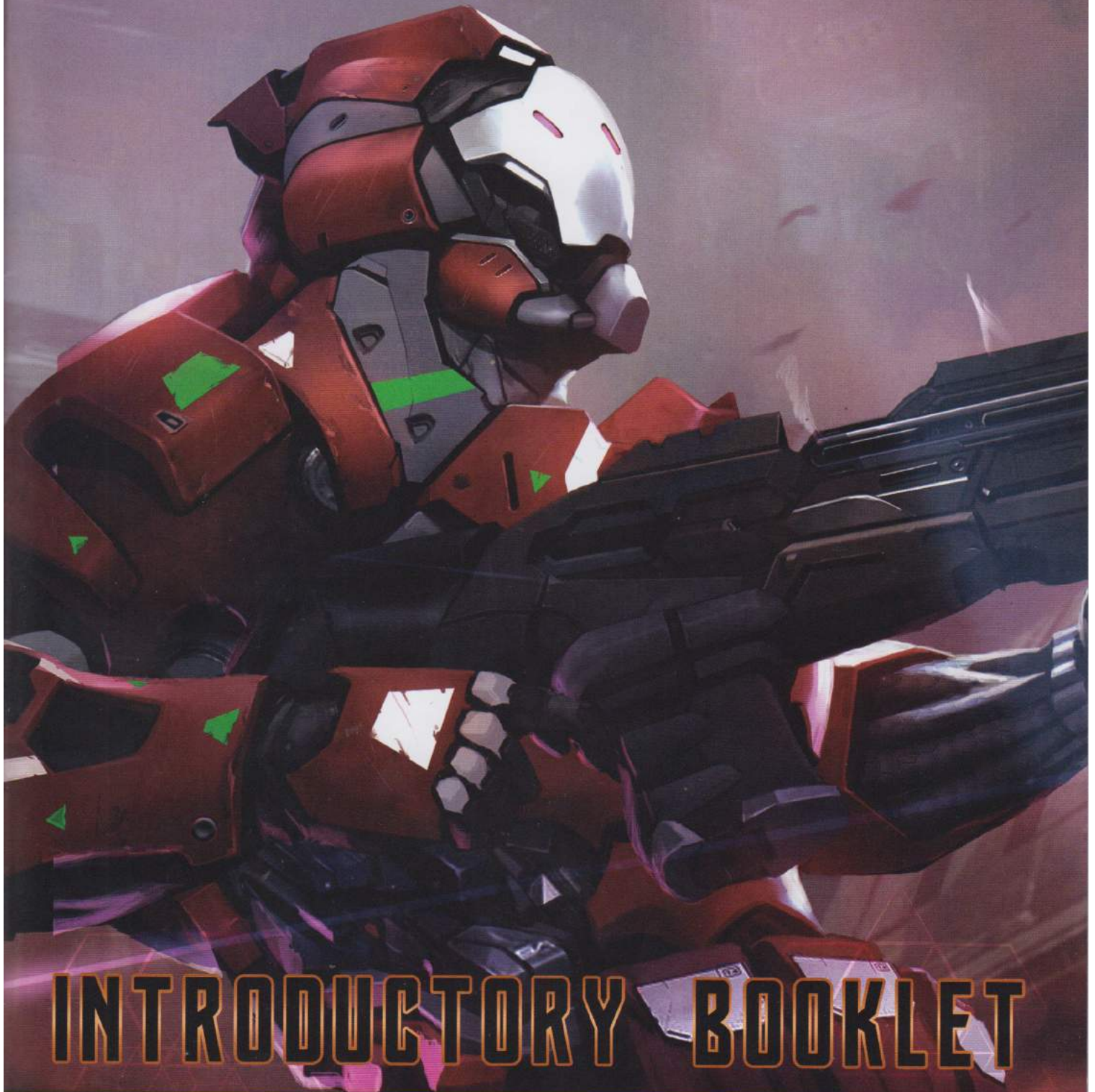


INFINITY

CODE ONE

OPERATION

CRIMSON STONE



INTRODUCTORY BOOKLET

INFINITY CODE ONE



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OPERATION CRIMSON STONE

IT IS ONE HUNDRED AND EIGHTY YEARS INTO THE FUTURE. THE STAR SYSTEMS COLONIZED BY HUMANITY, COLLECTIVELY CALLED THE HUMAN SPHERE, HAVE BEEN CLAIMED BY MASSIVE INTERSTELLAR NATIONS WHO TRADE COVERT BLOWS IN SECRET WARS TO CONTROL THE DELICATE BALANCE OF POWER. BUT AN ALIEN THREAT FROM THE GREAT BEYOND THREATENS TO CHANGE EVERYTHING...

THE MAIN HUMAN NATIONS—PANOCEANIA, THE ULTRAMODERN HYPERPOWER; YU JING, ITS ADVANCED COMPETITOR, BORN OF ASIA; THE NOMADS, ANARCHISTIC SPACE WANDERERS AND ARIADNA, TOUGH COLONISTS STRANDED ON A HOSTILE WORLD—LED BY O-12, THE INTERNATIONAL ORGANIZATION THAT REPLACED THE UN, MUST JOIN FORCES TO FIGHT THE OUTSIDER MENACE OF THE COMBINED ARMY AND ITS MASTER THE EI, AN ALIEN ARTIFICIAL INTELLIGENCE THAT PLANS TO INTEGRATE THE HUMAN SPHERE INTO ITS IMMENSE, ALL-DEVOURING GALACTIC EMPIRE.

WILL THEY BE ABLE TO PUT THEIR DIFFERENCES ASIDE, OR WILL THEIR INFIGHTING BE THEIR UNDOING AT THE HANDS OF THE ALIEN INVADERS?

INFINITY CODEONE IS A TABLETOP WARGAME THAT USES 28 MM METAL MINIATURES TO CREATE SKIRMISHES IN A HI-TECH SCI-FI SETTING INFLUENCED BY MANGA AESTHETICS—AN EXCITING, ACTION-PACKED VISION OF THE NEAR FUTURE WHERE SPECIAL OPERATIONS DETERMINE THE FATE OF HUMANITY.

INFINITY CODEONE WILL PRESENT YOU WITH NON-STOP CHALLENGES THAT WILL TEST ALL OF YOUR TACTICAL SKILLS. TO DEFEAT YOUR OPPONENT, YOU WILL NEED TO TAKE ADVANTAGE OF YOUR ENVIRONMENT, EMPLOY YOUR TROOPS' MANY ABILITIES, EXPLOIT YOUR ENEMIES' WEAKNESSES, AND MEET YOUR MISSION PARAMETERS BEFORE IT IS TOO LATE.

THE BRÍRINGAMEN BELT

BRÍRINGAMEN, THE BEJWELED NECKLACE OF GODDESS FREYA, WAS THE NAME CHOSEN FOR THE ASTEROID BELT IN THE CONCILIUM SYSTEM DUE TO THE HIGH ALBEDO OF THE BODIES THAT COMPOSE IT. HOWEVER, THE BRIGHTNESS OF THOSE SPACE ROCKS INDICATED A LOW CONCENTRATION OF STRATEGIC NEOMINERALS, WHICH IS WHY THE MAJOR INTERNATIONAL MINING CORPORATIONS PREFERRED TO PLAY IT SAFE AND NOT VENTURE THEIR PERSONNEL AND RESOURCES IN A RISKY ENTERPRISE. BUT THE SMALLER MINING COMPANIES OF CONCILIUM PRIMA, THE SYSTEM'S MOST POPULOUS PLANET AND THE SEAT OF O-12, COULD ONLY HOPE FOR SUCH A RISKY UNDERTAKING, EVEN THOUGH THEY LACKED THE NECESSARY INFRASTRUCTURE TO MINE IT PROPERLY.

Fortunately for these miners from Concilium, Nomad mining companies from Corregidor were experts in making the most of any piece of rock floating in space; they had to learn quickly due to this mothership's uncertain and tentative beginnings. Soon a trust of companies from Concilium was established in association with the Nomad Nation, and they requested exploitation rights over the belt, which were granted exclusively given the scarce interest shown by other mining corporations. These mining corporations would regret such a lack of interest when it was discovered that Brisingamen deserved its name as a string of precious gems; the asteroids were rich in Teseum and Nessium, which helped break Concilium Prima's dependence on imports of these strategic minerals.

At present, the corporate trust from Concilium shares the transportation network for supplies and materials to Bifrost with the Nomad companies as part of the bilateral agreement signed by Bureau Concilium—the planetary government—and the Nomad Nation for the exploitation of the belt. Even though these companies are still rivals in profiting from Brisingamen, a healthy competition (not without a certain degree of joviality) has developed among them, since they are aware they must stand together in the face of a common enemy that threatens their business. This threat is represented by the large mining corporations of the Sphere that, realizing the real wealth of the belt, have decided to interfere. Corporations such as the PanOceanian Minescorp or Yuè Minerals, based in Yu Jing, have unleashed their legal teams to try to challenge and invalidate the exclusivity agreement granted by Bureau Concilium, in addition to launching a lobbying campaign against this mixed venture.

But no matter how clever your corporate lawyers are, court proceedings are always painfully slow, and time in mining is always precious. As a result, the most predatory corporations, such as Minescorp, have launched operations in the outer areas of the belt arguing that there are legal gaps regarding jurisdiction, thereby causing tensions between authorized prospectors and corporate profiteers. It's a complex situation that Starmada, O-12's Bureau Aegis naval division, always short of spacecraft and patrol ships, has a hard time keeping under control, given the expanse of the belt's outer edge. For this reason, the Nomad Nation, authorized by Bureau Aegis, has deployed a small military contingent to protect its interests. This measure has only contributed to increasing tensions in the area, since foreign corporations do not recognize the authority of the Nomad patrol ships, which has led to clashes and skirmishes with corporate security services.

Therefore, it's not unreasonable to consider the outer edge of Brisingamen as a frontier territory, where law and order are absent and only the strongest prevail. Whoever gets to an asteroid first and claims it, and has the biggest gun to defend it, will be its rightful owner, regardless of any legal piece of paper or whatever has been ruled on a planet millions of miles away. And even though we are considering PanOceanian and Yujingyu mining corporations here, it's only a matter of time before other players from other nations, and not just private companies, become aware of this situation that's so conducive to different players taking action without further consequences.

A report by the Glencore Group, an international geopolitical analysis think-tank, at the request of a private client.

"Hlökk is the name of a Norse valkyrie. It actually suits this station well, because for anyone who isn't a dusty, sweaty prospector, this is a place that will lead you to death, out of sheer boredom and repugnance."

Giacomo Casanova, NOC Operative with SWORDFOR. Beginning of his operational report (Day 1).





HLÖKK STATION

Hlökk Station is a failed mining colony, built by a Concilium Prima-based corporation called Viotti-Sokha Inc. However, this station was able to redevelop itself into a vital transit and stopover point for anyone working on the outer edge of the Brisingamen Asteroid Belt.

With a wide range of leisure options—keeping in mind the low standards of the sparsely-populated remote areas of deep space—and an extensive array of docking and maintenance bays, this station is considered a free port and a neutral location, one of the few spots in the area that aren't under Corregidor's control. Located at a crossroads of routes coming into and out of Brisingamen's outer rim, this base is a busy and densely populated place, teeming with all kinds of meteorheads, deep-space veterans, miners, bounty hunters, corporate delegates, and many other dodgy characters.

Given the current situation after Cerberus' opening and the proliferation of Combined Army stealth ships, the presence of Starmada and other Bureau Aegis police forces in the region is anecdotal, which has also allowed other players to increase their influence in the station. Despite the so-called "Void Tango Incident" in which it was involved, the PanOceanian mining corporation Minescorp has recently set up offices at this base, expecting a positive ruling on its claims concerning exploitation rights over Brisingamen. That incident has also prompted the Guild of Independent Prospectors to expand its presence in Hlökk to counter all this foreign interference. This interference isn't just from Minescorp, but also from Corregidor and UTRACO, the Nomad workers' union, an organization said to be a cover for the Nomad intelligence service known as the Black Hand. Another fact shouldn't be overlooked: the troubling event of a Shasvastii infiltration exposed by the Void Tango affair, which might not have been completely stopped, and, in any case, could happen again.

Both its privileged location and the current situation make Hlökk Station a place where things happen, which is why Bureau Aegis has designated it as a place of interest. It is a designation that the different intelligence services of the major Sphere powers agree with, and most likely the Combined Army as well. Therefore, it would be advisable to have eyes and ears on the station, for who can guarantee that the next big news won't occur in that godforsaken place?

An analysis written by Editor-in-Chief Aurora Silang for the BIBLIOTEK Board of Directors, an independent news and information agency.

"I was told I'd be offered a break from the Helheim front, and I figured they meant a couple of weeks back on Corregidor or at some resort in the Concilium Nova ring in return for the services rendered to O-12... And they're sending me with a contingent to reinforce security at Hlökk Station! What kind of a break is that?"

Sergeant Óscar Sánchez, Vortex operative commissioned to the Hellcats regiment. Cargo hold of the Nomad corvette Payment in Cash.

UNEXPECTED CODE

The 1st SAS Regiment's NCO stood before the open door of Captain Doliński's office and knocked on the door frame to announce her arrival. The office was not very large and its décor, in vogue forty years earlier, looked more modern than the hardware and uniform of the officer sitting at the desk. This was quite common with Kosmoflot, the Ariadnan space force, whose ships and facilities looked old by Human Sphere standards but were still very advanced for the typical technological level of this once-lost colony.

"Come in, Corporal McNeill," the captain gestured as he laid some folders on one side of the desk. "What was so important that it couldn't wait and you had to report in person?"

The SAS NCO stepped into the office after saluting unceremoniously, grabbed one of the chairs and plopped down into it without waiting for the captain's permission. Corporal Uxia McNeill's attitude caused the officer to raise an eyebrow in disapproval, but she ignored him completely.

"Oh, I'm sorry, Captain. I've come straight from the Brisingamen belt, taking the express route, and the high-acceleration maneuvers knock me out," after sitting up in the chair in a slightly more professional manner, Uxia kept going. "The fact is that I bring you something big, sir; so big that I didn't even think of transmitting it through conventional military channels."

"Define 'big,' Corporal."

"In the category of a code Crimson Stone, sir. That's the scale of what I'm talking about," the NCO declared, opening her eyes wide to emphasize her words.





"Crimson Stone? An asteroid or a space object with such a large amount of Teseum that it could unbalance the prices and Ariadna's influence in a foreign market? That's a code name to refer to a hypothetical object the likes of which have never been found—so far."

"That's the point, sir: 'so far,'" replied Uxia pointing her forefinger to the officer.

"What's the story, Corporal?" the captain asked with a worried expression.

"As you know, the Stavka has always made good use of its contacts among the Irmandinho smugglers, one of our most reliable intel sources both on and off Dawn, our beloved planet. You also know that, thanks to my history in this illustrious brotherhood, I have direct access to their network of rumors and news, as well as my own contacts..."

"I can presume, then, that your intel comes from one of these sources, am I right?"

"That's right, sir. You see, I needed to make a pit stop for 'personal' reasons at Hlökk Station on my way back from the Concilium Coordinated Command joint operation that you assigned me to. The thing is, while I was there, I took the chance to visit some of my old contacts on that asteroid base, and one of them is Mieke Backhuysen, a Shovel of the Guild of Independent Prospectors..."

"A 'Shovel', Corporal?"

"Yes, sir. That's what they call the members of the Guild who are in charge of solving its problems—and burying them. Mieke told me that there are rumors about a ship owned by RocaWorks, the

Nomad mining corporation, having found a huge asteroid apparently composed of pure Teseum. This rock is supposed to be so massive that it would allow Corregidor to compete with Ariadna in supplying Teseum to Concilium Prima, which would undermine our nation's influence on that planet..."

"And this would limit our leverage to pressure O-12. Yeah, I get the implications, McNeill. Did your contact know about the exact location of this asteroid?"

"Unfortunately, she didn't, sir. It's a well-kept secret and its coordinates may only be found in the navigation computer of the "Picapedras", the RocaWorks' prospector ship that located it, and in the database of the corporation's local offices in Hlökk Station. The Nomads' rampant paranoia keeps them from using Maya to transmit data to their Corregidor headquarters, and the station's Arachne node is not fully operational yet."

"Indeed, this information is highly significant. Thank you very much, Corporal. I will immediately inform Stavka headquarters myself through a secure channel. I thank you on behalf of the High Command. And in this sealed envelope, you will find your orders and your next posting."

"Am I not being sent back to Hlökk Station, sir?"

"No, McNeill. If you are seen there again in such a short period of time, they might get suspicious. From here on, we must be extremely cautious. But don't worry about it, I'm sure you will find your next posting interesting enough to not get bored. You know, ever since the Stavka created Kosmoflot, there's no rest for the weary."

Officers' deck aboard the Kosmoflot's armored transport "Людия Литвяк" (Lydia Litvyak), Concilium Prima's far orbit, Concilium System.

"As a matter of fact, this place has definitely changed for the better since they opened a Lo Pan's. You gotta go eat there sometime."

Common statement heard around the loading docks on Hlökk Station.





HLÖKK STATION BRISINGAMEN BELT

OPERATION CRIMSON STONE

I assume you've already read the status report, so I'll get right to the point. We have a code Crimson Stone at the outer edge of the Brisingamen belt. The asteroid at issue has been found by a Nomad corporation called RocaWorks. Our mission is to obtain data on its location and delete everything about it in the files of the local RocaWorks offices as well as in the logs of the prospector ship that discovered it. It's imperative that we cover our tracks so there's nothing that can point to Ariadna's intervention, and to this end, we will make it look as if the operation has been run by Minescorp, a rival PanOceanian mining company.

Once we have the location, we will find the asteroid and blow it up. This will allow its fragments to rearrange into different orbits, making it difficult to detect them in case RocaWorks tries to find the rock again. Once this is done, partnered with the Guild of Independent Prospectors, we will exploit each fragment and sell the ore in Concilium's industrial market. This will prevent Corregidor from further increasing its influence in the asteroid belt and from dumping prices in an attempt to undermine our dominant position in that planet's markets.

We are here to make this happen. For this operation, three hotspots have been designated: RocaWorks' local offices, located in the starboard sector of Hlökk Station; the RocaWorks' prospector ship Picapiedras, docked at loading bay 12B; and Minescorp's offices, located in the port-side area.

Given the nature of this mission, we have used a mining-related code name for each target to prevent any potential hacking of our communications from compromising the operation.

"Drill" is our first objective, and it involves planting some incriminating evidence in Minescorp's offices. We don't need to break in: a small Rokot team will just leave it in their waste containers. It's unsophisticated and simple, so nobody will be expecting it.

"Jackleg" involves breaking into RocaWorks' offices and planting some evidence that points to Minescorp as the perpetrator of the raid. We should expect them to have tightened their security, as the station authorities have asked the Nomad Nation to support their small police force. This means there are a good number of Corregidoran troops stationed in Hlökk at the moment. This is why the strike team will include a Volkolak, for extra muscle.

"Auger" designates the theft and deletion of the Crimson Stone coordinates from the database in the RocaWorks' office. It also involves securing the facilities so as to cover our tracks. Evidently, this is our most important objective. For this, the team will be reinforced by a Zenit, to ensure that no one leaves the building alive.

We have chosen the term "Fuse" to name the assault on the Picapiedras at the loading docks. This is yet another major objective, as the ship also holds the Crimson Stone coordinates, so it's as crucial as "Auger." An SAS will join the strike team to serve as a forward operative.

Finally, "Detonator" entails securing the loading docks and creating enough confusion to cover our escape. Overriding the traffic-control servers will keep other ships from immediately pursuing us, and it'll give us the time we need to disappear into the asteroid belt. This action requires operating in the docks' outer area, so we will be supported by a Para-Commando, who will be in charge of overriding the surface sensors.

Ship and freight traffic is Hlökk Station's main activity, which is why this area of the docks is heavily guarded. We know they have hired freelance security staff as extra reinforcements and an extremely hostile response is to be expected, so you should be extremely cautious.

As you can see, the operational conditions are relatively straightforward; the main difficulty lies in the number of Nomad troops stationed in Hlökk and how quickly they respond. I won't make the mistake of being overconfident and tell you that it's gonna be a "get in, get out" mission, especially in a station named after a Valkyrie. Be careful; we don't want Hlökk to live up to its name and claim any of your lives.

Hold of the armored freighter Ольга Санфирова ("Olga Sanfirova"), under a false flag and the false name "Furtiva Lagrima," moving towards the Brisingamen belt. Concilium System.

"Fine, I admit it. I was wrong. There's so little to do here that this posting is almost like taking a break. But I'm so bored that I'm even considering buying everyone a round just to get some drunk to start a brawl so we can see some action."

Sergeant Óscar Sánchez, Vortex operative commissioned to the Hellcats regiment. Chik Yok Bar—"Chik Yok" (ជីកយក) means "dugout" in Khmer—a subsidiary business of Viotti-Sokha Inc. Hlökk Station.

ARIADNA

A HUMAN COLONY LOST IN AN ISOLATED STAR SYSTEM. LEFT TO THEIR OWN DEVICES ON A HOSTILE, RESOURCE-POOR PLANET, ENDURANCE AND METTLE HAD TO MAKE UP FOR THE LACK OF STATE-OF-THE-ART TECHNOLOGY. COSSACK, AMERICAN, FRENCH AND SCOTTISH FOUGHT EACH OTHER AND THEY ALL FOUGHT THE PLANET, AND FROM ALL THIS FIGHTING EMERGED ARIADNA, WHERE ONLY THE TOUGHEST SURVIVE. WELCOME TO ARIADNA. WELCOME TO HELL.

ARIADNA TROOPS

1^{ER} RÉGIMENT DE PARA-COMMANDOS

"Prøux et audacieux" (Valiant and audacious).

Motto of the 1er de Para-Commandos.



The 1st Para-Commandos is the Merovingian airborne infantry regiment that acts as a rapid response and interdiction unit both for the Force de Réponse Rapide Mérovingienne and Kosmoflot. The Para-Commandos are the first on the scene, often deployed before the battle even

begins. Basically, the job of the 1st Para-Commandos is to carry out the riskiest duties of light infantry: airborne insertions, rapid advances, surprise attacks and hurried withdrawals to their exfiltration point before the enemy can react. The 1st is part of the Lanciers Parachutistes corps, the parachutist lancers infantry of the Merovingian forces, and has been elected as Kosmoflot's forward element due to its capability for special-operations. These men and women specialize in HALO (high-altitude, low opening) jumps to avoid radar detection, but have also been trained to operate in Zero-G thanks to the exchange programs signed by the Stavka with the Sword of Allah and the Nomad Military Force. As a result of the sky-high risk level and casualty rate of their missions, the members of the 1st receive the familiar name of Jacques Demi-messe, "Jacques Half-a-Mass", as a quip on their short life expectancy. But they don't seem to mind. The Para-Commandos are the kind of guys who have a very hazardous job and they love it. Braggarts? If they weren't quite so good no one would overlook their legendary smugness...



VOLKOLAK ASSAULT TROOPS



There is one quote that racing drivers as well as special-operations commandos totally agree on: "Power is nothing without control." This statement resounded in the Stavka's meeting rooms when a reconfiguration and upgrade of its units was being considered for the new corps that was to become Kosmoflot. It was in these meetings that

the idea originated to build on the achievements of Project Polaris, the program that created the tactical bearpodes, to develop an equivalent specifically designed for dogfaces. In this way, they would become more efficient and versatile operatives, even if this meant sacrificing part of their power, which in many cases was almost counterproductive. With this objective in mind, Project Vervol'f (Вервольф Проект) was developed and would soon bear fruit, although its costs made it impossible to implement on a larger scale.

The result of Project Vervol'f was the assault unit named Volkolak (Волколак), an ancient Russian word for werewolves, which is composed of veteran dogfaces with good records, and a few younger ones with a not-so-good records, but excellent skills. It is quite easy to tell Volkolaks from any other dogface by the way they move, without haste, stress, or rage, but equally resolute and determined. Thanks to the Vervol'f treatment, the Stavka has produced troops with superhuman physical qualities, similar to those provided by servopowered armor, and they only need a few strong and light Teseum armor plates to become unstoppable in battle. Trained to become part of Kosmoflot and to carry out special operations jointly with other units, the Volkolaks stay calm and cool in combat, perfectly in control and moving in synchronicity with their team members. As effective as they are deadly, they are Kosmoflot's clenched fist, still a little too intense, but very good at ending a fight. The perfect combination of power and control, the dream of any racing driver or spec-ops commando.



1ST HIGHLANDERS S.A.S.



The Highlander SAS (Special Ariadna Service) is a Caledonian commando regiment comprised of experts in "Inursion, Contact, and Exfiltration" operations. They are tasked with advanced reconnaissance for both the Caledonian Highlander Army and Kosmoflot. They adhere to the old motto of the unit, "Who Dares Wins", and they still honor

it in every mission. The SAS prefer the cover of night for their operations, and they adore staging a good ambush. Their style is to remain concealed until the last possible second and wait until the enemy is right on top of them before silently slitting their throats or taking them out with close range firepower. It was their distinctive modus operandi, so well suited for the narrow settings typical of space combat, that led the Stavka to select them to join Kosmoflot. The Highlander S.A.S. adapted well and quickly to zero-gravity combat, like true professionals who are used to new challenges, honoring the poem inscribed on the walls of their headquarters: "We are the Pilgrims, master, we shall go always a little further..." In this new posting, the highly dangerous and exposed nature of their work would increase exponentially. The S.A.S. are required to be team players and coordinate with other units, but they know that being



a forward unit, in actual combat they will always be isolated and on their own. This is not a problem for the members of a unit well known for its independent initiative, its resolve, and its bravery. A unit that has become as deadly an attack force when operating in spaceships and orbitals as it is on a planetary surface. After all, what challenge can the blackness of space pose to commandos who love the night? Do not forget their motto: the S.A.S. always dare, and they always win.

ROKOT VOLUNTEER DEFENSE TEAMS



During the Ariadnan Commercial Conflicts, the extraplanetary invaders found that, in the seemingly defenseless Kazak industrial areas, a rumbling echo foreshadowed their defeat. This rumble emanated from the throats of the men and women of the Cossack militarized work crews: volunteer units known as Rokot willing to die for their Motherland. In Ariadna, Рокот ("Rokot", meaning "rumble" in Russian) is the generic name for any laborer of Cossack origin. It's an ancient industrial Kazak tradition to name the different work crews from the factory town of Dynamo after Russian space rockets and probes. When the Rokot team was born, its members decided to honor their name and become the noisiest crew in all the factories in the city. Tireless workers by day and true troublemakers by night, they became so famed in the city of Dynamo that its dwellers began to call all the factory workers Rokot. So, progressively and due to the Cossack industrial diaspora, this became the nickname for any Kazak industrial laborer in Ariadna. However, it was not until the Ariadnan Commercial Conflicts that this name became legendary. The Rokot organized irregular defense teams that, thanks to their perfect knowledge of the maze-like industrial areas, were able to slip through the lines of the PanOceanian forces besieging the city to harass their troops with their dirty urban guerrilla tactics. Very soon, their example was followed by Rokot teams in other cities and they became a true nationwide phenomenon to the dismay of the invading forces. When this conflict came to an end, the Stavka, impressed by the effectiveness and toughness of these men and women, decided to regularize these teams by integrating them in the Kazak Army as volunteer units. Since then, the Rokot are the symbol of all Cossack laborers in the Ariadnan military: hard as nails workers always ready to stand up and win the battle.



ZENIT-7 DETACHMENT



International forces. Joint deployments. This is all great and it is very necessary at a political and strategic level, but the Stavka likes to maintain control of any operation in which its interests or troops are involved. Of course, this is not always possible. The chain of command—or simply distance—can prevent such control, but this does not mean that the Stavka has not sought a solution to this problem. This solution is called Zenit-7, an elite special detachment that has been defined as the Stavka's security mechanism. The members of this select unit, all graduates of the Kazak Spetsnaz Skhola, have been carefully selected and stand out for their unwavering loyalty, icy gaze, and sinister appearance. There is always room for them in special operations command meetings, and perhaps more than they need because everyone prefers to keep their distance from them. The reputation of this unit is somewhat shady. They are said to be a monitoring and control unit, a Plan B of the Stavka, and to always carry sealed orders that even the commanding officer of the operation knows about. That it is their mission to correct the course of the situation when it begins to go in a direction that damages the interests of the Stavka, and that they have carte blanche to do anything that is absolutely necessary. Anything. Wipe and Clean they say they call it. And that includes the lives of their teammates, especially if they belong to foreign forces, which for them includes any Ariadnan of non-Kazak origin. That's what people say. Of course, this is all rumors, corridor gossip, nothing proven. Although it is not the first time that only Zenit-7 has returned from a mission with the objective in one hand... and the identification plates of their comrades in the other.

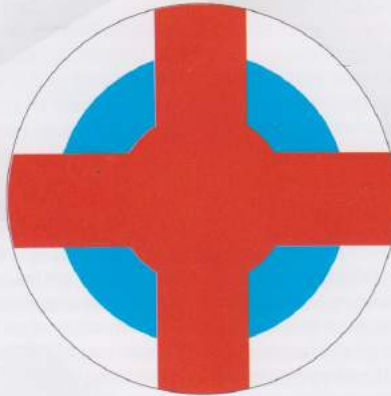


ARIADNAN ALTERNATIVE COLOR PATTERNS



KAZAKKOSMOS PATTERN

Even if Arikosmos, the Ariadnan space program, is a joint initiative of all the nations that make up Ariadna, the Mat' government has been its major proponent and the driving force behind it. Since its inception, most of the funds, facilities, and personnel have been provided by Kazak authorities, who have led the way on this project. For this reason, the program is unofficially called Kazakkosmos, a name that shows the prominence of the Mat' government's interests in the Ariadnan space venture. As a result, Kazakkosmos is also the name used for the color pattern on the uniforms of the troops assigned to guard Arikosmos facilities in the days before the creation of Kosmoflot.



HELHEIM'S DEEP PATTERN

Although Kosmoflot's main mission is to protect, defend, and advance Ariadna's interests in near and deep space, it soon took on a role similar to that of the Ariadnan Expeditionary Corps, carrying out cooperative tasks far from planet Dawn. Thus, when they were deployed on the Concilium front, a number of Kosmoflot's troops were assigned to surface operations on the planet Concilium Prima as reinforcements for the Concilium Coordinated Command. Since action on the planet is concentrated at Helheim, the Antarctic region, it was necessary to provide them with a color pattern that would help them blend in with their icy surroundings. The intensity of combat in Helheim has resulted in the pattern being given this name, which seems to derive from some obscure Ariadnan literary reference.



TAMOZHENNIK PATTERN

Kosmoflot troops stationed at Gateway Station in planet Dawn's orbit typically wear bright blue uniforms, a pattern called Tamozhennik (Таможенник), literally "customs officer" in Russian. The name derives from the fact that, in this location, the men and women of this Ariadnan corps basically carry out police, customs, and border control tasks. This blue hue, which emphasizes their role as law enforcement, is reminiscent of the uniforms of those first Ariadnan settlers who were part of the Russian space agency.

NOMADS

THE NOMAD NATION IS A COALITION OF THREE COLOSSAL SHIPS WHOSE INHABITANTS, DISSATISFIED WITH A SOCIETY RUN BY FACELESS MACROECONOMIC INTERESTS AND THE AI ALEPH, DECIDED TO BREAK AWAY AND CREATE THEIR OWN SOCIETIES IN SPACE, MOVING BETWEEN SYSTEMS AND TRADING WITH THE LOCALS. TUNGUSKA LIVES OFF THE TRAFFIC AND STORAGE OF INFORMATION; CORREGIDOR OFFERS SKILLED LABOR AT COMPETITIVE PRICES, AND BAKUNIN SPECIALIZES IN ALL THAT IS EXOTIC, ILLEGAL OR BOTH, FROM FASHION TO NANOENGINEERING.

NOMADS TROOPS

SOMBRAS, FORWARD INTERDICTION TEAM



Money. Loads and loads of Skenders. That is what all those youngsters from Lazareto think of when they look through the portholes and see the mining ships returning from the



asteroids. Money that will be spent hand over fist by those prospectors wearing customized suits in Corregidor's cantinas. Teenage dreams. However, the reality of what the vacuum holds for them is quite different. Hard work, very hard work, and a mostly low profit margin. Asteroid mining hardly brings any joy, and when it does, those who are smart spend their earnings on better suits, equipment, and supplies, and what little they have left they blow in the cantina to forget about the shitty quarters waiting for them, and to dream of better days. So, when those kids realize what life is all about, here come the recruiters of the Corregidor Jurisdictional Command ready to take those boys and girls, already hardened in the void, and offer them something better. Or basically the same thing: a hazardous life, but with a regular salary and the chance to use military-grade equipment; any banger from Lazareto's wet dream. However, after the smiles while signing up comes a nightmarish training period with some Hellcat sergeant who enjoys his job, which is to make others suffer. The truth is that he will also teach them useful things like O-G combat techniques, combined with some veteran Bandit's training in camouflage and stealth skills. To all this, they will add their knowledge in EVA techniques and moving around space wrecks and asteroids, if only to try to survive their training. But once they finish it successfully, those who make it are ready to join the Sombras ("Shadows"), that fearsome unit that specializes in ambushes in the darkness of space, in lurking in the nooks and crannies of asteroids and wrecked spacecraft. Their minimum-albedo vacuum suits make them blend in with the shadows that give them their name, and they become invisible until they strike, the decisive moment, and usually the final one for their unsuspecting enemies. Sombras are the invisible killer lurking out there where the vacuum of space becomes darker and more oppressive, the nightmare of any newbie venturing into the void for the first time. But these dreaded operatives are not so different from those kids who dreamed of success and glory. They still dream of the same thing, only now their goal is no longer money, but enemies, prey to be taken down and marked with the Sombras's unit stickers they always carry around. Yes, an attitude straight out of the barrio, but in the end, they are all still children of Lazareto..

HELLCATS



The Corregidor Interdiction and Immediate Deployment Regiment is called the 'Hellcats' after the fierceness of its members and its focus on extreme measures. The Nomad Military Force maintains the Regiment at constant peak levels of fitness and readiness so that each battalion can deploy anywhere 'in record time or faster'. Due to

its pivotal role in the functioning of the Nomad army, the Regiment entertains a vast amount of operational skills, but Hellcats mostly undertake airborne infiltration and exfiltration missions, and particularly Direct Action operations under extreme circumstances.

You really need to be made of stern stuff to make it in the Regiment. What Hellcats know as standard operating procedure is basically an aircraft jump into the worst of the fray, armed with nothing but their personal gear and the best wishes of their commanding officer, without the faintest prospect of support. Despite the substantial risk involved in their operations, Hellcats are known to be jovial folk. Their philosophy is that, if they have been able to survive these missions so far, they really have nothing to fear anymore...



INTRUDERS, CORREGIDOR ASSAULT COMMANDO



The Corregidor Assault Commando has a foul reputation planetside. Whenever a contingent of Corregidorian workers reach their new destination, it is safe to assume there will be one covert Intruder among them. The mission of this lone operative is to assess the on-site security and prepare contingency

plans, but many foreign news outlets have openly accused them of inciting revolts against the worker's contractors. The truth is that Intruders are called in whenever Nomad workers smell trouble. Their job is to safeguard Nomad citizens and evacuate them should things get ugly. If they cannot fulfill the extraction, they must be able to help the workers hold the line until the cavalry arrives.

Other than these special security details, Intruders are always ready for offensive assignments to further the agenda of the Nomad Nation, including small, medium or large-scale



CRIMSON STONE

conflicts far beyond the scope of any other Corregidorian unit. They are famously feared as assault troops, and accept only the best soldiers from other Corregidorian regiments. They act as an expeditionary corps, scouting new environments, making first contact and gathering information. Intruders can do anything from military intel, to covert ops, to urban combat, to tunnel guerrilla tactics, to sabotage. They also frequently act as military advisers and field instructors when the situation calls for an accelerated boot-camp to turn blue-collar workers into a reasonably capable combat force. However, the real reason why they are feared as the elite of spec-ops teams is their prowess as hunters and assassins. The Corregidor Assault Commando is the one true ace up the Nomad sleeve, because all it takes to control a whole battlefield is one single intruder.

EVADERS, EVA TACTICAL TEAMS

"We don't kiss ass; we kick ass."

A more or less official motto of the Evaders.



The Evaders' origins are a classic example of the Corregidor Jurisdictional Command. In fact, the Evaders themselves are a classic example of Corregidor, being the true cliché of the Nomad soldier: with little taste for discipline, uniformity, or moderate language. Created in the early days of this mothership's military forces, the Evaders were

a group of EVA (Extra Vehicular Activity) workers who went on strike and caused so much trouble and havoc that Juan Sarmiento, the Mexican General, offered them to keep doing the same, but under his command and in the service of the ship, or to go for a trek out the airlock with nothing but a pair of socks—a recruiting style very typical of this former prison ship. The Jurisdictional Command needed troops specialized in EVA and zero-gravity operations, with demolition and construction skills, as well as knowledge of the maintenance and repair of facilities. Those men and women fit the target profile and were quickly taught the tactical skills they lacked to become exactly what the Mexican General was looking for.

And thus, since they joined the Corregidor Jurisdictional Command, the Nomad space and orbital facilities not only became sturdier, more efficient, and improved the speed of deployments, but these facilities also became more secure. More than one assault on a site under construction was thwarted because the Evaders were there and, being proper Corregidorian troops, they kicked the crap out of the bastards who were trying to destroy all their work. But the Evaders are more than just armed workers; they are the space equivalent of the sappers of the surface forces: demolition experts and combat engineers.

A key element in any assault on an enemy ship or space facility, they are the ones in charge of opening and clearing the way, the experts in blowing stuff up in the vacuum of space. They are easily identifiable by their Extra Vehicular Activity armor (so customized that it barely looks like a uniform), by their foul language, and by their careless attitude. They are experts in always raising hell, both



in the area of operations and in the cantina, and also in living up to their name and evading any responsibility. These are the Evaders: Corregidor style personified.

CORREGIDOR ALGUACILES



The Alguaciles are the military police regiment of Corregidor, often repurposed as light infantry for defense purposes or as mercenary troops. They are one of Corregidor's most profitable assets, regularly hired out as soldiers of fortune with the quality assurance of being the official professional light infantry corps of Corregidor. They can deploy to cover global areas of operations, and they are qualified for a broad spectrum of missions to advance the interests and agendas of Corregidor, the Nomad Nation, or whoever is signing their checks at the time. Alguaciles are good soldiers; skilled, obstinate people who give it their very best each time while running their mouths like sailors. Their service record might not be as flashy and above-board as that of their foreign counterparts, but it is certainly much longer, and everyone in the Alguacil corps has seen several campaigns worth of combat, if not always for the same side. Professionalism and endurance are their main appeals in the international mercenary market, where their services are always in high demand.



NOMADS ALTERNATIVE COLOR PATTERNS



RED SAND PATTERN

The troops deployed as security detachments to Nomad Delegations and Trade Missions scattered over the many cities and colonies of Mars usually wear a desert camouflage pattern specially adapted to that planet. This pattern became quite popular in Maya and Arachne thanks to combat footage during the Japanese Uprising, when the Nomad troops had to defend their facilities from several raids by the Yakuza. Some analysts argue that the Japanese mob tried to take advantage of the chaos to get their hands on military hardware with which to support the insurgent cause. However, other sources suggest that this criminal organization just saw an opportunity to enhance its offensive power and increase its influence in the region. It should be noted that all attacks were repelled and the Japanese gangsters suffered great losses.



DARK QUARTZ PATTERN

Dark Quartz was the name given to the color pattern of the Nomad uniforms and armors used during the Corporate Crises in Human Edge. This was a brief conflict in which Corregidoran troops worked as mercenaries for virtually every warring faction: all corporations large and small attempting to seize control of the resources in that inhospitable system. Due to the lack of habitable planets in Human Edge, combat essentially consisted of naval boarding actions and battles inside orbital bases and deep-space stations. The gray shades that form this pattern were the most suited to helping Nomad troops blend in with these facilities' enclosed and claustrophobic environments.



PATRIA PATTERN

Patria ("Homeland" in Spanish) is the pattern used by Corregidoran troops in all Jurisdictional Command of Corregidor operations that are exclusively the concern of this mothership. The high-visibility variant depicted here is often used in police or rescue missions where it's important for the troops to be easily identifiable, whereas the low-visibility variant dims the brightness of the orange hue to improve the soldiers' survivability, helping them to blend in with the shadows during deep-space operations.

MISSION 1: "DRILL." MINESCORP OFFICES

THERE'S NOTHING AS DULL AS PATROLLING HLÖKK'S CORPORATE DISTRICT DURING THE STATION'S NIGHTTIME. THERE'S NOTHING BUT OFFICES, SO IT'S A GHOST TOWN AT THAT HOUR. BESIDES, CORPORATIONS CAN AFFORD TO PAY FOR ALARMS, SO THE STATION'S PETTY THIEVES DON'T TAKE ANY CHANCES AND LOOK FOR EASIER TARGETS. AT LEAST THIS IS WHAT ALGUACIL ORTEGA BELIEVED UNTIL SHE NOTICED A FEW SHADOWS CREEPING AROUND MINESCORP'S LOCAL HEADQUARTERS...

INTRODUCTION

This mission introduces a very simplified version of Infinity CodeOne's core mechanics. Subsequent missions will progressively flesh out these rules to provide you with a hands-on learning experience.

YOU WILL NEED

- ▶ Measuring tape.
- ▶ 3 twenty-sided dice (d20) per player.
- ▶ 3 Infinity miniatures per player.
- ▶ Model terrain.
- ▶ A gaming table.

GAME TABLE AND TERRAIN

Infinity CodeOne is a scalable game that can be played in different formats and sizes of game surface, depending on the time players have available or how fast they wish to play and finish. To play the tutorial missions it is recommended to use a game table of 32 x 24 inches, which is the size of the game mat included in this Battle Pack.


We strongly suggest you make sure the game area includes plenty of model terrain and scenery to simulate cover and blind angles. Each mission included in this rulebook has a diagram with instructions on how to arrange the pieces of scenery on the game mat.

UNIT PROFILE

Each Infinity CodeOne trooper has a Unit Profile that details his Attributes: a series of numeric values that represent how well the trooper can fare against the game's challenges. The different Attributes of Infinity troopers are:

- ▶ MOV: Movement.
- ▶ BS: Ballistic Skills.
- ▶ CC: Close Combat.
- ▶ PH: Physique.
- ▶ WIP: Willpower.
- ▶ ARM: Armor.
- ▶ BTS: Bio-Technological Shield.
- ▶ W: Wounds.
- ▶ S: Silhouette.

Additionally, Trooper Profiles list the trooper's Special Skills, Equipment and weapons.

ISC: ROKOTS										
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	4-4	14	10	11	13	1	0	1	2	-
▶ Equipment:										
▶ Special Skills:										
NAME	WEAPONS & EQUIPMENT			MELEE WEAPONS		SWC	C			
ROKOT	Rifle			CCW		-	-			

ISC: CORREGIDOR ALGUACILES										
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	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	4-4	14	11	10	13	1	0	1	2	-
▶ Equipment:										
▶ Special Skills:										
NAME	WEAPONS & EQUIPMENT			MELEE WEAPONS		SWC	C			
ALGUACIL	Combi Rifle			CCW		-	-			

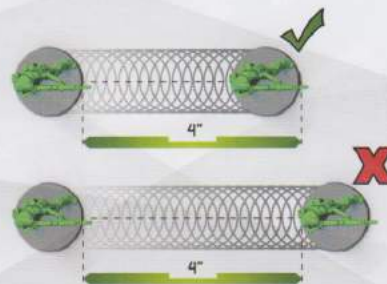
DISTANCES AND MEASUREMENTS

Distances in the game table are measured in inches. When measuring the distance between two Troopers, players must measure between the closest parts of their Silhouettes.

To determine what the distance is between two objects or scenery items, players must measure a straight line between them.



When moving Troopers around the battlefield, players must measure the complete route (including, for example, any detour to avoid obstacles) and must **always use the same part of the base** for their measurements.



LINE OF FIRE (LOF)

Line of Fire (**LoF**) is the criterion by which players determine whether a trooper can see his target. LoF is an imaginary straight line between a trooper and his potential target.

In Infinity CodeOne, troopers have a LoF angle of 180°, that is, they can see with the front half of their base. For a trooper to be able to draw LoF to his target, these conditions must be met:

- ▶ The target must be total or partially within the Trooper's front 180° arc.
- ▶ The Trooper must be able to see part of the volume of its target, with a minimum size of 3x3mm.
- ▶ LoF can be drawn from the Trooper to any point in the target's volume without being obstructed by any pieces of scenery or Models (friendly or enemy).



SUCCESS VALUE

To figure out whether a trooper is able to successfully complete his action, roll a twenty-sided die (d20). Playing with these rules, each player might need to roll up to three dice simultaneously.

Rolls are made against the **Success Value (SV)**, the numeric value resulting from applying the relevant Modifiers (both negative and positive) to the Attribute used for the Skill.

SUCCESSFUL ROLL

To find out if a Skill has succeeded, a d20 is rolled and the result is compared to the Success Value. **Any result that is equal or less than the Success Value means that the Skill was successful.**

ROLLS

Infinity CodeOne's game mechanics revolve around two types of d20 rolls: **Normal Rolls and Face to Face Rolls.**

NORMAL ROLL

Only one player takes part in a Normal Roll. This roll is used when a Trooper is not facing off against an enemy, but instead must check if they successfully use an uncontested or passively contested Skill. The player rolls one d20 and compares the result against the Success Value of the relevant Attribute of the Trooper performing the action. **If the result on the die is equal to or lower than the Success Value, the Skill is successful.**

FACE TO FACE ROLL

When two or more troopers have opposing intentions, both players participate in a Face to Face Roll. Each player rolls a d20 and compares the result to their trooper's Success Value and to the opponent's result. The trooper with the highest result that did not go over its Success Value wins the Face to Face Roll and cancels the opponent's attempt.

If the players can roll more than 1 d20, when comparing, successes cancel enemy successes with a lower die result—even if they are cancelled, in turn, by higher enemy successes.

In the event of a tie, both rolls cancel each other and no effects are applied.

MODIFIERS (MOD)

Modifiers (sometimes called **MODs**) are penalties or bonuses different game situations can impose on a Roll. Modifiers can be either positive or negative and they are applied to the Attribute **before** rolling the dice.

MAXIMUM MODIFIER

The **total** sum of all Modifiers applied to a Roll can never exceed +12 or -12.

IMPORTANT!

Whenever a rule mentions the value of an Attribute, consider it to mean the **Success Value**, obtained after applying **all** MODs.

CRITICALS

If the result on the dice matches the Success Value, the Roll is a Critical success.

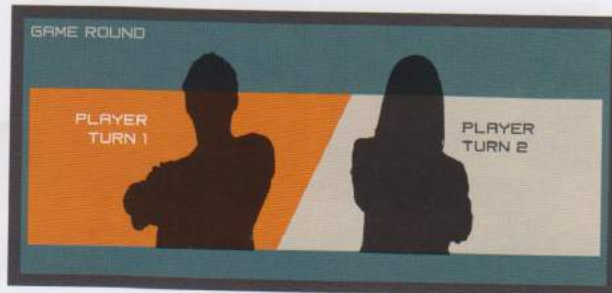
In a Face to Face Roll, Criticals always win, trumping any non-critical result rolled by the opponent. If both players roll a Critical, the Face to Face Roll is a tie and both troopers fail.

INITIATIVE AND DEPLOYMENT

Before the game starts, players must deploy their models as indicated in the map and make a WIP Face to Face Roll. Both players roll a d20, check the result and the player who gets the higher result, not exceeding the WIP Attribute value of their Troopers, will be the winner of the Initiative Roll. The winner can choose between playing the first or second Player Turn.

GAME SEQUENCE

The game is played in a series of Rounds, and each Round is divided into two Player Turns.



The player who won the Initiative Roll chooses who has the first Player Turn. When that Turn ends, the opponent's Turn begins. Play alternate Turns until one player loses all his troopers. Then, the game ends.

ACTIVE PLAYER, REACTIVE PLAYER

The Active Player is the player currently playing his Turn. During the opponent's Turn, that player becomes the Reactive Player.

MISSIONS

ORDER POOL

As the Active Player, the first thing you must do when your Active Turn begins is count how many of your troopers are still alive on the table. That is the number of Orders you may spend during that Active Turn. These make up your Order Pool.

By spending one Order, you may activate one trooper. You decide which trooper to activate each time you spend an Order. You could activate each trooper once, use all your Orders on one trooper, or anything in between.

Once you have spent all your Orders, your Active Turn ends.

TOKENS



Tokens help keep track of all that happens during the game. For this first mission, you will need three Regular Order Tokens (REGULAR) for each player.

ORDERS

During your Active Turn, you spend your Orders sequentially to activate your troopers. By spending one Order, you may have one of your troopers perform one of the following combinations of Skills:

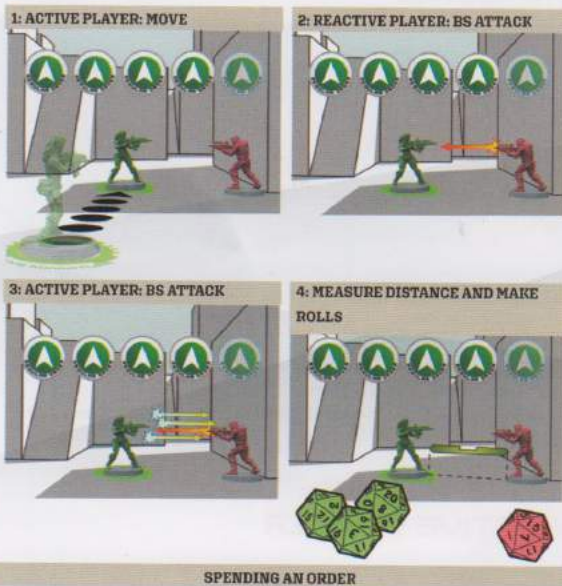
- ▶ Move + BS Attack (Ballistic Skill).
- ▶ Move + CC Attack (Close Combat).
- ▶ Move + Dodge.
- ▶ Move + Move.

AROS

When the Active Player declares the first Skill of an Order, and before he can declare the second, both players check to see if any of the Reactive Player's troopers can react with an ARO (Automatic Reaction Order).

All of the Reactive Player's troopers that have Line of Fire to (that is, they can 'see') the trooper that is using the Order, may declare one of these AROs:

- ▶ BS Attack.
- ▶ Close Combat Attack.
- ▶ Dodge.



SPENDING AN ORDER

SKILLS

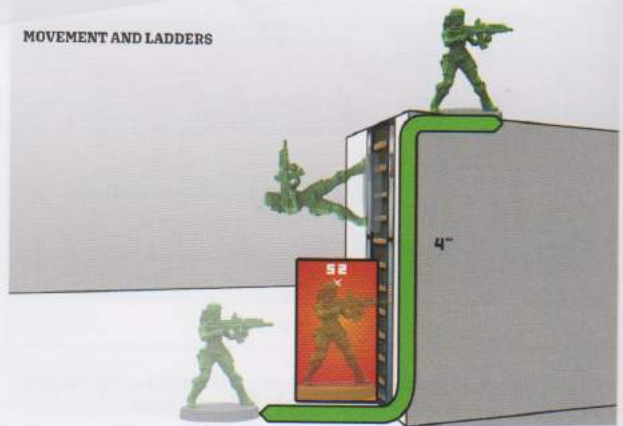
MOVE

When a trooper declares Move, he may move up to his first MOV value in inches. While moving, he may freely change the direction he is facing.

When declaring a Move, the Active Player measures to check which locations the trooper can reach with that Skill and, specifying the full path taken by the activated trooper, place them in the chosen location.

The second value of the MOV Attribute is the number of inches a trooper may move if he declares Move for the second time during a single Order.

MOVEMENT AND LADDERS



BS ATTACK

In order to declare a BS Attack, the trooper must have Line of Fire (LoF) to his target and must not be in base to base contact with an enemy.

Before rolling the BS Attack, measure the distance between the trooper and his target and apply the appropriate MOD to his BS Attribute.

COMBI RIFLE



Combi Rifle	Traits: -		
Damage: 13	B: 3		
Ammo: N	Saving Roll Attribute: ARM		
RANGE MODIFIERS			
16"	32"	48"	96"
+3	-3	-6	-6

RIFLE



CC ATTACK

Troopers may only declare a CC Attack if they are in base to base contact with their target.

CCW



CC Weapon	Traits:	CC
Damage: PH	B:	1
Ammo: N	Saving Roll Attribute:	ARM

Rifle	Traits:	-		
Damage: 13	B:	3		
Ammo: N	Saving Roll Attribute:	ARM		
RANGE MODIFIERS				
8"	16"	32"	48"	96"
0	+3	-3	-6	

BS ATTACK ROLL AND BURST

When one of your troopers declares a BS Attack, you make a BS Roll to find out whether the attack was successful. If the target declares a BS Attack against your trooper in response or tries to Dodge your attack, then you both make a Face to Face Roll. Otherwise, resolve the attack with a Normal Roll.

When he declares a BS Attack, a trooper in his Active Turn may shoot as many times as the Burst (B) value of his weapon (in this case, a Combi Rifle, for example). The Active Player may distribute those shots among any number of targets, but must do so during the declaration of the attack.

The Active Player rolls as many d20s as the Burst value of his trooper's Combi Rifle, and compares the results to the BS of the trooper, as explained above under Rolls.

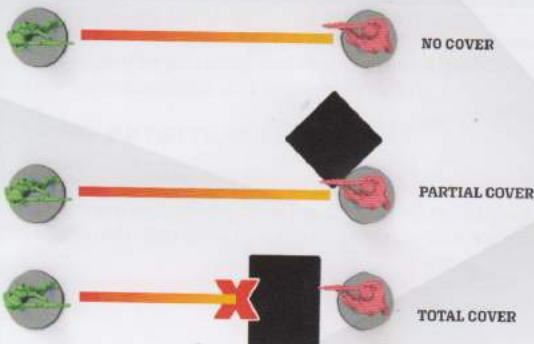
If the Active Player splits his Burst between different targets and these react in ARO, each Face to Face Roll is rolled separately following the order the Active Player wishes.

The Burst value of the Reactive Player's troopers is always 1.

COVER

Cover can obstruct Lines of Fire and offers troopers a modicum of protection. The target of a BS Attack is in Partial Cover when it is in base to base contact with a piece of scenery that partly blocks the Line of Fire of the attacker.

Troopers in Partial Cover impose a -3 Modifier to the BS Attribute value of their attacker, and a -3 Modifier to the Attack's Damage value in the Saving Roll.



CC ATTACK ROLL

When one of your troopers declares a CC Attack, you make a CC Roll to find out whether the attack was successful. If the target declares another CC Attack or a BS Attack against your trooper in response or tries to Dodge your attack, then you both make a Face to Face Roll. Otherwise, resolve the attack with a Normal Roll.

Roll a d20 and compare the result to the CC Attribute of your trooper as explained above under Rolls.

DODGE

To declare Dodge, a trooper must be in base to base contact with, or have Line of Fire to, an enemy activated by an Order or ARO.

A trooper that declared Dodge makes a Physique (PH) Roll to avoid the CC or BS Attack.

Additionally, Dodge allows the user to **move** up to 2 inches, if a Normal or Face to Face Roll **is successful**.

SAVING ROLLS AND DAMAGE

Successful attacks force their target to pass a Saving Roll or receive injuries and be removed from play.

Impacts generally cause the target to lose one Wound/STR Attribute point when the **result of the Saving Roll is equal or less than the Attack's Damage**. In these cases, the Trooper suffers Damage, and their Attribute profile and States may be affected.

To calculate the Attack Damage, the player must subtract the following from the Weapon's Damage:

- ▶ The ARM/BTS Attribute as appropriate.
- ▶ [-3] MOD due to Partial Cover, if applicable.
- ▶ Apply other MODs (+ or -) due to Special Skills or rules, if any.

Once the value of the **Attack Damage** is determined, the player rolls a D20 for each hit and compares the result:

- ▶ Saving Roll failed:

If the final **result is equal to or lower** than the Attack Damage, the hit is successful. When this happens, the most common consequence is the loss of one point from the target's Wounds/STR, or a change in their state.

MISSIONS

▶ Saving Roll passed:

If the **final result is higher** than the Attack Damage, **the target receives no Damage** and suffers no alteration to its Attribute profile or its state.

If the trooper loses his last Wounds point, he is removed from play.

If the trooper survives an Attack against him from outside of his 180° LoF, he can turn to face the attacker, at the end of the Order and without any Roll required.

When a Critical success is rolled in any Attack Roll (whether it is a BS or a CC Attack) the target must perform an additional Saving Roll.

MISSION DETAILS

OBJECTIVES

MAIN OBJECTIVES

- ▶ For each enemy trooper eliminated at the end of the game (1 Objective Point).
- ▶ Eliminating all enemy troopers by the end of the game (2 additional Objective Points).

SECONDARY OBJECTIVES

- ▶ For each friendly trooper that survived the game (1 Objective Point).
- ▶ Sustaining no friendly casualties by the end of the game (2 additional Objective Points).

FORCES

- ▶ Side A (Ariadna): 3 Rokots.
- ▶ Side B (Nomads): 3 Alguaciles.


END-GAME CONDITIONS

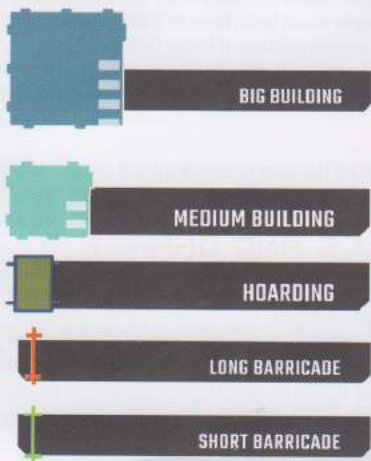
The game ends when one of the players has no more troopers on the table. Victory goes to the player with the most Objective Points.

▶ **ISC: ROKOTS**

	○	▲	○	○	○							
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA			
44	14	10	11	13	1	0	1	2	-			
▶ Equipment:												
▶ Special Skills:												
NAME	WEAPONS & EQUIPMENT					MELEE WEAPONS			SWC	C		
ROKOT	Rifle					CCW			-	-		

▶ **ISC: CORREGIDOR ALGUACILES**

	○	▲	○	○	○							
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA			
44	14	11	10	13	1	0	1	2	-			
▶ Equipment:												
▶ Special Skills:												
NAME	WEAPONS & EQUIPMENT					MELEE WEAPONS			SWC	C		
ALGUACIL	Combi Rifle					CCW			-	-		




MISSION 2: "JACKLEG." ROCAWORKS HQ ENTRANCE

THE EVADERS' JOB USUALLY CONSISTS IN TEARING STUFF DOWN, PREFERABLY IN ZERO GRAVITY, AND NOT INSIDE AN OFFICE. BUT GUNNERY SERGEANT DANIEL WANGILA WASN'T COMPLAINING, BECAUSE AS FAR AS HE WAS CONCERNED HE HAD A FREE PASS TO CAUSE DAMAGE. AFTER ALL, IF ANYONE COULD AFFORD A PROPER INSURANCE POLICY TO COVER THEIR DAMAGES, IT WAS A CORPORATION— EVEN MORE SO WHEN IT WAS INSURING COMPANY RESOURCES. WITH THESE CHEERFUL THOUGHTS IN MIND, THE EVADER OPENED FIRE ON THE TRESPASSERS WHO HAD BROKEN INTO ROCAWORKS' OFFICES.

INTRODUCTION

This mission introduces the concept of a Lieutenant, and the difference between Regular Orders and Special Lieutenant Orders. It will also explore some of the depth of the Initiative and Deployment rules. In addition, Attributes above 20, the Dodge (+1 inch) Special Skill and AP Special Ammunition are also introduced in this tutorial scenario, as well as three new weapons: the HMG, the Spitfire, and the AP CCW.

REGULAR TROOPERS

The profile of each trooper indicates whether it is **Regular**. 

Regular troopers have received formal military training and can work as a team.

At the start of your Active Turn, each of your Regular troopers provides you with a Regular Order. Regular Orders go into your Order Pool, so you may spend them to activate any trooper. To represent Regular Orders, use Regular Order Tokens.

LIEUTENANT

The Lieutenant is the leader of your combat force. He is responsible for coordinating your troops and making on-the-ground tactical choices.

The identity of your Lieutenant is a secret. You must write down the identity of your Lieutenant before the game starts, and disclose that information to your opponent only when your Lieutenant dies or you use the Special Lieutenant Order.

SPECIAL LIEUTENANT ORDER



Each of your Active Turns, your Lieutenant generates an extra Special Order that he can only use on himself. To represent it, use the Lieutenant Order Token.

Using the Special Lieutenant Order will reveal the identity of your Lieutenant.

INITIATIVE AND DEPLOYMENT ROLL

Before the game starts, players make a Face to Face Roll using their respective Lieutenant's WIP Attributes. Both players roll a D20 and compare their results. The one with the higher result (that does not exceed their Lieutenant's WIP Attribute) is the winner of the Initiative Roll. **The winner of the Initiative Roll can choose between keeping Deployment and keeping Initiative.** Whichever option the winner declined goes to the other player.

KEEPING INITIATIVE

The player who kept Initiative gets to choose **which player has the first Player Turn** and which player has the second Player Turn in each Game Round. This order is maintained throughout the game.

KEEPING DEPLOYMENT

- The player who kept Deployment gets to choose who deploys first, and in which Deployment Zone. The Deployment Zones are two bands 8 inches deep and 24 inches wide on opposite ends of the game table.

IMPORTANT!

Both players must make and announce their choices **before** the Deployment Phase begins.

DEPLOYMENT PHASE

During the Deployment Phase, before the first Round starts, players place their troopers on the battlefield.

The Deployment Phase is divided into the following steps:

- ▶ **1. Player One Deployment:** The first player to deploy, as decided by the player who kept Deployment, places all his troopers inside his Deployment Zone.
- ▶ **2. Player Two Deployment:** Once Player One is done, Player Two places all their troopers inside their Deployment Zone.

DEPLOYMENT RULES

To deploy your troopers on the table, follow these rules:

- ▶ The base of the trooper must be entirely within the Deployment Zone.
- ▶ Unless otherwise agreed upon, troopers cannot deploy in a location that is too small to fit their entire base.

ATTRIBUTES ABOVE 20

Attributes above 20 increase the chance of obtaining a Critical result.

If the Trooper possesses an Attribute value higher than 20, the player will add the amount by which the Attribute exceeded 20 to the result on the die (i.e. an Attribute of 23 would add 3 to the die).

In these cases, any result of 20 or more on the roll is a Critical, if applicable.

EXAMPLE:

The lethal Volkolak has a Close Combat (CC) Attribute of 22. Whenever he makes an unmodified CC roll, he increases the result on his die by 2. Consequently, any unmodified Normal Roll is a success and he obtains a Critical with a roll of 18 (18 + 3 = 21), 19 (19 + 3 = 22), etc.

MISSIONS

DODGE (+1 INCH)

When a **positive Modifier (+)** appears in round brackets next to a Special Skill, it will be applied only to the **user** of that Special Skill.

The user of Dodge (+1 inch) can add 1 inch to the distance they can **move** if the Dodge Roll is successful.

AP AMMUNITION

In the Saving Roll, each successful hit with a weapon loaded with AP Ammunition reduces the ARM value of its target to half of its original value, rounding up. As a result, any ARM value of 1 or more cannot be reduced below 1.

AP Ammunition only affects the target's ARM value, but not the Damage-3 MOD provided by Partial Cover.

HEAVY MACHINE GUN (HMG)

Considered by some to be the "mother of all support weapons", the range, destructive power and high rate of fire of the HMG makes it a force to be reckoned with on any battlefield.

HMG



HMG	Traits: -			
Damage: 15	R: 4			
Ammunition: N	Saving Roll Attribute: ARM			
RANGE MODIFIERS				
8"	16"	32"	48"	96"
-3	0	+3	-3	

SPITFIRE

A support BS Weapon particularly useful at medium ranges thanks to its signature high Burst value.

SPITFIRE



Spitfire	Traits: -			
Damage: 14	R: 4			
Ammunition: N	Saving Roll Attribute: ARM			
RANGE MODIFIERS				
8"	24"	32"	48"	96"
0	+3	-3	-6	

AP CC WEAPON

The term "Close Combat [CC] Weapon" covers all full-sized melee weapons (swords, sabers, axes, spears...) an Infinity soldier might carry. Melee weapons can have Traits, which are shown in their weapon profile.

An AP CC Weapon (AP CCW) is a variant of the CCW which applies AP Ammunition.

AP CCW



CCW	Traits: CC	
Damage: PH	B: 1	
Ammo: AP	Saving Roll Attribute: ARM	



MISSION DETAILS

OBJECTIVES

MAIN OBJECTIVES

- For each enemy trooper eliminated at the end of the game [1 Objective Point].
- Be the first to eliminate the enemy Lieutenant [2 Objective Points].

SECONDARY OBJECTIVES

- For each friendly trooper who survives the game [1 Objective Point].

FORCES

- ▶ Side A (Ariadna): 2 Rokots, 1 Rokot (Lieutenant) and 1 Volkolak.
- ▶ Side B (Nomads): 2 Alguaciles, 1 Alguacil (Lieutenant) and 1 Evader.

▶ **ISC: ROKOTS**

	○	▲	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA											
4-4	14	10	11	13	1	0	1	2	-											
▶ Equipment:																				
▶ Special Skills:																				

NAME	WEAPONS & EQUIPMENT	MELEE WEAPONS	SWC	C
ROKOT	Rifle	CCW	-	-
ROKOT (LIEUTENANT)	Rifle	CCW	-	-

▶ **ISC: VOLKOLAK SHOCK TROOPERS**

	○	▲	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA											
4-4	22	12	14	12	4	0	2	2	-											
▶ Equipment:																				
▶ Special Skills: Dodge (+1 Inch)																				

NAME	WEAPONS & EQUIPMENT	MELEE WEAPONS	SWC	C
VOLKOLAK	HMG	AP CCW	-	-

END-GAME CONDITIONS

The game ends when one of the players has no more troopers on the table. Victory goes to the player with the most Objective Points.

▶ **ISC: EVADERS, EVA TACTICAL GROUP**

	○	▲	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA											
4-4	15	13	12	13	3	3	1	2	-											
▶ Equipment:																				
▶ Special Skills:																				

NAME	WEAPONS & EQUIPMENT	MELEE WEAPONS	SWC	C
EVADER	Spitfire	CCW	-	-

▶ **ISC: CORREGIDOR ALGUACILES**

	○	▲	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA											
4-4	14	11	10	13	1	0	1	2	-											
▶ Equipment:																				
▶ Special Skills:																				

NAME	WEAPONS & EQUIPMENT	MELEE WEAPONS	SWC	C
ALGUACIL	Combi Rifle	CCW	-	-
ALGUACIL (LIEUTENANT)	Combi Rifle	CCW	-	-

	BIG BUILDING
	MEDIUM BUILDING
	HOARDING
	LONG BARRICADE
	SHORT BARRICADE



MISSION 3: "AUGER." ROCAWORKS HQ DATA CORE

"EXPECT THE UNEXPECTED" IS A COMMON MOTTO OF SPEC-OPS INSTRUCTORS. IT'S ALSO COMMON FOR NEW RECRUITS TO ASK WHAT THEY MEAN BY "UNEXPECTED." FOR INTRUDER ALEC ORENGO, THE ANSWER WAS CLEAR. HE WAS WORKING UNDERCOVER AT ROCAWORKS' HEADQUARTERS IN HLÖKK STATION, A COVERT OPERATION NEITHER THE CORPORATION NOR THE NOMAD SECURITY TEAM KNEW ANYTHING ABOUT. IN THEIR EYES, HE WAS JUST ANOTHER CLERK. THAT WAS WHAT HIS ID BADGE READ, AND THIS IS HOW IT WAS RECORDED IN THE COMPANY'S DATABASE. NO ONE WAS AWARE OF HIS PRESENCE, LEAST OF ALL THE HOSTILES WHO HAD BROKEN INTO THE DATACORE. ORENGO RELEASED HIS GUN'S SAFETY WITH THE CONFIDENCE OF ONE WHO KNOWS HE IS THE UNEXPECTED ELEMENT IN THE SITUATION.

INTRODUCTION

This mission showcases new combinations of Skills to use during your Orders and AROs, plus the Discover Common Skill, the Camouflage Special Skill, and related rules, also the Mimetism and BS Attack (+1 Damage) Special Skills, the Multispectral Visor piece of Equipment, and a new weapon: the AP Sniper Rifle.

NEW ORDER AND ARO COMBINATIONS

From now on, when spending an Order, you may have your trooper declare any of the combinations of Skills from Mission 1, or one of these:

- ▶ Move + Discover.
- ▶ Discover + BS Attack.
- ▶ Discover + Dodge.

You will also have one more option for your AROs:

- ▶ Discover.

MIMETISM

The user of this Special Skill can use a number of tricks to become a harder target to hit.

In game terms, any BS Attack or Discover Skill declared against a Trooper with Mimetism must apply the negative Modifier shown between brackets in the Unit Profile—for example Mimetism [-3].

MULTISPECTRAL VISOR

This piece of Equipment was designed to offset the effects of different military concealment and camouflage technologies.

This Visor reduces the Modifier for declaring a Discover or BS Attack against a Trooper with Mimetism [-3] to 0.

CAMOUFLAGE

Troops with this Special Skill carry sophisticated concealment systems capable of making them virtually undetectable.

CAMOUFLAGE MARKER



Troops with this Special Skill may choose to start the game concealed, that is, represented by a Camouflage Marker [CAMO] instead of their model. This means the enemy cannot readily see the trooper.

While deployed as a Camouflage Marker [CAMO], the trooper may declare a Surprise Attack and enemies have limited options when acting against it in ARO.

However, the trooper reveals itself and loses its Marker form whenever it declares a combination of Skills other than Move + Move, whenever it enters base to base contact with an enemy by Moving, or whenever it declares an ARO. When the Marker is revealed, replace it with the trooper's model. You decide its facing when this happens.

Camouflage Markers can have the Mimetism Special Skill. In such a case, the Camouflage Marker will show the Modifier it applies.

SURPRISE ATTACK

During its Active Turn (and only then), a Camouflage Marker that declares Move + BS Attack makes a Surprise Attack against its target.

Enemies must apply an additional -3 Modifier to their Skill Rolls when they are the target of a Surprise Attack.

ARO AGAINST CAMOUFLAGE MARKERS

When a Camouflage Marker in its Active Turn declares Move and provides enemies with an ARO, the Reactive Player only has these ARO options: Dodge, Discover or Delay ARO.

DODGE

Regardless of the second Short Skill declared by the Camouflage Marker, the reactive trooper makes a PH Roll to Dodge.

If the camouflaged trooper declares a CC Attack or a BS Attack against the reactive trooper, make a Face to Face Roll.

DISCOVER

If the Camouflage Marker uses its second Short Skill to Move, the reactive trooper makes a WIP roll to try and Discover and reveal it.

If, for whatever reason, the Camouflage Marker reveals itself with its second Short Skill, forgo the Discover Roll.

DELAY ARO

When reacting against a Camouflage Marker, troops may delay their ARO declaration until after the Active Player declares the second Short Skill of his Order.

When the trooper finally declares its delayed ARO, it may choose between Dodge, BS Attack or CC Attack.

DODGE

If the Camouflage Marker declares any Order other than Move + Move, the Reactive Player may declare Dodge.

If the active Camouflage Marker uses its second Short Skill to declare a BS Attack or a CC Attack against the reactive trooper, make a Face to Face Roll.

BS ATTACK

If the Camouflage Marker declares any Order other than Move + Move, the Reactive Player may declare BS Attack.
If the active Camouflage Marker uses its second Short Skill to declare Dodge, BS Attack or CC Attack against the reactive trooper, make a Face to Face Roll.

CC ATTACK

If the Camouflage Marker, using Move + Move, enters base to base contact with the reactive trooper, then the reactive trooper may declare a CC Attack.

CAMOUFLAGE MARKER: MOVING INTO BASE TO BASE CONTACT

If, by declaring Move, a Camouflage Marker enters base to base contact with the reactive trooper, it reveals itself immediately, so the ARO resolves slightly differently.

When a Camouflage Marker enters base to base contact with an enemy by Moving, the reactive trooper may declare either Dodge, CC Attack or BS Attack.

If the camouflaged trooper enters base to base contact with the reactive trooper using the first Short Skill of its Order and uses the second to declare Dodge, CC Attack or BS Attack against it, then make a Face to Face Roll.

If the camouflaged trooper does not have any further Short Skills to declare after entering base to base contact, or chooses not to, then the reactive trooper makes a Normal Roll.

DISCOVER

The successful use of this Skill reveals the target, forcing the opponent to replace its Camouflage Marker with the corresponding figure.

To declare Discover, the trooper must have Line of Fire to an enemy Camouflage Marker and not be in base to base contact with any enemies.

Before making the Discover Roll, measure the distance between the trooper and its target Camouflage Marker and apply the appropriate MOD to its WIP Attribute.

DISCOVER

RANGE MODIFIERS			
8"	32"	48"	96"
+3	0	-3	-6

DISCOVER ROLL

When a trooper declares Discover, it must make a Normal WIP Roll.

If the WIP Roll is successful, the opponent must replace the Camouflage Marker with the trooper's figure.

However, if the trooper fails its Discover Roll, it cannot attempt to Discover that specific Camouflage Marker again until the next Player Turn.

DISCOVER + BS ATTACK

Discover is a Short Movement Skill, and therefore it may be combined with any other Short Skill or Short Movement Skill. The Active Player must pass a Discover Roll **before** making the BS Attack. The game sequence goes like this:

- ▶ The Active Player declares Discover as the first Short Skill of his Order.
- ▶ His opponent declares AROs normally. If the target of Discover declared an ARO that revealed it, then its Camouflage Marker is replaced **immediately** by its model. The Active Player may then declare the BS Attack as the second Short Skill of his Order, ignoring the now redundant Discover Roll.
- ▶ If the target did not reveal itself, then the Active Player may still declare a BS Attack. However, he must make his Discover Roll, and only if it is successful may he roll his BS Attack. If the Active Player fails that Discover Roll, the declared BS Attack is cancelled as invalid.

BS ATTACK (+1 DAMAGE)

When declaring a BS Attack with any BS weapon, Troopers possessing this Special Skill can apply a Modifier of +1 to the Damage value of such weapon.

AP SNIPER RIFLE

AP Sniper Rifles are precision weapons loaded with AP Special Ammunition. These weapons possess such long range and accuracy that they can dominate the entire battlefield. A well-placed marksman armed with one of these weapons can potentially deter the advance of a whole army.

AP SNIPER RIFLE



AP Sniper Rifle

Damage: 15

Ammo: AP

Traits: -

B: 2

Saving Roll Attribute: ARM

RANGE MODIFIERS			
8"	16"	48"	96"
-3	0	+3	-3

MISSIONS

MISSION DETAILS

OBJECTIVES

MAIN OBJECTIVES

- ▶ For each enemy trooper eliminated at the end of the game (1 Objective Point).

SECONDARY OBJECTIVES

- ▶ For each friendly trooper surviving the game (1 Objective Point).

FORCES

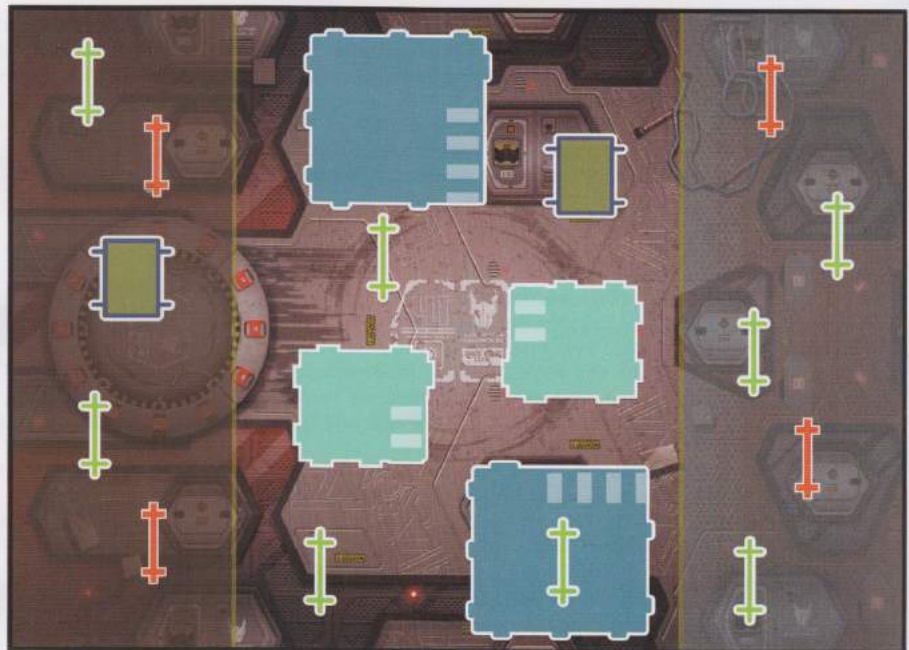
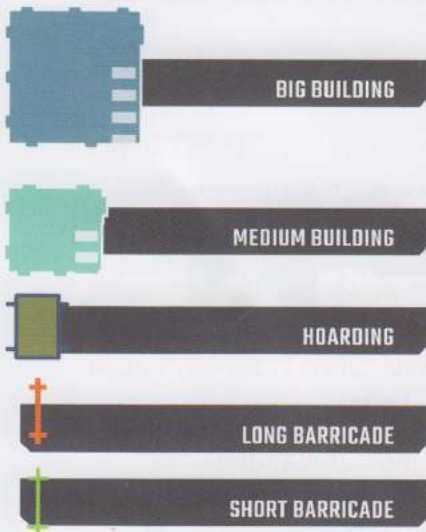
- ▶ Side A (Ariadna): 2 Rokots, 1 Rokot (Lieutenant), 1 Volkolak and 1 Zenit.
- ▶ Side B (Nomads): 2 Alguaciles, 1 Alguacil (Lieutenant), 1 Evader and 1 Intruder.

END-GAME CONDITIONS

The game ends when one of the players has no more troops—either as figures or Markers—on the table. Victory goes to the player with the most Objective Points.

▶ ISC: ZENIT-7 DETACHMENT										
	○	▲	○	○	○					
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	14	12	10	13	2	0	1	2	-	
▶ Equipment:										
▶ Special Skills: BS Attack (+1 Damage), Camouflage, Mimetism (-3), Surprise Attack (-3).										
NAME	WEAPONS & EQUIPMENT					MELEE WEAPONS		SWC	C	
ZENIT-7	AP Sniper Rifle					CCW		-	-	

▶ ISC: INTRUDERS										
	○	▲	○	○	○					
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	14	13	12	14	3	0	1	2	-	
▶ Equipment:										
▶ Special Skills: Camouflage, Mimetism (-3), Surprise Attack (-3).										
NAME	WEAPONS & EQUIPMENT					MELEE WEAPONS		SWC	C	
INTRUDER	HMG					CCW		-	-	



MISSION 4: "FUZE." RAID ON THE "PICAPIEDRAS"

THERE, ON THE DOCKS OF HLÖKK STATION, SURROUNDED BY DOCKED PROSPECTING SHIPS, CORPORAL JOHNNY RIVERA FELT AT HOME. HE HAD WORKED ABOARD SUCH SHIPS ALL HIS TEENAGE YEARS, EARNING A MEAGER SALARY, UNTIL A RECRUITING SERGEANT PERSUADED HIM THAT THE CORREGIDOR JURISDICTIONAL COMMAND WOULD APPRECIATE ALL HIS SKILLS FAR MORE THAN ANY OTHER EMPLOYER. BUT WHEN A BUNCH OF ARMED TRESPASSERS BEGAN TO SCATTER ALL OVER THE DECK, IT BECAME CLEAR THAT HE WOULD HAVE NO TIME FOR NOSTALGIA ON THAT SHIFT. BLENDING IN WITH THE SHADOWS THAT GIVE HIM HIS NAME, THE SOMBRA WAS GOING TO TEACH THEM WHAT A TERRIBLE MISTAKE IT WAS TO VENTURE INTO HIS HUNTING GROUNDS, A MISTAKE WITH DEADLY CONSEQUENCES.

INTRODUCTION

This mission introduces Silhouette Templates to help you determine Lines of Fire, the Infiltration and the Forward Deployment Special Skills, and two new BS weapons: the Boarding Shotgun and the MULTI Rifle.

VOLUME AND SILHOUETTE TEMPLATES

In game terms, all combatants occupy an unvarying volume on the table. This volume is cylinder-shaped, with its width determined by the base size and its height by the type of trooper.

Silhouette Templates are a game aid designed to help players determine the in-game volume and height of a trooper.

If doubts about the volume of a trooper arise during a game, use the Silhouette Templates to decide exactly what cylinder-shaped space it takes up on the game table.



INFILTRATION

During the Deployment Phase, the user of this Special Skill may deploy anywhere in the same half of the table as its owner's Deployment Zone, but never beyond the central line.

FORWARD DEPLOYMENT

The users of this Special Skill can be deployed beyond the limit of their Deployment Zone. The distance that the Trooper may deploy outside their Deployment Zone is shown between brackets in the Unit Profile.

BOARDING SHOTGUN

Ballistic weapon especially designed for Close Quarters Battle loaded with AP Special Ammunition.

BOARDING SHOTGUN



MULTI Sniper Rifle	Traits:-		
Damage: 14	B: 2		
Ammo: AP	Saving Roll Attribute: ARM		
RANGE MODIFIERS			
8"	16"	24"	96"
+6	0	-3	

MULTI RIFLE

MULTI Rifles are variants of the Combi Rifle loaded with several different ammunitions. However, for the purposes of this tutorial scenario they will load only AP Special Ammunition

MULTI RIFLE



MULTI Rifle	Traits:-			
Damage: 13	B: 3			
Ammo: AP	Saving Roll Attribute: ARM			
RANGE MODIFIERS				
8"	16"	32"	48"	96"
+3	+3	-3	-6	

MISSIONS

MISSION DETAILS

OBJECTIVES

MAIN OBJECTIVES

- ▶ For each enemy Trooper eliminated at the end of the game (1 Objective Point).
- ▶ Ariadnan player: eliminate the Evader (1 extra Objective Point).
- ▶ Ariadnan player: eliminate the Intruder (1 extra Objective Point).
- ▶ Nomad player: eliminate the Volkolak (1 extra Objective Point).
- ▶ Nomad player: eliminate the Zenit (1 extra Objective Point).

SECONDARY OBJECTIVES

- ▶ Being the first to eliminate the enemy Lieutenant (2 extra Objective Points).


FORCES

- ▶ Side A (Ariadna): 2 Rokots, 1 Rokot (Lieutenant), 1 Volkolak, 1 Zenit and 1 SAS.
- ▶ Side B (Nomads): 2 Alguaciles, 1 Alguacil (Lieutenant), 1 Evader, 1 Intruder and 1 Sombra.


END-GAME CONDITIONS

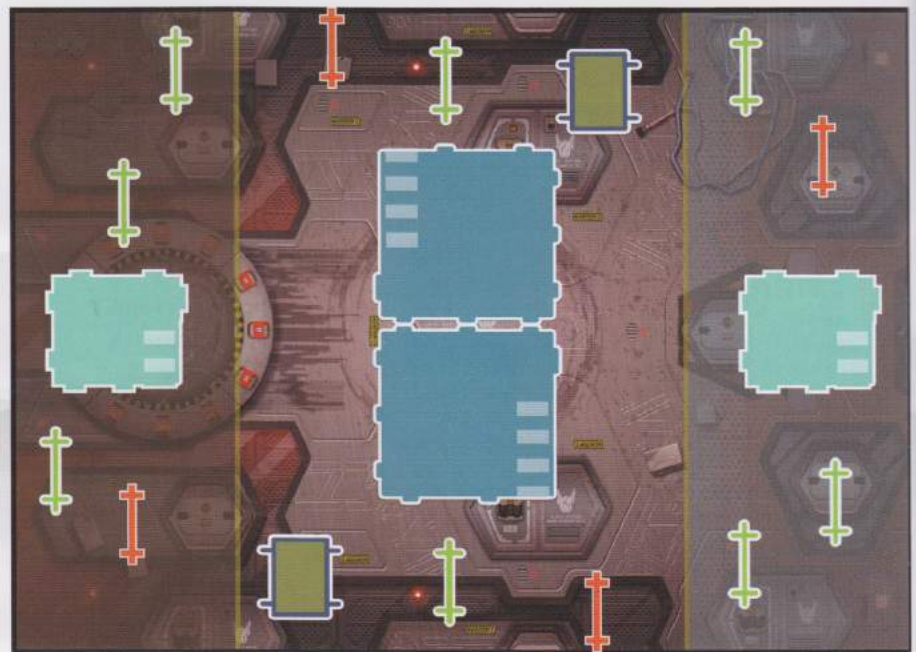
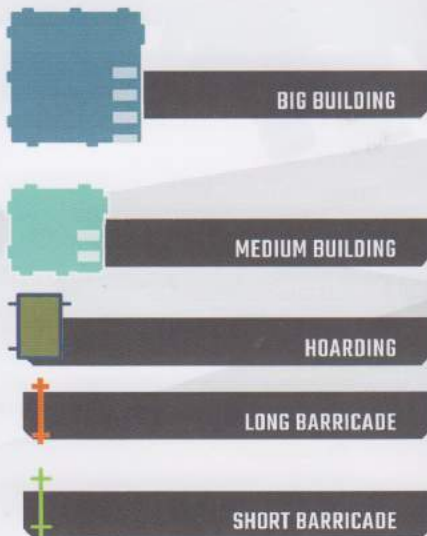
The game ends when one of the players has no more troopers—either as a figure or a Marker—on the table. Victory goes to the player with the most Objective Points.

▶ **ISC: 1st HIGHLANDER S.A.S.**

	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>					
	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	4-4	22	11	13	13	0	0	1	2	-
▶ Equipment:										
▶ Special Skills: Camouflage, Dodge (+1 Inch), Infiltration, Mimetism (-3), Surprise Attack (-3).										
NAME	WEAPONS & EQUIPMENT			MELEE WEAPONS			SWC	C		
S.A.S.	Boarding Shotgun			AP CCW			-	-		

▶ **ISC: SOMBRAS, FORWARD INTERDICTION TEAM**

	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>					
	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	4-4	15	12	11	13	3	6	1	2	-
▶ Equipment:										
▶ Special Skills: Camouflage, Forward Deployment (+8 Inches), Mimetism (-3), Surprise Attack (-3).										
NAME	WEAPONS & EQUIPMENT			MELEE WEAPONS			SWC	C		
SOMBRA	MULTI Rifle			CCW			-	-		



MISSION 5: "DETONATOR." SECURING THE LOADING DOCKS

HELLCATS SPEND HALF OF THEIR WORKING HOURS AT HLÖKK'S DOCKS PERCHED ON THE CEILING'S METAL STRUCTURE, JUST WAITING FOR A SITUATION THAT REQUIRES THEM TO JUMP DOWN TO REINFORCE THE SECURITY DETACHMENT. BORED OUT OF HIS MIND, SERGEANT ÓSCAR SÁNCHEZ IDLY ZOOMED IN HIS HELMET'S VISOR AT EVERY FEMALE STAFF MEMBER WHO WALKED BELOW HIS POSITION. BUT ALL OF A SUDDEN, HE NOTICED SOMETHING THAT MADE HIS DAY. HIS SPEC-OPS TRAINING HAD PREPARED HIM TO DETECT CONCEALED WEAPONS, THE KIND CARRIED BY THAT PECULIAR LOT WHO HAD JUST COME INTO THE DOCKING BAY. HE ISSUED AN ALERT AND, WITH GREAT JOY, ACTIVATED HIS JUMP PACK...

INTRODUCTION

The final mission of this rulebook explains how the Unconscious and Dead states work, and introduces the Parachutist and Combat Jump Special Skills, and also two new weapons: the Light Shotgun and the Submachine Gun.

PARACHUTIST

This Trooper is not required to deploy during the Deployment Phase, remaining off-table until their player decides to deploy them during their Active Turn.

While off-table, the Trooper will not add their Order to the Order Pool during the Tactical Phase. However, they may enter the table using their own Order to use this Special Skill, when the player chooses.

The player may deploy the Trooper on any surface of the game table, as long as that surface's size is equal to or larger than their base and is in contact with the edge of the table.

They may not be deployed within the enemy Deployment Zone.

Once the Trooper is placed on their entry point, the Reactive Player declares all their AROs.

COMBAT JUMP

This Trooper is not required to deploy during the Deployment Phase, remaining off-table until their player decides to deploy them during their Active Turn.

While off-table, the Trooper will not add their Order to the Order Pool during the Tactical Phase. However, they may enter the table using their own Order to use this Special Skill, when the player chooses.

The player may deploy the Trooper on any surface of the game table, as long as the size of the surface is equal to or larger than their base.

After placing the Trooper on their landing spot, the player performs a **PH Roll**. If the Roll is passed, the Trooper lands successfully and remains where the player has placed them. Then, the Reactive Player declares all their AROs.

If the PH Roll fails, the Trooper must be placed within their player's Deployment Zone, always in contact with the edge of the game table. Then, the Reactive Player declares all their AROs.

COMBAT JUMP (+3)

Troopers possessing this Skill in their Unit Profile can apply a Modifier of +3 to their PH Attribute when declaring the Combat Jump Special Skill.

UNCONSCIOUS AND DEAD STATES

A Trooper that loses the last point of his Wounds Attribute, leaving him with exactly zero, automatically enters Unconscious State.

To mark this, place an Unconscious Marker next to the Trooper.



Troopers in Unconscious State cannot be activated using Orders or AROs. Also, Unconscious Troopers do not generate Orders of any kind at the beginning of their Active Turn. At the end of the game, Unconscious Troopers are eliminated and removed from play.

If an Unconscious Trooper loses any further points from his Wounds Attribute, he enters the Dead state and is removed from play.

LIGHT SHOTGUN

This is the standard version of the shotgun, a reliable weapon in short range.

LIGHT SHOTGUN



Light Shotgun

Traits: -

Damage: 13

B: 2

Ammo: N

Saving Roll Attribute: ARM

RANGE MODIFIERS

8"	16"	24"	96"
+6	0	-3	

MISSIONS

SUBMACHINE GUN

A BS Weapon specially conceived for short and medium range combat that loads AP Ammunition.

SUBMACHINE GUN



Submachine Gun

Traits: -

Damage: 13

B: 3

Ammo: AP

Saving Roll Attribute: ARM

RANGE MODIFIERS

8"	16"	24"	32"	96"
+3	0	-3	-6	

MISSION DETAILS

OBJECTIVES

MAIN OBJECTIVES

- ▶ Control the Central Module at the end of the game (4 Objective Points).

SECONDARY OBJECTIVES

- ▶ For each enemy trooper eliminated at the end of the game (1 Objective Point up to a maximum of 10).

FORCES

- ▶ Side A (Ariadna): 2 Rokots, 1 Rokot (Lieutenant), 1 Volkolak, 1 Zenit, 1 SAS and 1 Para-commando.
- ▶ Side B (Nomads): 2 Alguaciles, 1 Alguacil (Lieutenant), 1 Evader, 1 Intruder, 1 Sombra and 1 Hellcat.

SPECIAL SCENARIO RULES

WOLFGANG AMADEUS WOLFF, WULVER BOUNTY HUNTER

Before the Deployment Phase, place a Wolfgang Amadeus Wolff Marker on the Central Module, as shown on the map, to represent this Wulver Bounty Hunter.

Wolfgang Amadeus is a reactive Trooper that considers both players his enemies, so he reacts to all Troopers by declaring a BS Attack ARO whenever possible. The Reactive Player always rolls for Wolfgang Amadeus.

Wolfgang Amadeus has a 360° Line of Fire.

▶ ISC: WOLFGANG AMADEUS WOLFF, WULVER BOUNTY HUNTER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	22	12	14	13	3	3	2	2	-	
▶ Equipment:										
▶ Special Skills: Dodge [+1"]										
NAME	WEAPONS & EQUIPMENT	MELEE WEAPONS	SWC	C						
WOLFGANG AMADEUS	MULTI RIFLE	CCW	-	-						

CONTROLLING THE CENTRAL MODULE

You control the Central Module if you are the only player with **non-Unconscious** troopers on its rooftop.

END-GAME CONDITIONS

The game ends at the end of the third Game Round or when one of the players has no troops on the table. Victory goes to the player with the most Objective Points.

▶ ISC: PARA-COMMANDOS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	14	12	11	14	2	0	1	2	-	
▶ Equipment:										
▶ Special Skills: BS Attack [+1 Damage], Mimetism [-3], Parachutist.										
NAME	WEAPONS & EQUIPMENT	MELEE WEAPONS	SWC	C						
PARA-COMMANDO	Boarding Shotgun	CCW	-	-						

▶ ISC: ROKOTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	14	10	11	13	1	0	1	2	-	
▶ Equipment:										
▶ Special Skills:										
NAME	WEAPONS & EQUIPMENT	MELEE WEAPONS	SWC	C						
ROKOT	Rifle, Light Shotgun	CCW	-	-						
ROKOT (INFILTRATION)	Submachine Gun	CCW	-	-						
ROKOT (LIEUTENANT)	Rifle, Light Shotgun	CCW	-	-						

▶ ISC: ZENIT-7 DETACHMENT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	14	12	10	13	2	0	1	2	-	
▶ Equipment:										
▶ Special Skills: BS Attack [+1 Damage], Camouflage, Mimetism [-3], Surprise Attack [-3].										
NAME	WEAPONS & EQUIPMENT	MELEE WEAPONS	SWC	C						
ROKOT	Rifle, Light Shotgun	CCW	-	-						



ISC: HELLCATS

○ ● ○ ○ ○

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	12	13	2	3	1	2	-

► Equipment:

► Special Skills: Parachutist, Combat Jump (+3)

NAME	WEAPONS & EQUIPMENT	MELEE WEAPONS	SWC	C
HELLCAT	Boarding Shotgun	CCW	-	-

ISC: SOMBRAS, FORWARD INTERDICTION TEAM






○ ● ○ ○ ○

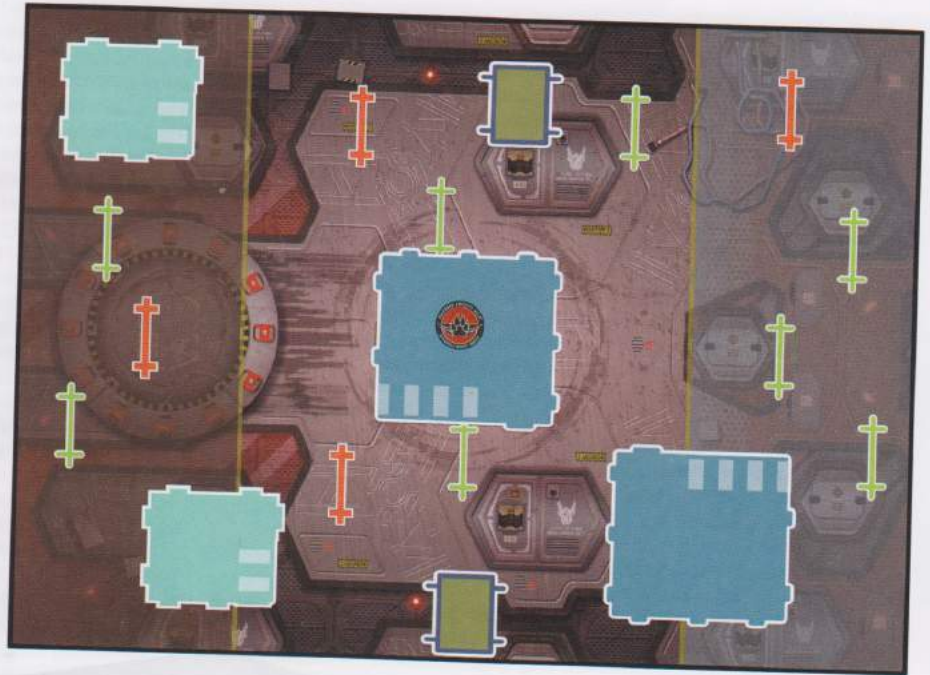
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	11	13	3	6	1	2	-

► Equipment:

► Special Skills: Camouflage, Forward Deployment (+8 Inches), Mimetism (-3), Surprise Attack (-3).

NAME	WEAPONS & EQUIPMENT	MELEE WEAPONS	SWC	C
SOMBRA	MULTI Rifle, Light Shotgun	CCW	-	-

-  **BIG BUILDING**
-  **MEDIUM BUILDING**
-  **HOARDING**
-  **LONG BARRICADE**
-  **SHORT BARRICADE**



BEYOND OPERATION: CRIMSON STONE

HOW TO EXPAND YOUR COLLECTION

THE MODELS INCLUDED IN THIS PACK WILL BE THE STARTING POINT OF YOUR INFINITY CODEONE COLLECTION. BY ADDING THE UNITS WE OFFER TO YOU WITH THE BEYOND CRIMSON STONE EXPANSION PACK, YOU WILL BE ABLE TO START PLAYING 25-POINT GAMES, A MORE ADVANCED GAME FORMAT.

ARIADNA

THE SCOTS GUARDS, 6TH CALEDONIAN INFANTRY REGIMENT

"Air son ar duthchais" ("By our inheritance").

Gaelic motto of the Scots Guards.



The creation of the Scots Guards Regiment was the most progressive sector of the Highlander Army Command's answer to the lessons learned from the painful defeat suffered in the Separatist Wars. They tried to find a unit that moved away from the influence of loyalty to the clan so present in all Highlander troops. This new regiment would only answer to

the Military command and the Justiciar, and not to any clan. For its formation, training, and leadership Colonel Émile Augier was contracted, a mercenary officer of Merovingian origin who was well versed in modern battle techniques. The Colonel turned the 6th Regiment into a flexible and mobile unit, very well trained and disciplined, adept at long distance fighting as well as close combat. The creation of this new regiment, known as the Scots Guards, would receive a great deal of criticism from the most powerful clans, who saw it as a clear attack on their military-political influence in Caledonia. It is believed, although it has not been possible to prove, that this antagonism was stoked by the government of Mat', always interested in intensifying the rivalry between the Clans and the Justiciar in order to maintain Caledonia in a politically weak and unstable situation. The sudden death of Colonel Augier was attributed to the Cossack intelligence service, but this allegation could never be proven. The Colonel's substitute was his first officer, Commander Clyde Rannoch, a veteran of the Special Ariadnan Service, who would continue the innovative work of his predecessor. Under the command of Commander Rannoch, the second battalion of the regiment would be instructed in Commando techniques, specializing in ambushes and surprise actions.

The Scots Guards had the chance to prove their worth during the various Antipode Offensives, but where they really distinguished themselves was in the Commercial Conflicts, facing regular professional forces who were better equipped than they were. The Scots Guards were renowned for the Northeastern Border Operations, where they supported the actions of the Merovingian Rapid Response Force and received an Honorable Mention for their shining performance against the unstoppable Yujingyu forces during the Defense of Loch Eil. The 6th Regiment demonstrated then that it is an elite unit comparable to any other of the Sphere, a unit that counts on the innate courage of the Highlanders yet separated from their characteristic madness in combat. Nevertheless, the most important thing is that they demonstrated their adaptability and the capacity to integrate into an international force. For this reason, the Scots Guards were the first option of the Ariadnan Control to comprise, as required by O-12, the Expeditionary Corps destined for Paradiso and also one of the first Ariadnan units destined to go beyond the Dawn system.

The remarkable performance of the Scots Guards on Paradiso, as well as their flexibility in adapting to new techniques and environments, made them the first choice of the Stavka for the tactical units of its new space defense corps, Kosmoflot. In this new posting, they started off training other units in the tactics they had learned on Paradiso, but they were soon sent back into action, to defend the Tereshkova asteroid belt, and from there to Concilium, to join the international effort in Helheim, where they have continued to earn mentions for their meritorious actions.

The Scots Guards is a strange unit in the Caledonian Armed Forces, a regular Corps specifically formed to execute special operations, equipped with a strong regimental pride but without any clan ties. A unit that combines the best of warrior tradition with the best of Highlander tradition, and the dirtiest tricks of the S.A.S. Commandos along with the most modern of battle techniques; a promise of what the Caledonian and Ariadnan armies could be in the future.

ARMATA PROYEKT-4 KOSMOSOLDATS



Space knows how to kill you, and it can do it in many different ways, and that is something it has in common with the Kosmosoldats. In the Human Sphere, the words "Ariadnan astronaut" always caused much hilarity, since they brought to mind awkward people in old-fashioned suits, that is, until these troops were first brought into action and

they shut everyone's mouth. Actually, there were several indicators suggesting that the Ariadnans would make good astronauts, or as they say, cosmonauts. Ariadna's space program is developed in Mat', and therefore it has a strong Kazakh influence, hence the use of Russian cosmonautics terms. This is one of the facts that the ignorant citizens of the Sphere should have taken into account before they started laughing. Traditionally, Russian cosmonauts have been considered and respected as true national heroes, much more so than astronauts in the West. Only the finest could become cosmonauts, true heroes who would do their duty despite the odds against them, which included not only the most hostile of environments, but also a political class and a bureaucracy that often became their worst enemies. But they all knew that the stars can only be reached through hardship, and that challenges are the way for humanity to better itself. The Kosmosoldats draw from this stoic and spartan tradition—a philosophy that is burnt into them not only at the Leonov Center for Cosmonautical Instruction, but also at school and through the mass media since childhood—and they are its worthy successors.

Nevertheless, this cosmonaut tradition is not the only reason why Ariadna can make good cosmonauts; there is another that should be obvious to everybody. Space may be the most hostile environment man has ever faced, but all Ariadnans are used to living in a hostile environment, for there are few places in the entire Human Sphere that are more dangerous than planet Dawn. So, no one should let themselves be fooled by prejudice or by the look of their suits,

because these men and women seem to be made of coiled barbed wire, tough and with an iron will, and they won't stop for anything or anyone. Because it is indeed true that Kaztec [Казтек] has excelled itself with its Armata Proyeckt-4, armoring vacuum suits and applying all the experience gained in previous projects such as the Ratnik. Still, by Human Sphere standards, this vacuum armor is antiquated, even if not obsolete. However, despite all the high technology and cool, innovative design available to the other powers, when you are out there fighting for your life, it takes much more than hologame tactics and advanced gadgets to survive and prevail. It takes a warrior spirit, a fighting mentality, and lots and lots of firepower. And the Kosmosoldats have an abundance of all this.

WILLIAM WALLACE

"Pro Libertate" (For Freedom).

Motto of the Wallace clan.



Sir William Wallace (1272? - 1305) Scottish national hero, proclaimed "guardian of Scotland in name of the king". He distinguished himself as the organizer of the Scottish resistance against the English King Edward I. His feats were a famous theme for Scottish epic poets. Wallace took advantage of his knowledge of the terrain and the peculiarities of his eminently

light troops in order to achieve offensives that forced the English back and gained brilliant victories, even coming to ravage the north of England. He was executed in English territory after having been taken prisoner.

The intention of the Project "Chieftain", which was developed privately by ALEPH with the support of PanOceania and Yu Jing, was to recreate a figure characteristic of the Scottish nationalistic spirit to introduce it in Ariadna in order to fan the flames of Caledonian independence. As a force of discord, it would try to divide to the different Ariadnan communities, leading the Caledonians to undertake a series of annexation and conquering campaigns. In that way the internal conflicts and the civil war would debilitate Ariadna, and discredit them before O-12, paving the way for the unrestricted entrance of PanOceania and Yu Jing on that rich planet.

Wallace was sent to Ariadna in a furtive and non-recoverable personal drop capsule. Upon re-entry from polar orbit, the most unprotected but also most complicated access that any planet could have, it encountered a strong electrical storm. The Recreation lost control of the vehicle, crashing in the subarctic zone on the northern Ariadnan continent, five hundred kilometers from the predicted landing point and in the heart of Antipode territory.

A normal man would have died with the force of the impact, but Wallace is anything but a normal man. He survived, although he received a brutal head wound which damaged part of his wetware and destroyed his capacity to communicate with ALEPH. Suffering from acute shock and partial amnesia, Wallace wandered lost and disoriented throughout the region, killing whatever Antipode hostile was in his way.

When he had reached the end of his strength, he was found by a group of Caledonian hunters, who took him in, confusing him with a renegade Cateran. In this way, Wallace was taken in a semi-comatose state to the Caledonian town of Inverloch. There he would recover quickly from his wounds, although not from his amnesia, remaining incapable of remembering his mission or his origin.

Nevertheless, before he could begin to worry about his situation, the Antipode attacks on the colony began. It was a series of retaliation incursions for the slaughter caused by the Recreation, which had broken an already fragile truce. And in the intensity of the combat the legendary William Wallace was reborn. The tenacity, resolution and bravery that Wallace demonstrated during the battle deeply impressed the Caledonians. Weapons in hand, he would defend a whole section of the town, assuming with expertise and strength the command of the entire defense, throwing back the numerous Antipode assaults and organizing hunting squads to track the survivors and prevent their reorganization.

Wallace had saved the settlement. He was the hero of the colony, but he was also the one who had provoked the attacks, and he had to answer before the Chamber of the Clans and to clarify his identity. His superhuman qualities made the members of the Chamber suspect his extra planetary origin, which is why they required the counsel of the "cultural attaché" of the Nomad Commercial Mission, the cover of the local Black Hand operative, who identified him as an ALEPH agent.

But Wallace had spent too much time disconnected from the AI and its continuous updates. During his stay amongst the Caledonians, he had returned to his origins and it did not have the slightest interest in recovering the lost memory, nor in returning to be an ALEPH marionette.

The Recreation was subjected to a very delicate operation, by Nomad technicians, who mutilated all systems dependent on ALEPH, applying the knowledge obtained in the "Avicenna Operation". Once they were assured of Wallace's capacity for independent thought, the Nomads, with a black sense of humor, pressured the Ariadnan authorities into taking advantage of the abilities of the Recreation against its own creator. There could not be a better revenge against ALEPH, nor did anything better suit Wallace's character than to turn it into a symbol of the freedom and autonomy of Ariadna.

Assigned as a tactical officer in the Highlander Army he, after a difficult beginning, integrated perfectly into Caledonian society. At the outset, and because of his origins, he was considered self-serving and he lived under the dark shadow of treason. Because of this, he was involved in more honor duels than any other officer in the army. In those times he was challenged to man-to-man combat by champions from most of the Major Clans of Caledonia, and not one of them managed to defeat him. Wallace knew to assert himself first with the force of his arm, and later, gradually, with diplomacy, cleverness, and bravery, winning the confidence of the leaders of the Chamber of Clans.

Wallace has been recreated with an updated tactical knowledge for modern combat, adapting himself to the more recent techniques of war, in which he is an expert. Leadership is innate in him, but his greatest virtue is that he possesses the heart of a warrior. He is able to imagine the riskiest battle plans and to see them through personally. His quick intelligence and his incredible vigor are extraordinary. He radiates an animal-like energy that lends him a sense of something wild and untamed. In combat he is unstoppable, his improved body allows him to always advance, ignoring the enemy projectiles and demonstrating his predilection to hand-to-hand combat.

Wallace's military history is as long as the blade of his Claymore sword, distinguished especially during the Fourth Antipode Offensive and the Smuggler's Wars in the Ariadna Exclusion Zone. He has gained his rank and position through persistence, fierceness, and that tenacity so characteristic of the Caledonians. Now, after several years of continual service, one recognizes in him a brilliant, terrible, troublemaking commander, who is able to extract the very last drop of determination and courage from his seasoned Highlanders, of which he feels immensely proud and always leads from the front line of battle.

NOMADS

TOMCATS, SPECIAL EMERGENCY AND RESCUE TEAM



The Tomcats Team is a heroes' unit, and these heroes remain on duty around the clock. Founded in Corregidor, the Tomcats are the NMF's immediate reaction and intervention unit for all extreme circumstances. For the labor force of Corregidor, many of whom work in extra-vehicular conditions, the responsiveness of a rescue team is the

difference between life and death in an emergency. Accidents in non-atmospheric settings are rarely survivable, so Tomcats must act swiftly and with drilled-in precision in the event of a crisis to save lives and prevent further casualties. Their margin of error is always zero. Tomcat operatives must exhibit a great degree of versatility, and teams are composed of members with different domains of expertise to facilitate the success of their mission. The demanding conditions of their work, along with the specifics of Nomad administrative structure, dictate that the Tomcat teams work as a military unit. The Nomad Military Force has been known to put their exceptional skills to good use in combat as a rapid response support unit. Their role is to execute unordinary rescue operations, immediate response missions, and in extremis hostage liberation actions. The bottom line is: they save lives. When the alarm blares, they must be able to go from zero to overload in seconds, so each of them must be at peak performance always. Their mission is always critical, and there is no room for hesitation. In a ship or on the ground, if they are called upon, it means lives hang on the balance, and theirs will soon as well. The key to their success is the intensive Tomcat training regime, famous for its constant drills and its mantra 'sweat saves blood'. For them, excellence is not a goal, it's a starting point. The pressures of the job are soul-crushing, but the public appreciation and recognition of the title more than makes up for it: every Nomad child dreams of being a Tomcat when they grow up.

WILDCATS, POLYVALENT TACTICAL UNIT



You probably never heard talk of the Mkuki Soldiers, and you're not familiar with the Barabara Vita, the 'Road Wars' that laid waste to a good chunk of Africa in the days before the East African Space Elevator. Now they're a footnote in history textbooks, but in their days they were a tragedy to top all that had ravaged the continent for centuries. At the time,

corporations were racing each other, building communication arteries to the Lift. Where their chosen routes encroached on ancestral tribal territories, these companies would arm neighboring tribes on the condition they drove out the affected folk. Some of these tribes were even convinced to launch murderous raids against competing companies and their workers. These irregular, poorly-trained troops displayed such truculent methods they became known as Mkuki Soldiers, mkuki meaning 'spear' in Swahili, for their custom of making a gruesome display out of their impaled victims. After the Wars, the Mkuki Soldiers were denounced, charged as war criminals, and disbanded. Some of them paid for their crimes; many others went into hiding by joining the human flocks displaced by the construction of the Space Elevator.

It doesn't take a huge leap to see how some of them ended up in Lazaretto with the other refugees, where they quickly set to work on creating an extortion ring. When the Alguaciles finally caught them, they managed to grab the attention of Sarmiento, the Mexican General, who was thinking of putting together a mobile shock unit to diversify the ship's catalog of mercenaries. So they got to choose between military life and a one-way trip out the nearest airlock. The ones who took Sarmiento up on his offer received training in advanced combat techniques on top of their experience in the African conflicts. And this is how the Wildcats was founded, a collection of the worst butchers from the African tribal wars exploited in battles all over the Sphere, always furthering the interests of Corregidor—either under a Nomad banner or under a lucrative contract.

Things have changed since then. There's none of those Mkuki left, but the unit is still enlisting lowlifes. They prefer people with a history in the Corregidorian street fighting circuit, or with a lot of experience working shitty gigs in space; people with real-life skills. And if you apply, you'd better be good, because one thing hasn't changed about the Wildcats, and that's their assignments: priority, high-risk kinds of missions where you're guaranteed a run-in with people shooting at you, the enemies of the Nomad Nation or what have you.

Wildcats don't have any of the glamour of other Corregidorian units: they aren't cool undercover agents like the Intruders; no kids are going to look up to them like they do Tomcats; they don't do high-velocity trans-orbital deployments like Hellcats. All they have is their reputation, and it says they're proficient killers. Wildcats focus on the no-frills staples of soldiering—that's shooting, running, and teamwork—and they have those down pat. Their file in the SSS archives says they're "expert marksmen capable of displaying absolute synchronicity and precision." Wildcats are the perfect mercenaries to take care of your dirty work: they will get it done, no matter how hard, and ask no questions. Their MO is to "enter combat and maintain high levels of operational aggressiveness with the goal of undermining the operational capabilities of the enemy." In other words, rush in and never back down. A lot like, say, a rabid cat might...

VOSTOK SPUTNIKS



The outstanding success of the Sputnik series reaffirmed the confidence of the Nomad Military Force in the tactical use of Combat Remotes. However, the story of the Sputniks was not yet concluded. The distinctive modular design of these remote units gives them a wide range of room for improvement that allows them to evolve and adapt to new needs that may arise from current changing operating environments. Therefore, all the experience accumulated by the Nomad Military Force in the use of the first models of Sputniks—Tsyklon and Lunokhod—has been applied to the second generation of these tactical remotes, known as Vostok. This designation code continues the tradition of using legendary names from Russian Cosmonautics as a subtle way to prove that the main source of funding for this program is the Tunguska Struktura.

The Nomad Military Force had found that under certain operating conditions, the Sputniks lacked the robustness and firepower necessary to guarantee their survival. As the Paradiso conflict escalated, the Nomad troops became increasingly involved in scenarios of total war, where it was necessary to possess greater resistance and more varied weaponry. These were the challenges Praxis engineers had to face with the second generation of Sputniks. They had to increase the structural robustness of these Remotes without compromising the magnificent speed and capacity of movement of the original series. This forced them to implement an improved powerplant that, although more powerful also increased the weight of the unit, which was a problem for maintaining the vertical movement capacity of the first Sputnik models.


Nevertheless, Praxis engineers were able to apply the obtained achievements of neomaterial research during the development of the third generation of Zond Remotes. These innovative alloys made it possible to lighten the weight of certain components of the powerplant of the second Vostok prototype, as well as other structural elements of that Remote. The result was a remote unit that could match its predecessors in speed and agility, but with enhanced damage resistance capabilities and a superior offensive payload.

Though, the start of production of the Vostok was delayed due to an incident in the last phase of testing of the second prototype. In an act of sabotage and industrial robbery, a Yujingyu mixed commando team entered the development facilities of these Remotes. The security detachment was unable to contain them but gave engineers enough time to put the Vostok prototype they were testing into motion. This Remote confronted the entire Yujingyu commando team, thwarting its attempted robbery, although it was destroyed in the process. At that level, the Yujingyu sabotage action had been successful, forcing Praxis engineers to build a new prototype. However, they added certain modifications to this new model in regard to the original from notes taken from the recordings of security cameras during the Yujingyu raid, which served to improve its performance against moving targets in closed environments. After a new battery of tests, the Vostok went into production, being deployed just in time to participate in the last phase of the Third Paradiso Offensive, precisely the type of stage for which it had been designed. There it demonstrated that it is a worthy heir to its predecessors, capable of keeping the Nomad Nation at the forefront of Remote design, although, in this case, with some involuntary help from Yu Jing.




ARIADNA: PROFILES

ISC: ROKOTS

	LI	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>					
	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	4-4	14	10	11	13	1	0	1	2	3
▶ Equipment:										
▶ Special Skills:										

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
ROKOT	Rifle, Light Shotgun	Pistol, CCW	0	1
ROKOT (INFILTRATION)	Submachine Gun	Pistol, CCW	0	1
ROKOT (LIEUTENANT)	Rifle, Light Shotgun	Pistol, CCW	0	1

ISC: PARA-COMMANDOS

	LI	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>					
	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	4-4	14	12	11	14	2	0	1	2	3
▶ Equipment:										
▶ Special Skills: Mimetism (-3), Parachutist.										


NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
PARA-COMMANDO (BS ATTACK (+1 DAMAGE))	Boarding Shotgun	Pistol, CCW	0	2

ISC: ZENIT-7 DETACHMENT

	LI	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>					
	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	4-4	14	12	10	13	2	0	1	2	1
▶ Equipment:										
▶ Special Skills: BS Attack (+1 Damage), Camouflage, Mimetism (-3), Surprise Attack (-3).										


NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
ZENIT-7 (SPECIAL OPERATIVE)	AP Sniper Rifle, Light Shotgun	Pistol, CCW	1	3

ISC: VOLKOLAK ASSAULT TROOPS

	IP	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>					
	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	4-4	22	12	14	12	4	0	2	2	2
▶ Equipment:										
▶ Special Skills: Dodge (+1 Inch), Super-Jump.										

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
VOLKOLAK	HMG, Chain-Coil (+1 B)	Pistol, AP CCW	15	4

ISC: 1ST HIGHLANDER S.A.S.

	SK	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>					
	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	4-4	22	11	13	13	0	0	1	2	2
▶ Equipment:										
▶ Special Skills: Camouflage, Dodge (+1 Inch), Infiltration, Martial Arts L2, Mimetism (-3), Surprise Attack (-3).										

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
S.A.S. (SPECIALIST OPERATIVE)	Boarding Shotgun	Pistol, AP CCW	0	2.5

ISC: ARMATA PROYEKT-4 "KOSMOSOLDAT"

	HI	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>					
	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	4-4	16	13	14	13	6	3	2	2	1
▶ Equipment:										
▶ Special Skills: Dodge (PH=11)										


NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
KOSMOSOLDAT	AP HMG (+1 Damage)	AP Heavy Pistol, CCW	1.5	4

ISC: THE SCOTS GUARDS, 6TH CALEDONIAN INFANTRY REGIMENT

	MI	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>					
	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	4-4	16	12	12	13	3	0	1	2	2
▶ Equipment:										
▶ Special Skills: Mimetism (-3)										

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
SCOT (2ND BATTALION) (CAMOUFLAGE, SURPRISE ATTACK (-3))	Marksmen Rifle	Pistol, CCW	0	3

ISC: WILLIAM WALLACE

	WB	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>					
	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
	6-4	24	13	14	15	3	0	2	2	1
▶ Equipment:										
▶ Special Skills: CC Attack (+1 Damage), Dodge (+2 Inches).										

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
WILLIAM WALLACE	AP Rifle (+1 Damage), Light Shotgun	Pistol, DA CCW	0	3



NOMADS: PROFILES

ISC: CORREGIDOR ALGUACILES



LI	⬆	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	TOTAL										
4-4	14	11	10	13	1	0	1	2												

► Equipment:

► Special Skills:

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
ALGUACIL	Combi Rifle		0	1
ALGUACIL (LIEUTENANT)	Combi Rifle	Pistol, CCW	0	1

ISC: HELLCATS



MI	⬆	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	TOTAL										
4-4	14	12	12	13	2	3	1	2	4											

► Equipment:

► Special Skills: Parachutist, Combat Jump (+3).

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
HELLCAT	Boarding Shotgun	Pistol, CCW	0	2

ISC: SOMBRAS, FORWARD INTERDICTION TEAM



MI	⬆	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	TOTAL										
4-4	15	12	11	13	3	6	1	2	1											

► Equipment:

► Special Skills: Camouflage, Climbing Plus, Forward Deployment (+8 Inches), Mimeticism (-3), Surprise Attack (-3).

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
SOMBRA HACKER (HACKING DEVICE)	MULTI Rifle, Light Shotgun	Pistol, CCW	0.5	3.5

ISC: INTRUDERS



MI	⬆	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	TOTAL										
4-4	14	13	12	14	3	0	1	2	2											

► Equipment: Multispectral Visor L2

► Special Skills: Camouflage, Mimeticism (-3), Surprise Attack (-3).

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
INTRUDER	HMG	Pistol, CCW	1.5	4

ISC: EVADERS, EVA TACTICAL GROUP



HI	⬆	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	TOTAL										
4-4	15	13	12	13	3	3	1	2	1											

► Equipment:

► Special Skills: Climbing Plus, Specialist Operative.

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
EVADER	Spitfire	Pistol, CCW	1.5	2.5

ISC: VOSTOK SPUTNIKS



REM	⬆	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA	TOTAL										
8-4	14	12	10	13	3	6	2	4	2											

► Equipment:

► Special Skills: Climbing Plus

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
VOSTOK (MIMETISM (-6))	Mix12 (+1 Damage)	PARA CCW (-3)	0	4.5

ISC: TOMCATS



LI	⬆	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	TOTAL										
4-4	14	12	11	13	1	0	1	2	2											

► Equipment:

► Special Skills: Climbing Plus, Parachutist.

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
TOMCAT ENGINEER	MULTI Rifle, Light Shotgun	Pistol, CCW	0	2.5

ISC: WILDCATS, POLYVALENT TACTICAL UNIT



MI	⬆	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	TOTAL										
4-4	16	13	11	13	2	6	1	2	3											

► Equipment: Multispectral Visor L1

► Special Skills:

NAME	WEAPONRY AND EQUIPMENT	MELEE WEAPONS	SWC	COST
WILDCAT (SPECIALIST OPERATIVE)	Spitfire	Pistol, CCW	1.5	3



INTRODUCTION TO THE HOBBY

This set contains the miniatures necessary to start two basic Ariadnan and Nomads Infinity CodeOne armies. This format is the best way to start collecting these factions because it provides the basic units for any game list. Later you will be able to expand upon it to play bigger battles with more tactical possibilities.

However, a basic part of the hobby, apart from playing with the miniatures and enjoying the game and its rules, is the preparation that the models require before deploying them on the battlefield.

Even though playing with painted miniatures is not mandatory, they will always look better and stand out on the gaming table if painted, thus making your games more visually appealing.

Choosing the color scheme for your troops is a way to give them character and personality, and to give you and your adversary a better experience when playing with them.

This small step by step will show you the process of putting together and painting a miniature, as an example and reference for the rest of the models in this set.

PREPARATION OF THE MINIATURES:

In this step by step we will put together an Ariadnan Rokot. This miniature is made of 4 components: A body, one arm with the weapon, another arm, and a round 25mm base.

The miniatures come disassembled and separated in small plastic bags. In each plastic bag you will find all the pieces and components needed to assemble the model.

In the Downloads section of our web www.infinitytheuniverse.com you will find the complete diagram of all the miniatures from this box.

NECESSARY TOOLS



- ▶ Small clippers.
- ▶ Modeling knife.

- ▶ Half-round file.
- ▶ Glue (Cyanoacrylate).

STEP 1: CUT OFF THE EXCESS

The first step is to use the clippers in order to remove the metal spouts from the model, and to cut off the possible excess metal from the miniature caused by the vents during the casting process.



STEP 2: REMOVE THE MOLD LINES

With the help of a modeling knife remove the mold lines. Make sure to cut away from the way you are facing to avoid cutting yourself. Then, use the file to smooth the surface of the miniature, so it is ready for painting.



STEP 3: GLUE THE BODY TO THE BASE

The miniature has a small metal tab in its base so it is easier to glue it to the plastic base. Use the modeling knife to make an opening big enough for said tab to fit in. Then, use a bit of cyanoacrylate glue and slide the miniature's tab through it, so the body is firmly placed in the base.



STEP 4: GLUE THE COMPONENTS



And now, we have just to glue the rest of the pieces. We will add the arms to the body of the miniature by applying a small drop of cyanoacrylate glue in the correspondent sockets, and we will have the model ready for painting.

ARIADNA PAINTING GUIDE: ROKOTS

THE ROKOTS ARE ONE OF THE BASIC INFANTRY UNITS OF THE ARIADNAN ARMY. THE PREDOMINANT COLORS OF THEIR UNIFORM ARE GREENS AND GREYS, THE MOST REPRESENTATIVE TONES OF THEIR ARMY. IN THIS INTRODUCTORY SET YOU CAN FIND THREE OF THESE GORGEOUS MODELS. TAKE YOUR BRUSH AND YOUR PAINT BOTTLES AND GET READY TO FOLLOW THIS STEP-BY-STEP TUTORIAL THAT WILL HELP INTRODUCE YOU TO THE EXCITING MODEL PAINTING HOBBY.



First, using an airbrush or a spray paint, prime the model applying a thin layer of black primer. Then, apply two thin layers of grey.

Now, paint the details: the belts with VMC Flat Earth #70.983, highlighting them with VMC Sunny Skin Tone #70.845[*]; and the straps with VMC Dark Prussia Blue #70.899 highlighting them with VMC Blue Green #70.808.



Paint the base color of each part of the model. Following that, apply several washes to get more definition. The colors used came from the Vallejo Model Color (VMC) and Vallejo Game Color (VGC) ranges. Those colors with an asterisk [*] can be found in the Model Color Set: Infinity Nomads.

Highlight the face with VMC Sunny Skin Tone #70.845[*] + VMC Ivory #70.918[*], by adding lighter tones to the raised parts of the face, such as the brow, the top of the cheeks, etc. You can apply VMC Flat Red #70.957[*] to the cheeks and lips to get a wider variety of tones for the face.

► Face:

- Base: VMC Sunny Skin Tone #70.845[*].
- Washes: VMC Cork Brown #70.843.

► Armor:

- Base: VMC Medium Sea Grey #70.870[*].
- Washes: VMC Dark Grey #70.994.

► Pants:

- Base: VMC Luftwaffe Cam. Green #70.823.
- Washes: VMC Black #70.950[*].

► Jacket:

- Base: VMC Medium Sea Grey #70.870[*].
- Washes: VMC Black #70.950[*].



Apply different tones of VMC Black #70.950[*] + VMC Medium Sea Grey #70.870[*] to the edges of the rifle. As a final touch, decorate the base of the model as you prefer and then paint it.

NOMADS PAINTING GUIDE: ALGUACILES

THE ALGUACILES ARE THE BASIC INFANTRY UNIT OF THE NOMADS ARMY. THE PREDOMINANT COLORS OF THEIR UNIFORM ARE REDS, THE MOST REPRESENTATIVE TONES OF THEIR ARMY. IN THIS INTRODUCTORY SET YOU CAN FIND THREE OF THESE GORGEOUS MODELS. TAKE YOUR BRUSH AND YOUR PAINT BOTTLES AND GET READY TO FOLLOW THIS STEP-BY-STEP TUTORIAL THAT WILL HELP INTRODUCE YOU TO THE EXCITING MODEL PAINTING HOBBY.



First, using an airbrush or a spray paint, prime the model applying a thin layer of black primer. Then, apply two thin layers of grey.



Highlight the hair, jacket and pants with VMC Sunny Skin Tone #70.845[*] by adding it to the base color. Then, to apply the last highlights to the model's hair just add VMC Ivory #70.918[*] to the mix.



To highlight the base color of the armor, just apply successive layers of VMC Flat Red #70.957[*] + VMC Sunny Skin Tone #70.845[*] adding more and more white to the mix.

Paint the base color of each part of the model. Following that, apply several washes to get more definition. The colors used came from the Vallejo Model Color (VMC) and Vallejo Game Color (VGC) ranges. Those colors with an asterisk (*) can be found in the Model Color Set: Infinity Nomads.



► Face:

- Base: VMC Sunny Skin Tone #70.845[*].
- Washes: VMC Cork Brown #70.843.

► Hair:

- Base: VGC Orange Fire #72.008[*].
- Washes: VMC Flat Red #70.957[*].

► Armor:

- Base: VMC Flat Red #70.957[*].
- Washes: VMC Hull Red #70.985[*].

► Pants and jacket:

- Base: VMC Hull Red #70.985[*].
- Washes: VMC Black #70.95[*].

► Belts:

- Base: VMC Medium Sea Grey #70.870[*].
- Washes: VMC Black #70.95[*].

Highlight the face with VMC Sunny Skin Tone #70.845[*], by adding lighter tones to the raised parts of the face, such as the brow, the top of the cheeks, etc. You can apply VMC Flat Red #70.957[*] to the cheeks and lips to get a wider variety of tones for the face.

Highlight the straps with VMC Medium Sea Grey #70.870[*] + VMC Ivory #70.918[*]. Apply different tones of VMC Black #70.950[*] + VMC Medium Sea Grey #70.870[*] to the edges of the rifle.



As a final touch, decorate the base of the model as you prefer and then paint it.

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TAG PACK		TAG PACK		TAG PACK	
BOOSTER PACK ALPHA		BOOSTER PACK ALPHA		BOOSTER PACK ALPHA	
BOOSTER PACK BETA		BOOSTER PACK BETA		BOOSTER PACK BETA	
HERO		HERO		HERO	
SUPPORT PACK		SUPPORT PACK		SUPPORT PACK	
BEAST PACK		BEAST PACK		BEAST PACK	
TAG PACK		TAG PACK		TAG PACK	
BOOSTER PACK ALPHA		BOOSTER PACK ALPHA		BOOSTER PACK ALPHA	
BOOSTER PACK BETA		BOOSTER PACK BETA		BOOSTER PACK BETA	
HERO		HERO		HERO	



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