

BIBLIOTEK FILES

NOT OFFICIAL
E-ZINE OF

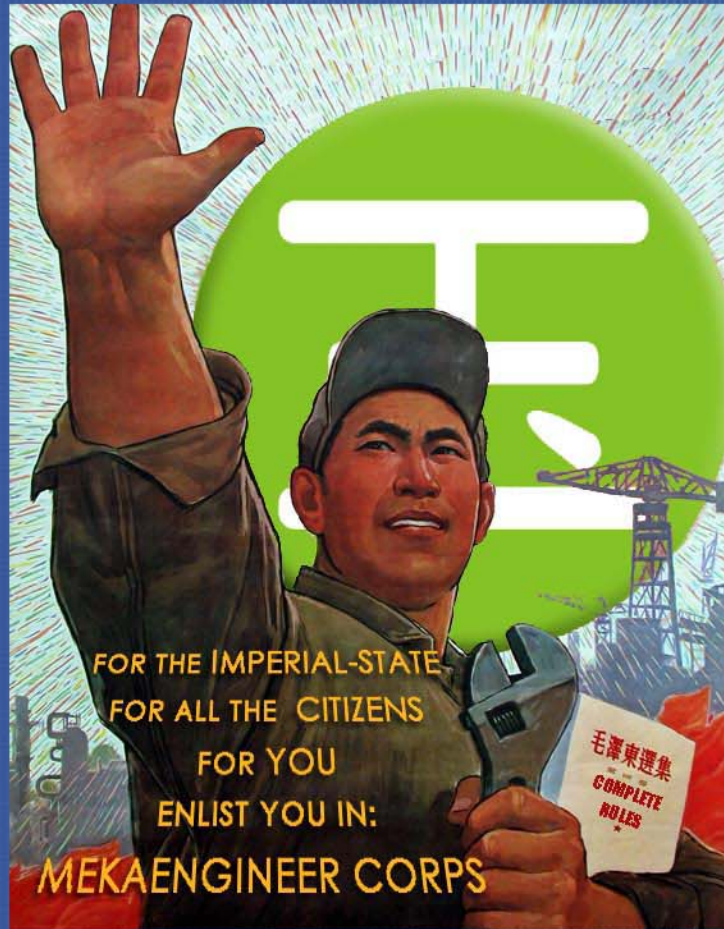
INFINITY

CONNECTING / ARACHNE

DOWNLOAD FILES

No 0







● <u>EDITORIAL</u>	PAG 04
● <u>GAME INTRODUCTION</u>	PAG 05
● <u>THE ART OF WAR</u>	
-ESTRATEGY: PANOCEANIC VS YU JING.....	PAG 07
-LAST HOUR.....	PAG 12
-TERRAIN.....	PAG 14
● <u>BIBLIOTEK NEWS</u>	PAG 16
<u>BIBLIOTEK INTERVIEW</u>	
● -INFINITY STAFF.....	PAG 17
<u>MINI-VERSE</u>	
● -PAINTING GUIDE: MICHEL'S ATELIER.....	PAG 19
● -SELECTION: PAINTED / CONVERTED MINIATURES.....	PAG 21
● <u>STORY</u>	PAG 25
● <u>COMIC STRIP</u>	PAG 29

The beginning is a very delicate moment...

In some moment in the Infinity forums appear the possibility of make an Ezine, something that served as summary and encounter place for the fans of this game.

Y todo surge de repente en nuestras mentes, la posibilidad de hacerlo. It would be in this or another way: There are big ideas that are in the forgetfulness and others that stay and they give form to something.

The basemenet of this Ezine are the forums of Infinity, the people that are in it and the ideas that have, their patience, their time and collaboration.

The merit is all your, only lacked somebody that captured it, or at least attempted it, in this magazine.

The magazine is very inexperienced but even so we are very prides of the carried out work.

We have tried to give him a visual aspect the most resemblance to what we would like for ITG, and it deserves. Even so, with each number, we try to improve more aspects of the fanzine.

The sections of the Ezine will vary with the time, in size and importance, even so there will be some that we will attempt they are a constant in BIBLIOTEK FILES:

THE ART OF WAR

In this section we will put general tactics of the armies in combat, later it will go itemizing the diverse tactics of lists and armies. This section will also have collaborations, exposing diverse points of view on the use of the lists of ITG.

INTERVIEWS

How could Infinity be?, how was it designed?, which are the plans for the future of ITG?. Also it will be interviews to fans in general and its opinion of the game. We want to know those that play Infinity.

MINI-VERSE

There will always be a place for the news of the miniatures of the forum that are interesting: colored, transformations, dioramas, any thing that we believe that it is worthwhile save of the forgetfulness, buried in the threads of the forums will take their place in BIBLIOTEK FILES.

For our pride we will have MICHEL with a greatt paint guide as well as any official guide of any game. We have they for several numbers in those that he will tell us his techniques.

BIBLIOTEK STORIES

There will always be a place for the stories, where we will see aspects of the life in Infinity, not only from the military point of view, also of the society and life in this rich universe. The collaborations of people that likes writing anything about ITG will take their place here.

COMIC STRIPS

The artistic ability and some people's comic sense in the forum are undeniable. We have Bostria, unquestionable god as active collaborator, while he has time to assist our longings of comic strips. Have I mentioned that we wants collaborators that give him a replie?. Araphan in this I number already gives us one, but we wait more...

In the BLOG we want to gather the things that are usually lost buried in the forum of ITG. Missions, help of game etc, everything that that we believe that it can have interest (and it doesn't fit us in the Ezine), it will be gathered in the BLOG

Along the numbers new sections will appear, with our limited possibilities, to give the best thing in ecah number of BIBLIOTEK FILES.

FROM TUNGUSKA,... ..THE EDITORS OF BIBLIOTEK FILES

INFINITY :INTRODUCTION

I have written this small introduction in this game that hopefully will answer and satisfy the initial questions of anyone wondering what this game is, how it is played what are the miniatures and all other similar questions.

The present introduction is based on the quick starter rules and will change as the release of the Core Rules will bring more rules and background, when this happens a new introduction will be posted.

The introduction article is divided in four parts, Synopsis Models, Rules and "Background and Artwork" so that anyone interested can run to the relevant section with ease.

SYNOPSIS

Infinity is a science fiction, skirmish combat, strategy game system, produced by a Spanish company named Corvus Belli.

Overall Infinity is inspired by Manga Science Fiction such as the works of Masamune Shirow among other artists so the feel both in miniatures and the game system is of a fast and action packed but realistic and grounded anime, that will appeal both the lovers of Manga and the players that like a realistic science fiction game with cinematic action

It is staged on a near future background, were human nations merged in large superpowers, that battle both politically and military among themselves while expanding to the stars and while humanity, is on its first expansion to the stars, colonizing new planet systems, it makes contact with the first really advanced and hostile alien superpower.

MODELS

The miniatures are made from white metal which is more or less the standard nowadays, hard metal that bends difficult and lead free that means it is healthy. The actual models are realistically sculpted with "correct human to reality" proportions, while the manga inspired feel remains in the design of weapons and armour without making them lose their realistic feel. The models themselves come in two categories the single parted miniatures that are more or less the basic troops of the starter boxes (around 3 miniatures per faction) and the multi parted miniatures that are more or less every other miniature.

This allows the models to be more dynamic and detailed, another innovation in the models section is the use of Acetate sheets to simulate the 3d graphic fields the hacker miniatures use.



CORE RULES

Infinity is a skirmish level, alternative turns, wargame played with D20 dice using orders to command your models on the field of battle.

It is based, at the same time both on the individual warrior but also on squad level tactics, something achieved by the innovative way the orders are used to command your troops, forming a squad (or more if number more than ten models), each model contributing a single action to the order pool (called Order Reserve) of their squad each turn.

These orders can be used by any member of the squad as many times and in whatever order the player controlling them wants, in this way models left inactive for one reason or another contribute their actions to the Order Reserve of the squad to be used by other members of their squad.

Beyond that simple but essential formation of squads on organization level, the game system is based on the individual warrior so there are no coherency or proximity needed between models of the same squad, leading to a pure skirmish game, that means that the game system needs a small numbers of troops that rarely extend to the scale of more than half a platoon. This is a boon by itself since with so few models actual tactics and strategies can be used on the relatively small for 28mm scale battles area of 6x4 feet that is the average playing surface in wargames.

The actual rules are based on the traditional alternative turns or "I Go You Go" concept (than means one player finishes whatever he wishes to do with his entire force before his opponent can play with his force) with an interesting addition of the ARO that means Automatic Reaction Order allowing the inactive player to react to the active players actions, eliminating the inactivity that exists in most IGYG based games, as a result Infinity merges with this rule the best parts of IGYG system with the alternative activation systems (in those each player activates alternativelyt one unit of his force) producing a game that allows fluent and continuous planning of your forces that is the best part of IGYG system with the reaction to enemy movements that is the best part of alternative activation system.

The game system itself is fluent and straight without being simplistic or plain, the models have full interaction with terrain, command structure, psychology and each other, using for example F2F (face to Face) rolls that occur when two enemy models fight among themselves (in a variety of ways), or blowing holes on the terrain among other things that give a dramatic almost cinematic feel on the game.

Last but not least Infinity has successfully introduced Information warfare in the game mechanisms allowing hackers on the field to dive into the enemies battle network and do things that range from immobilization of powered armored troops and semi autonomous robots to the disruption of enemy infrastructure and possession of enemy piloted mech suits.

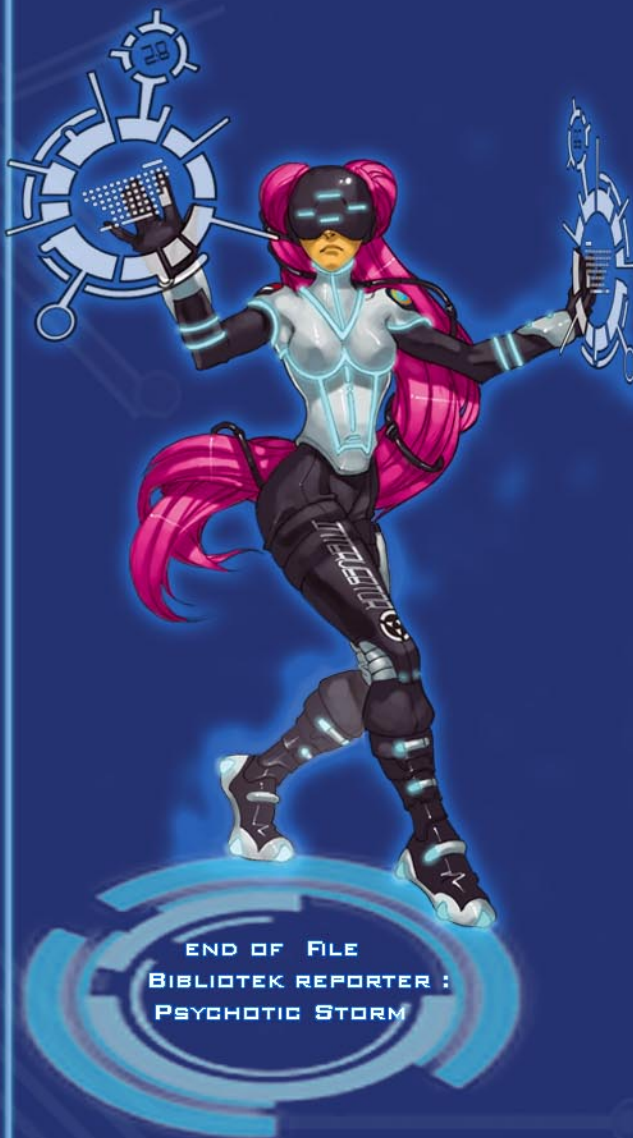


● BACKGROUND AND ARTWORK

Infinity is inspired from manga, hence its illustrations are that, the quality of the illustrations is good at least and will satisfy most people that like beautiful illustrations.

Since we are still on the birth of this game not much of the background has been revealed yet the synopsis of the background is that 175 years in the future humanity divided by the usual geo political and to some extend religious differences expands in the stars, the present conglomerations of power are **PanOceania**, the biggest superpower present, initially formed from the oceanic block of earth in which the economic bankrupt north America and Europe have also merged. The **Yu Jing** forming a new eastern empire under one emperor and being the second, almost first, in the position of the biggest superpower, the **Ariadnas** formed from the first space colonization mission that failed horribly due to a natural accident leaving them stranded on a hostile planet, the **Haqislam** forming a neo Muslim nation based on philosophy and science keepers of bioengineering and terra forming knowledge and **Nomads** members of the previous superpowers exiling themselves than living under the surveillance of the huge artificial intelligence that monitors humanity going by the name Aleph.

On the other side is a huge despotic empire of alien species under another Artificial Intelligence, the **Combined Army**, that has just discovered humanity and battles it for the position of the most fertile planet in the human sphere of influence....



END OF FILE
BIBLIOTEK REPORTER :
PSYCHOTIC STORM



 STUDY OF PANOCEANIC TROOPS


FUSILIERS

The fusilier is one of Panocencia's greatest assets. He is cheap by comparison, their Lieutenants don't cost SWC, and their shooting skills are even better than Ariadnan scouts.

A possibility with Panoceania to bring a troop of Fusiliers, plus specialist fusiliers (HMG, Snipers, Etc.) with which you will have plenty of orders, and the best shooting skill amongst regular troops



ORC TROOPS

The Orc is the Standard Heavy Infantry. An Armor of 4 and 2 wounds, Until further, more technical units are released, this is a relatively cheap front line unit for Panocencia. He may be a little short on skills or gear, but even then, he gets the Panoceanic bonus of shooting better than any HI (this is a constant in almost every troop type throughout the ranks).

Units like this have many applications on the field. Its cost is not very high, allowing configurations of up to two Orcs in a 200 pt army. Three is rather excessive, but not unseen.

As of now, until the famous ruleset arrives, the Multi rifle is not the most popular option. For just one more support point he can take the beautiful HMG, that besides being simple and lethal, its carried by the female miniature. It's the most common option, even thou it eats 2 SWC it's a good investment



AKALIS

Cuando vemos el Akali, debemos verlo como lo que es : un paraca con un montón de posibilidades tácticas.

Es cierto que no es el mejor de los paracas comparativamente hablando (el tigre le da mil vueltas), pero eso no quita que un paracaidista con HMG, siga siendo una de las configuraciones mas duras del juego.



CROCMAN

We are compensated from our last subject with the Crocman. The Croc is not only the indisputable star in the Comic strip and mascot to this magazine, but its also one of the best options regarding Skills, Stats and Gear.

He is a beatstick, thus he is the best sniper in the game (12), he is a TO camoed infiltrator with an X Visor.

The X Visor reduces the long and extreme range penalties from -3 and -6 to 0 and -3 respectively. This not only allows a Sniper rifle to shoot in standard tables with no negative modifiers, but also allows a simple combi rifle to be used almost as its sniping counterpart. This allows for more SWC to be spent in different things, without renouncing to your Sniping positions (far away from the enemy).

I will not describe how to use a TO Camoed infiltrator, there are many tactics applicable to any troop like this, but with the best BS and the X Visor to accompany it, the easiest would be to place him on high ground, with cover and infiltrated within the board, still maintaining a distance (also trying to keep an eye on the rear typical landing zones for enemy airbornes.



KNIGHT HOSPITALLER

Panoceania is not known for having troops with loads of abilities, maybe gear, but not abilities. The Hospitaller is the exception to the rule (thus far...).

This troop is engineered for aggressive tactics, much more than a simple ORC. The reason behind this is that getting a Hospitaller costs as much as an ORC and a fusilier, practically the same offensive value with less orders, I tend to compensate for this order by trying to get them into frenzy.

Personally he is my Spearhead towards the closest deployed enemies. The reason behind this is that he has to taste blood ASAP in order to get frenzy started, thus utilizing the points from that fusilier I didn't pick. This doesn't mean he goes forward blindly, only that he is the one I have in mind for the most aggressive move.

Once its in impetuous, it is still a dangerous troop to move, the obligation of making at least one movement towards the closest enemy is quite the pickle in certain situations, but in case this dangerous advance is necessary, he can make up for it with the HMG I usually equip him with.

As a last resource, you can have him quiet down by spending his natural order, but once again, last resource.

The hospitaller's CC abilities aren't bad, but it is still a problem trying to get to CC (the amount of orders spent) and it's not as effective (at least not as the CD).

In general it's just a bonus that can defend de mini from more CC oriented enemies.

The hospitaller is a very specific and defined type as part of a concrete strategy. Personally, I carry him as a reaction troop; he stands on the back protecting my troops with his high CC and sixth sense, but as soon as he sees a breach he will lunge himself for the kill



BAGH MARI

This medium infantry, plugs the hole of Multispectral visors that plagued Panoceania. The problem with this type of troop is usually their cost-to-ability rate when compared to the typical front line grunt costing 10 pts. Should I use this not quite as decisive (at least not quite an ORC) piece, that will not spearhead the assault? Even though it costs me two fusiliers AND the orders they would give me?

There lies the question, He's a good trooper with mimetism and multiterrain (we'll learn about this in the full rulebook) and it's a cheap option for the Lv 1 visor, allowing you to see through smoke grenades, detect and shoot at camoed or mimetic (i.e Tigers) foes and shoot at them without penalties.

As a defensive option?, Maybe to see through those pesky smoke grenades? Or to discover camoed characters?. As almost all med infantries, this one is very multi purpose. Try to find your best line, just in case, or make them part of a more robust strategy (they are a must against ariadna at the moment...).



TAG

Here is Panoceania's strong suit. So far we only know of the Armored Cavalry, but TAGs will be at the heart of this faction.

Running a TAG is not an easy thing; they are too many points, they require a lot of minis to provide enough orders to make them worth it, and these minis will be at the rear whilst the TAG goes up front dealing with the enemy, but in constant fear because of the lack of support he has.

If the TAG decides to play it safe, there will be not many of the Attack figures in the opposing force, and he'll just mop up the fodder.

SO what's good in a TAG?

I've seen tags delivering lead to troops that are a danger to itself such as Tank Hunters with AP HMGs, missile launchers etc. And as an active player there is no mini with the potential of a TAG.

I've seen TAGs wound an army so badly during his turn, leaving them order-less, and withering them till they are no harm to anyone.

The psychological factor must be taken into account if you have TAG. He will be the center of attention for your foe, even more than your Lieutenant since he will be trying to protect his from you (specially if his is a weak troop like a Zhanshi).

Normal practice in small points game is to have the Armored Cavalry as the Lt. due to the extra order to your most powerful mini, and skipping the part of covering a weaker one.

END OF FILE
BIBLIOTEK REPORTER :
BONZO .

**GENERAL SUGGESTIONS**

Infinity is a game of many aspects.

most of them, tactically speaking, cannot be predefined. This is because the scenery is one of the most important parts of the game. I could go on and on talking about taking different combinations of troops and weapons, but the best tactic is usually the one who adapts better to the battlefield and the enemy that's in front of you, afterwards comes your play style and your opponent's. all of this things forbid me from dictating what to say when playing Panocenia...

But I can try and make some suggestions...

Never look down on your fusiliers, they are good shots and they are dirt cheap, always buy a couple more than you think are necessary.

In games over 200 pts. TAG's stop being a risk and become a very interesting option. Just remember, TAG's are attackers, they are the gem of the game, the three wounds aren't just to take punishment as a reactive player, but also (in my opinion) a way of assuring your TAG will get into an advantageous position whilst receiving some attacks with little worry of losing ALL your wounds.

Look for positions in which you can make the most of the TAG's orders, killing the biggest number of enemy troops (remember, a good tactic is to leave them orderless if he has deployed a bunch of them together) or just searching for the most dangerous and expensive enemies (thus reducing the chance of counterattack)

Hackers, Medics and Remotes will not be commented on, since their tactics are pretty much the same regardless faction.

Generally, a typical balanced Panoceanic force will include:

Loads of fusiliers

1 fusilier Lieutenant

ORC troop with HMG as an attack option

1 Akali

1 Croc Man

The list is deliberately open, so each player can adapt it to his/her play style, adding up more ORCS, Akalis (maybe with HMGs) or a total reaction Remote just to say a few examples.

THE ENEMIES:**Ariadna**

To my understanding, and avoiding any comparison to Yu-Jing, the faction that is the most trouble to Panocenia its Ariadna.

In the story, Ariadna has just established contact with the Human Sphere, and their armies have been facing troops with much superior heavy armour (Ariadna does not have a 2 wound armour, nor TAGs thus far). Its arms development to make up for this failing, is to make Armor piercing weapons like a churro maker in a local town party (this means loads!!!).

The Tank-hunters are camouflaged and carry weapons designed to bring down the heavies. With an armour piercing HMG its one of the most lethal pieces in the game, and with an Adhesive Launcher (super-sticky-hardened-chewing-gum-attack!!) that brings TAGs down with a little luck in only one shot.

I mean, its named Tankhunter for something right? And that is the general tone for the Ariadnans. Even the AP rifle is very dangerous for any armored figure, this added up to all the Camo in their warbands.

Best counter: Airborne troops

No tienen remotos, y aunque suelen usar Camuflados en posiciones defensivas para mantener las áreas de aterrizaje con linea de tiro, SIEMPRE hay un lugar donde tirar un paraca a salvo. También pueden utilizar gente con chainrifle para proteger sus posiciones.

Además, al no tener paracas, despliega pensado únicamente en sus warbands y movimientos agresivos. Protege a tu teniente sin miedo del kancho.



Yu-jing is on par with Panocenia in many things. They have TAGs, Combat Jumpers, To Camo, and warbands such as shaolins, they have more expensive HI's (therefore with more abilities and equipment)

Their usual tactic is to disorganize your deployment with its warbands, only to deploy his Jumpers on the clean zone and maybe later give a coup-de-grace with the heavy infantry.

Theres no real advice against this, as its almost the same as Panoceania resource wise.



Haqqislam, by print date has too little to be commented on.

Generally, a Panoceanic player must take advantage of the Multi task this army provides. Each match you can focus your army in a specific tactic. One day take Tag's, the other Akalis, HI's galore, and specialist Fusiliers all over, with Croc men in defensive positions deployed further ahead. The 5% edge you have when shooting must be taken advantage of, always surprise your opponent every match.

When certain manual sees the light, we'll talk further...

END OF FILE

BIBLIOTEK REPORTER : BONZO



YU JING



YU JING OBSERVATIONS

After seeing the Panoceanic troops, its time to study their eastern alternative, Yu Jing.

This is a less refined choice than Panoceania (the current lists don't show this) and its more HI centered than any other army. On the other side, we have a wide array of troops, from the impetuous shaolin to TAGs, including the unforgettable Ninja. This gives us plenty of choice when putting an army together.



ZHANISHI

The basic cheap troop, with a decent close combat value, and a better than average Willpower makes them good Lieutenants, nevertheless nominating one of them as such costs us 1 SWC, which leaves us at a disadvantage with our Pano counterpart, which costs nothing. So its all a matter of tactics, Do I need that support weapon point? Or can I spend it by naming a Zanshi Lt.?

Having a Zhanishi Lt. has its advantages (just as any Fusilier or grunt) since we can leave him on the back under protection, and the opponent will have a hard time guessing which is the Zhanishi Lieutenant, but there is till the matter of the useful SW point...



TIGER SOLDIER

The star and pride of Yu Jing, one of the game's best Jumpers (if not the best), shooting as well as the Pano Akali, its mimetism gives us extra protection in an area as compromised as the enemies deployment. Its high Willpower of 14 makes them great hackers ready to land behind enemy lines, possessing the enemy TAG and breaking havoc. Tigers are equipped with a light flamethrower at no extra cost, and their loadout options are excellent. The usual option is to give them an HMG that can cause several casualties amongst enemy troops, but its not the only option, If your enemy likes to deploy in a line (several troops huddled together against cover) a boarding shotgun can be truly devastating, taking down many troops with a single shot, at a real bargain cost.

Combat Jumpers are the game's most efficient troops, and Yu Jing has the best of the lot.

INVINCIBLE



Don't let the spectacular name carry you away, the Invincible is a god troop choice, the standard heavy infantry for Yu Jing, good CC, decent Willpower and BS, although worse than the ORC's. But its nothing like its name implies, there are plenty of HI's better than the invincible. Best way to take them is with an HMG that gives them enough range and a bonus to their shooting rolls. The extra 2 points in SW are worth it, even if they are expensive.



HSIEN WARRIORS

Our Samurai warriors, they are an excellent troop and the Proof that heavy infantry will be the staple for Yu Jing. Its Level 2 multispectral visor makes a mess for Ariadna and gives a heck of a problem to every smoke bomb enthusiast. Makes for a great Lieutenant and even gives you an extra SW point if you do pick one of these warriors as such, exposing your self to a canny opponent, who will in turn keep the Hsien on his sights all game long. On the other side, naming him Lt. Doesn't allow him to carry the HMG tha is ideal for this sort of troop.

With a good CC rating and Martial arts Level 2 he has some cover in close quarters, but he's no specialist, and this game does not reward close combat well, so better arm him with a good ranged weapon and take advantage of his shooting skills, with a BS of 14 Hsiens can be good at ranged combat, plus the visor will make modifiers from camo and mimetism useless against him, so he is a good sniper hunter, Combined with a few smoke grenades from a Shaolin he can shoot with ease and no risk from those pesky snipers that make life hell.

GUIJIA



Well, theres little to say about the Yu Jing TAG alter Bonzo's comments on TAGs in general, It is a bit better than the others in CC, but this is not its main advantage as a TAG, but his firepower, movement and armor, the things that truly make up a TAG.

Its Bulkier than its Pano counterpart, so you must be aware where you place it to look for cover and Bonzo's advice is again perfect: if you have it, use it, don't be afraid to get shot since you have great armor and a number of wounds, if you don't use it it would be better to get a bunch of Zhanshis.



NINJA

Times have changed since ninjas used to throw themselves on the back of samurais to take them down, and Ninjas have not been let behind. The perfect assassin improves with time and adapts itself to the situation at hand. As Indiana Jones showed us in the temple of doom, a gun is better than a thousand kicks.

The ninja is a good infiltrator, and his combi rifle is usually enough to take down whatever comes his way.

When using a ninja you must distance your self from the Fac. That he has an amazing CC score and martial arts, its better and safer to kill from a distance. Think of hand to hand combat as a defensive skill rather than offensive. Most of your opponents will have a tough time shooting at us thanks to our TO camo, that with a fair cover gives us -9 to any shot they make against us. So many enemies will look for close combat to be rid of such penalties, but unlike the crocman, the ninja can perfectly defend himself on these situations so they'll think twice before taking this option.

He can also be a very useful hacker or sniper, but the explosive CC weapon isnt recommended, they are points that Hill rarely be used and may tempt you to drive the ninja into CC to make up for them, taking away some of your tactical advantage. The ninja as all the TO's is not a troop to us lightly, its better to save him until the situation is adequate for him and throws down the enemy's morale, rather than just pulling him from hiding on turn one.



SHAOLIN WARRIOR MONKS

The governments took the opportunity of using the Shaolin's ability, and have cut deals with them to train some of their troops. From these dealings com this soldiers with incredible close combat abilities but little shooting skills.

Best option is to arm them with chain rifles, which leaves us with one of the games cheapest troops.

There are many way to use these warriors, but the most common are:

Total Attack; the shaolin uses his impetuous orders to advance throwing smoke bombs gaining ground until reaching close combat.

Defensive mode; Utilizing his irregular order to stop the impetuous one and hold a position, two well placed Shaolins with a chain rifle, backed up with a remote are a great deterrent against Combat Jumpers, plugging the holes where these dangerous troops usually come in.



GENERAL SUGGESTIONS

Regarding remotes, there's no great difference with the other factions.

Total reaction to cover zones, repeaters to back hackers up and missile launchers to finish the repeaters mission.

A Yu Jing force is not very different from a Panoceanic one, at least with the current availability.

Several Zhanshis and 1 or 2 tigers can be very useful, 1 ninja depending on your opponent, an invincible or a Hsien as assault troops with HMGs are usually a good choice.

And the price you pay for a couple of Shaolins they are never a waste, but always plan ahead if you are playing them defensively to leave them out of your main Battlegroup if you have more than ten models to prevent them from leaching the order pool, since they are going to be standing most of the time, and they don't provide orders.

Against Ariadna, the Hsien is a staple, they count with many camouflaged troops and a wild charge with grenade launchers is a popular tactic, so the Hsien's Multi spectral visor will give them a serious headache.

Our best troop is the Tigers, so don't hold back when putting them in your force and dropping them first chance you get. Keep in mind that Ariadna doesn't have Hackers, so you can feel certain that the Jumpers will not be shot down if he wins the initiative as they are in the air and far from any shot.

Against Panoceania, Shaolins can defend superbly against their Akali Combat Jumpers, plus on the attack they can leave a trail of smoke that will allow your Heavy Infantry to advance with little fear, all of this with little order investment since you can use the impetuous orders to cover the advancing heavies.

On the other side Crocmen are very dangerous troops and risking your 5 pt Shaolins can make the enemy loose his cool blowing his ace in the hole, thus discovering a jey in you opponent with little risk and change to your army,

If he is a fan of TAGs, a hacker Tiger Troop can surely scare the enemy general when he sees his TAG turning against him. Always know who you are facing beforehand.

Some tactics will be better against some troops and some against others. Trying different combinations is the best way of getting to know your troops and learning how to use them, dot get centered in only one group type because it works normally, you might be missing out on some magnificent tactics without knowing it.

END OF FILE

BIBLIOTEK REPORTER : MAELSM

LAST HOUR: ADVANCED RULES



ADVANCED RULES

This is not meant to be more than a little and quick rule help. It has the Infinity's Staff approval so we hope it's fine.



GAME MECHANICS

One of the most important changes in the game mechanics is the Order declaration process.

In the basic rulebook, we declared the full order (active player), including the shooting objectives, and then our opponent declared AROs with their troops.

This is not like this anymore.

There are 3 kinds of abilities

Short Movement ability: You can repeat and to combine with other Short Movement Abilities inside the same Order (in an Order you could Move and to Jump, for example). they are also combinables with the Short Abilities.

Short abilities: you only can combine it In the same Order with Movement Short Abilities. They cannot combine with itself, neither with other Short Abilities.

Long Abilities. They consume the Order completely and you can not combine it in any way .

One Order in the Order reserves is composed by 2 Short Abilities.

Now, the active player declares the FIRST SHORT ABILITY.

Then the reactive player declares his AROs.

Finally, the active player declares his SECOND SHORT ABILITY.

What is the real tactical change? ,

The active player is now "safer" when you do something.

Always, when a miniature moves can wait to see what our opponent does, and when you know what the AROs are, react as you wish.

When you move your miniatures, is usual to be shot by miniatures you though they couldn't see you or suddenly a crocodile appears and uses his ORA to shoot at you.

Until now, ordering MOVE+MOVE was very dangerous, as if somebody saw you it was imposible to avoid the AROs. Now it is different.

- 1 You declare your first SHORT ABILITY.
- 2 You wait to see how your opponent uses his AROs.
- 3 You declare your second SHORT ABILITY depending how the situation is.

Examples

- a) I declare a MOVE and then a camo sniper shoots me.
- b) Many enemies are shooting at me with their AROs.
- c) I declare a MOVE and nobody declares an ARO.

In all this possibilities, the active player has the chance of choosing the better option for the situation. You could declare DODGE because is very difficult to hit the sniper, maybe shoot at him cause you have a good hit % chance, continue moving, divide the weapon burst between the enemy troopers...



ADVICE

If it is possible, always declare first a SHORT ABILITY: MOVE, even if you want to shoot something and is not necessary to move. If you are going to move after shooting in order to get a better place to stay (cover, whatever...), remember that shooting is made in one point of the movement trajectory (including the point where the miniature began its movement).

The aim of this is to know where the enemy shoots, how many of them, etc, as you have declared the MOVE first. An then, after knowing all this things, you declare your SHOOT (or DODGE if its better), deciding who you shoot, etc

Until now, you had to declare first where to shoot at, then a Croc or something appeared and shot you without vs roll, if now it happens, you have the opportunity to shoot him too (as you declare your SHOOT after the AROs)

And remember, if a reactive player overlooks the ARO phase, he can't do it later.

One *exception* to this: If a trooper that originally couldn't see the moving miniature, (obviously) overlooks its ARO phase, and gets line of sight when the moving miniature declares its second SHORT ABILITY, then the miniature can react (And the active player can't do nothing).

In other words, if in your second SHORT ABILITY, a miniature that before couldn't see you gets line of sight with you can react with its ARO (and the active player can't do nothing as he has spent his two SHORT ABILITIES)

COMMON TACTICS WITH ADVANCED RULES

Keep your sniper for later: LATER DEPLOYMENT of miniatures.

Now, after deploying all your miniatures, you can keep one until the other player has deployed everything. If you won the deployment roll, it does not make much difference, but if you were the first one to deploy your miniatures, it can be an important aid.

Usually people takes advantage of this later deployment to deploy TO Camo miniatures, paratroopers with airborne deployment lv 1 (the one that chooses its tabletop side to deploy), Landmates, heavy troopers, etc.

Generally, important troops that can take advantage of seeing the enemy deployment.

Airborne deployment. Use all the levels.

Airborne troopers who have Lv3: Combat Jump have also available lv1 (Paratrooper) and lv2 (Airborne infiltration). For example, Yu-Ying Tigers and PanOceania Sij Commandos have lv3, so they can use lv1 or lv2 too.

Lv1 (Paratrooper) is really a good choice, when you are using a lv1 Paratrooper, using the LATER DEPLOYMENT to place your paratrooper at the best table side.

Furthermore, if you can use Lv2, it is not necessary to choose a table side. When I use a Sij Commando with HMG (is a very expensive choice), I take advantage of his lv2 to deploy him in one table side instead of using the lv3, maybe too risky (if you fail your PH roll, you divert).

Usually the scenery is placed around the tabletop center, and the tabletop borders are perfect to make long sight lines, as if the enemy has mistaken something on his deployment phase, it is easy to make him pay it... with blood xD

Suppression Fire

I am a SF defender, it has saved me from many difficult situations, you can use it to dissuade your opponent, save miniatures at dangerous positions... it is an important survival opportunity.

The suppression fire (LONG ORDER) is basically to give one miniature the Total reaction skill, but only in a 5 cm wide line, as long as the LONG RANGE weapon reach. Only in that line.

It is canceled when:

- You do something different from suppression fire (for example dodging an attack).
- As the SF player turns comes (and then he goes active), you have to spend another LONG ORDER to keep the SF.
- The miniature dies.

Many times after firing with a landmate, it is a good idea to put him in SF pointing where all those HMG AP guys are hidden (or places where they will probably pass), in order to make them difficult to advance, or just to "protect" yourself.

You can also set your SF on a enemy miniature, and when your opponent spends an order in it, it receives all the weapon burst. Personally I prefer to shoot at him in my turn, but is true that this tactic can immobilize enemy troopers we don't want to attack us, as they don't die easily or something like that.

Much more effective with high burst weapons (HMGs and so)

Coordinated Order

Requirements :

- No more than 4 minis can do it at a time.
- They must be all regular or irregular, but you can't mix them. They have to be in the same combat group too.
- You have to spend one order for every miniature participating in a coordinated action
- All miniatures must be doing the same action (hacking, attacking, discover, combat jump, artillery observance, dodge, movement...) You can use free Impetuous orders to do a coordinated action.

The **advantage** is you only generate 1 ARO in enemy miniatures..

When you shoot with a coordinated action, a miniature is the principal one and shoots all its weapon burst, but the others only make 1 shot.

There are many tactics with this rule.

Running with impetuous troops only generating one ORA, and moving and shooting in group.

It is much easier to discover a Camouflaged miniature or to hack a paratrooper ship.

Conclusion: many possibilities and a good choice with impetuous troops.

All this rules are the ones we consider the most important. In further releases, we will talk about artillery observants and guided missiles (one of the greatest destructive-offensive options in game) and other things.

END OF FILE
BIBLIOTEK REPORTER :
BONZO .



THE TERRAIN

I write this article as the first of what I hope to be a series of terrain related articles, as this is the first of them, it discuss a general introduction of what is terrain.

Terrain is controversial aspect of wargames, it has very few (if any) articles regarding itself but many articles on how to construct it, this means that it is important enough to warrant so much attention in the form of "how to" articles but also that it is taken for granted since none wrights about the terrain itself.

Terrain serves two distinctive aspects of the wargames, it helps to stimulate the illusion of reality on that the battlefield and also takes part as an integrated part of the game system, I find safe to go a bit further and say that the terrain itself is divided in these two subsections depending on what function of the two mentioned above (illusion and functionality) they serve the most,

A **esthetic terrain**, mainly exists to enhance the illusion of reality on the wargame, trash, minor ground formations small road signs and generally non functional but visually important terrain pieces, they don't serve any real purpose other than to exist so they can be quite delicate and detailed, this category can and often is omitted, especially if the player decides to integrate it in the functional terrain making the functional terrain more detailed but also more fragile.



Functional terrain takes actual part on the wargame mechanism, much of the action will evolves around them, this by itself means that functional terrain must be robust and constructed with the game mechanism in mind. This is the essential category of terrain and almost all articles about terrain are referring to this category,

Infinity due to its skirmish setting based on the individual soldier and realistic approach to firepower among other things needs functional terrain that is almost as important as the player armies that play a game.



Since this is an introductory article to terrain, there are three main concerns about terrain in general :

- Cost
- Time
- Storage.

Cost and time are almost always directly related, custom build terrain is as cheap as it can ever get but takes some time to be made on the other hand pre made terrain costs but it is ready for action straight from the box (that can also double as storage container sometimes,

There is no perfect solution in time and cost, it all depends on how much time and money one is willing to spend and if the pre made terrain can satisfy the game needs of the game.

Storage on the other hand is a straight but tricky subject, take into consideration what storage space you have available and how the terrain will be store in it custom made terrain has an edge on this category as it can be customized to take less space (making buildings fit in each other like a babushka doll for less storage space for example),

Always take into consideration storage before you plan any project, it would be bad to create something really impressing but that can't be stored anywhere,

That doesn't mean that ambitious projects can't be achieved they just need a good parts breakdown for storage.



The amount of terrain is as important as the forces themselves, too much and the game will turn into melee too few and the game will be dominated by HMG's, there is not actual guide to suggest how much terrain is needed but as a suggestion I would say that six functional terrain pieces of roughly 12 cm length per 41x41 square cm are good, so a standard 122x122 table would have 9 of these squares ending in 54 terrain pieces these might sound like much but they can be combined to form bigger terrain pieces lowering significantly the piece count, what is important is that almost half of the terrain should be LOS blocking giving players the opportunity to make tactical moves and establishing firebases.

Placement of terrain is equally important, terrain is used to enhance the game mechanism and this should be taken into consideration when players place it, Infinity is a game of manures so terrain should be placed limiting LOS and providing ample cover but never in a way that eliminates fire corridors, on the contrary these should always exist as they will provide the tactical challenge of the game and their establishment or their distraction/ circumvention will lead to one sides victory.



There are many ways to place terrain on the battlefield but these will be discussed on the next article.

I hope this brief general introduction on terrain helped some of you, for some great battlefields filled with terrain, I can suggest you to look on the Infinity forums, reports from the front section as they have some really good pictures of battlefields filled with terrain.

END OF FILE
BIBLIOTEK REPORTER :
PSYCHOTIC STORM

01 MAY OF 2181 A.D. / 17:04 HSE CORREGIDOR , BY BONZO

>>>1- PERSONALITY RECORDINGS

For those that recently have burned their cube, EXXO has developed a new procedure of recording their memories. The new system only needs 5 minutes of DNA-cuantronic process. Since it was given to know the news, at least 4 big companies of Tunguska have already inserted a recording " Backup " clause for the most important directive in their companies...

See more: [YES](#) / [NO](#)

>>>2- THE LIBERAL SOCIALMOVEMENT HEADQUARTERS , WINS ARACHNEQUIA REWARDS

A comet-sanctuary Class II, winning as the best habitat for the man in the space, by the Arachnequia news node . In a flight in the plane of the elliptic one of the Tauri-sigma 6 system , the own leader of the movement, Khöss Gkar, gave to the present, with an artistic exercise of chemical metamorphosis, with his wings of 200 meters absorbing and transforming the photons in a beautiful show that...

See more: [YES](#) / [NO](#)

>>>3- ANNIVERSARY OF THE PEACE OF CONCILIUM

10 years ago the end of the Neocolonial wars was signed in The Peace of Concilium. In an exclusively interview to Bibliotek Files the Nomad senator's of the Oberhaus , Mister Kunder, affirmed that he waits that it is the last time that O-12 has to settle a matter with the force of the weapons...

See more: [YES](#) / [NO](#)

>>>4- BORDER OF THE HUMANITY, THE FRONTIER

A new article from Border of the Humanity, with our famous reporter Jordan Appac. The article, arrived recently to our writing, shows the life in the frontier: the colonists that take years without knowing anything about the human Sphere, the fight for the survival...

See more: [YES](#) / [NO](#)

>>>5- THE " EJECUTOR " ENTERS IN THE MORLOCK GRUPPE

The famous Aristeia! fighter, Kio " Ejecutor " Stendall has been condemned to 120 years of forced works or their entrance in the Morlock Gruppe Delta, in their recent offensive in the Commercial Mission of Svalarheima.Ejecutor is known in the world of Aristeia! to be able to survive, in a remembered combat, to the IA recreation of "flying Kick" Chuck

See more: [YES](#) / [NO](#)

01 MAY OF 2181 A.D. / 17:04 HSE BOURAK , BY YASBIR

>>>1- THE PRICE OF THE SILK IS GROWING

The Yuan Yuan piracy and the numerous incursions of kirguizes Kum tribes under the commander Izzat Beg's control has reduced 20% the flow of Silk this last week, producing an ascent of prices of 15%. The Office of War says that they will have under control the situation in.

See more: [YES](#) / [NO](#)

>>>2- THE COUNCIL OF TARIQAS VISITS NEW BIMARISTAN .

The consultants of the Hachib have been personally that morning in the inauguration of the new one hospital-bimaristan of Iram Zat Al Amad The new hospital will cover the growing demand of this far away mountainous area. The President's absence has been due to the current crisis of the Silk export...

See more: [YES](#) / [NO](#)

>>>3- THE NEW C-2002 CARAVANSAR, IN SERVICE

The TO-1203 asteroid has been renamed officially today as Caravansar C-2002 after a year of works of qualification by the Nomad company Sigmar, Bakunin. A new process to create the ice shell has been able to reduce in 2 months the time of....

See more: [YES](#) / [NO](#)

>>>4- INCREASING MEDICAL PERSONNEL SHIPPINGS TO PARADISO

"The I.E. makes necessary more personal, more medicines, there is not rest here, it is an extermination, don't a war", declared Qasim Ibn Qayyim, medical official in the front of Paradiso. Only this last week have been freighted ships to transfer 700 doctors with the necessary material...

See more: [YES](#) / [NO](#)

>>>5- THE PHARMACEUTICAL TEBB WINS 16% THE FIRST TRIMESTER

Tebb, first company of the pharmaceutical sector, increased its earnings in 16% regarding the same period of the previous year. The three companies leaders of the sector, with haqqislamit capital , have seen increase these last 2 years the business in...

See more: [YES](#) / [NO](#)

Daily news is a public service by the data administration company Bibliotek. To read completely anyone of the related news above , choose the option [See more... YES]. The article will be transmitted directly to the memory of your Comlog and its price in your bank bill.

Thank you and have a nice day

NOT OFFICIAL E-ZINE

INFINITY



BRANDOCASTRO (INFINITY STAFF)

We have agreed to meet in one of the pontevedra's cafeterias, where BrandoCastro, one of the ITG staff members, can regularly be found.

Sitted between some girls, and after avoiding the topic for a while, I take my pencil and my notebook and we start the interview.

BrandoCastro, also known as Alberto Abal Couceiro, is one of the responsables for the design section. As a infinity concept artist, he provides all the graphic art stuff, also some ITG settings, apart from designing miniatures.

He finished the arts degree in the design speciality, and finally, with the other ITG's staff members, all friends since they where younger, ended up mounting what we now know as ITG.

☺ Tell us about your hobbies, it will probably give us an idea of where your influences come from.

I like reading all sort of comics, comic-books, european comics, manga... I read almost everything I come across, specially sci-fi. I like films, role playing games, videogames (although I haven't enough time to play them), and many other things.

☺ Is there any of them that has influenced you more than others?

TAll of them have influenced me, but it is true that there are some of them between my favorites. Mashamune Shirow, Otomo; Hyperion, from Dan Simmons... and others.

Anyway, if you want to design something, anything that surrounds you must be taken as a reference.

☺ Tell us about ITG origins.

Corvus Belli already existed before ITG, but we only made historical and fantasy miniatures.

Parallely, Both Interruptor and me started a comic project. That project couldn't be finally finished, but it had generated a great amount of material, designs, settings...the ITG's basis.

We have always been attracted by the miniatures world, and when Vassily and Carlos Torres suggested us to elaborate the game together, we said: and why not? We thought in the result we could get all together, taking in account the fact of being old friends and to share the same worries made quite easier working together and keep going with ITG.



☺ From de design and illustrational point of view, what is ITG's location in the market?.

One of the main reasons that encouraged us to relea-se this product is the fact that there was nothing in any miniature games that really convinced us. Some games were nice in the artistic part, but had a poor quality rule aspect, and viceversa. Even though those games whose designs and settings seem to be very elaborated, cause a matter of tastes, didn't attract us very much. ITG come up from the belief of the fact that there is something that hasn't been done yet in any miniature game, and many people share this belief.

We discarded all the Gothic-Futuristic and Post-Holo-caust settings, not only because we didn't like them very much, also cause it is something stale. We wanted "cleaner" settings, with more manga designs than anything done up to now. It is aimed for all ages, not only for youth, also for elder people, people who are looking for some sci-fi based in something realistic; at least it was our initial idea.

☺ Do you mean that the manga visual style and settings complement each other?

Yes, in some ways. In this "future", people continue believing in things that are supposed to accompany humanity through time. It has a touch of darkness, but humanity has in some way reached success, is amazing how has it developed itself. And this manga design, in our opinion, fits perfectly with this future vision.

☺ How is the creation process of concept artists?

Well, it is not a 100% personal creation, in Corvus it's more like a team work: First of all, we---the settings, then we make a preview of the visual design. In this step we have to be careful to maintain coherence will what we have already done, etc Afterward we draw some sketches, and we present then to all staff members, in order to get their opinions about the idea. Finally, we arrange a meeting with the sculptors to see if it's worth doing it, if we have to touch up anything else...

In every part of the process, we get influences of all members of the ITG's staff, for example, when sometimes we got stuck with some troopers, then Interruptor appears giving us more stuff and ideas that enriches what we were doing. He gets us out of trouble



BRANDOCASTRO (INFINITY STAFF)



And how did you find the illustrators that have participated in your project?

First we looked for people in Spain, and we found a few nice artists, whose work can be seen in some of the illustrations. But we were looking for a different style, not common in Spain.

So we started searching for foreign artists. We didn't want something 100% manga, but a fusion of all these things we have been influenced by since we were young: Something from Europe, some Manga stuff, something from America...but with a realistic background. Most of them were easy to get in touch with cause they offered their skills in their webpages: They worked drawing frontpages, making webs, illustrations....

So we found Chuck (A.W. Pires, Californian) and Spindash (couple formed by Ben Huen y Yukiko, from Canada). It really turned out to be a great choice.

You can see some Chuck's works in <http://www.justedit.com/> and the Spindash's ones here in <http://www.spindash.com/>

If you have participated in all factions construction, there must be one of them that makes you feel prouder of your work more than others.

I am and I will always be a Nomad.

Something more concrete you could tell us?

The Nomad's REM and the Szlamandra are the apples of my eyes (laughs), and although these two are not my designs, the Szlamandra pilot is one of mine.

People sitting next to us looks us as we were aliens... well, it is probably due to the fact they are seeing an interview with nobody known for appearing in Salsa Rosa Razz (spanish tv gossiping programme were the national "famous" filth appear)

Haqqislam has been the last faction to be released. Is it "working" as well as it seems?

At first, we were a little worried about releasing this faction. Everyone knows how is the situation in middle east. Releasing a faction with arabian troopers didn't seem a safe decision, when we created it, the news, and broadcasts talked about Irak, terrorism... However, Haqqislam has had a good welcome. All this things we were worried about, maybe that people would reject Haqqislam just for its name, without considering anything else, resulted groundless. For example, in the USA Haqqislam is sold as well as in other places.

What is your project for this first year, apart from the rulebook?

This year all the factions will be released. The idea is to cover all troop types of every faction with at least one miniature.

As the designer you are, what can you tell us about the rulebook?

Well, we wanted to make it visually attractive, with lots of full-color images. Not only a product for your eyes, also understandable and with a great amount of game material.

Taking for granted the fact the game system has been the most revealed aspect of the game, how many things are there left to see about ITG settings and illustration in the book?

Only a 10% of all illustrations have been seen, almost anything about settings.

We have eaten all the olives and peanuts the waiter brought us, and the girls sitting next to us have been leaving as they heard parts of our conversation. After all, it is nothing to make an impression on us, we are used to it.



Xeoran and Psychotic Storm, PostHumans. Maya Guardians with more than 40% of the posts. By Brandocastro

END OF FILE
BIBLIOTEK REPORTER :
BONZO .



PAINTING GUIDE: MICHEL'S ATELIER - PART 1

ABSTRACT

You can probably find lots of tips & tricks articles about miniature painting on the Internet, just by doing a quick search. Some of them are very professionally done and enlightening. For this reason, along with the usual stuff for beginners and intermediate level painters, my reviews on painting techniques are going to include some special secrets... So, welcome to "michel's atelier"!

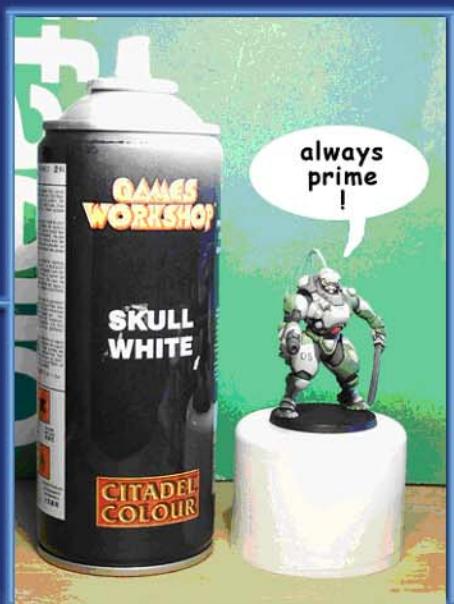
In this first session, we'll examine some tools of the trade, and we're going to have a quick review of some techniques, as well...



1 - PRIMING OR NOT

For those of you that still don't prime your miniatures, please do it. And please, do it with a spray, not with a black or white acrylic applied by brush. As a plastic kit modeler myself, at first I've been very deaf about it, and was I wrong! The 12 or so euros for a primer could be your best spent money of the year. A spray priming will give you a wonderful grip for pigment, as well as a sort of "highway" for your brushes to run on, leading you to easy and beautiful washes and shades effect. Spraying is much better than applying prime by brush, as the latter will drown in pigment precious details of your miniature, will turn out very uneven and won't provide any particular grip advantage.

Michel's secrets: spray from 30cm, with very short bursts, possibly less than one second long. After two bursts, rotate the miniature by 45° to spray from another angle, letting the just sprayed pigment dry peacefully. Perform at least two 360° full "rounds" of spraying for the same miniature. Also, if you aren't completely satisfied, a very light retouching with brush can be done later.



2 - PRIMING WHITE OR BLACK

This is really a matter of taste, but a very important one, as starting from either a white or a black primer will almost completely reverse the remaining 95% of your painting strategy for the miniature. For purely historical reasons, GW people likes to prime black while Rackham people loves white. What about me? Honestly, I'm a "white primer" guy. This will let you do some easy and wonderful watercolour tricks, and the miniature will be going to get a little "brighter" aspect, which is good to visually separate it from the scenery when you'll be playing on bad illuminated tabletops (i.e. always). Hence, I will assume we are painting our miniatures with the "white strategy" in mind.

Michel's secrets: for very dark elements of your infinity miniature, such as the weapons, a black priming could be preferable. I do something like a "black priming over white priming" brushing with Flat Black Tamiya acrylics for such elements, reversing the method of painting for this limited areas of the miniature. This could be considered a sort of bidirectional strategy!



3 - COLORS BRANDS

Color choice is fundamental for a beautiful painting. But not all colors were created equal! In fact, I use up to four brands of colors for my miniatures, according to the result I need to obtain. These brands are Games Workshop, Vallejo, Tamiya and Maireri, with Tamiya being my true secret weapon, as you will see.

Let's analyze this matter in detail.

Games Workshop colours, nowadays, are nothing special. They are medium quality acrylics, not very covering and not suitable to do good washes and lining, unless strongly mixed with mediums (see section 4). They also have the very distasteful tendency to "self-highlight", because of a sort of hideous satin effect they get when used for solid covering of large areas. Also, their grip is quite mediocre. So why do I still use them? Mainly, because some very saturated tones among their range are useful to brighten a color mixture. The cold tints, like blue and green, are especially good at this, enlivening some very greyish tones so typical of the Tamiya range. Also, the metallics are very good, with very strong natural grip and wonderful reflectivity.

Vallejo are wonderful. Nice, complex tints, very good at making washes and lining, fairly good covering capabilities, limited "satin effect", intelligent bottle packaging. For precision works and effects, they are the obvious choice.

Tamiya were born for plastic military kits painting. That means that they are made of a gross pigment, very harsh on the brush. Impossible to do washes and precision works with, as they dry in few seconds. Also, although they are thinned with water, they aren't truly acrylics, but rather a derivative product of resin, making them quite difficult to dilute.

So, why do I use them?

First, because they are good for base coating, as they have an amazing covering capability.

Second, because their tints lead to a realistic military look (plenty of lovely greys, greens and browns here).

But their best property is the opaqueness of their pigment. In fact, they are wonderful at imitating wool, cotton, rough or fuzzy surfaces, or simply anti-reflective coloring, as typical of military combat suits, boots, gloves, berrets, backpacks and vehicle camo paints. Mixed with Tamiya, every other color gets a matte look, making for unexpected solutions and effects.



Maimeri is an almost unknown Italian brand, aimed at art painters. They are very good for painting large, monochromatic surfaces, and their "Titanium White" mixes wonderfully with other brands, leading to those typical beige / light greens / light blues tints you so often see on my miniatures.

4 - MEDIUMS

When preparing the color to be applied by brush, you will want to use up to three kind of mediums: water, flow improver and retarder.

Water is the obvious and cheaper one. It's a thinner, so the more the water, the more laquer your paint is going to be.

Flow improver is very interesting. Personally I use the one made by Winsor and Newton.

So, what does a flow improver do?

Technically speaking, it's like soap: it kills the liquid surface tension, making the pigment flow rapidly and without hesitation into the cracks of a flat surface. This is perfect for creating dark shades inside the natural cavities of the sculpture with just one stroke of a normal sized brush, making for an amazing effect obtained in few seconds. The typical areas to wash with this medium are complex line patterns of trimmings, tubes or decorations.

The retarder simply makes the drying time of the pigment longer. This leads to several advantages, like the possibility to work longer with the brush to make complex shades effects or the fact that washed colours dry without leaving any halo on the border of the wet area, which is typical of the Games Workshop range. Also, it makes a pigment stay wet and ready on the palette for almost an afternoon. I employ Liquitex retarder.



Usually, flow improver and retarder are used together for washing techniques, leading to wonderful effects achieved in very short time. With Vallejos, these two mediums are often unnecessary, as this color range is already mixed with a bit of flow improver and retarder in the factory, making it almost "wash ready". On the contrary, Tamiya pigments are so naturally coarse that adding mediums has basically no effect!

5 - BRUSHES

Believe it or not, I only use two sizes of brushes for my works: indifferently "1" or "0" for fine works along with a "4" (or more) for painting large boring surfaces, like bases.

The reason I don't need smaller sizes, is that for high precision work, like filling micro incisions with black and lining, I simply use lot of flow improver and retarder. One or two washes and you got it!

Michel's secret: I always dub my brushes in three categories: "Lining", "Precision" and "Coarse", from finer to coarser (This process doesn't include the size "4" for large flat surfaces). Your eye is the judge, as the brush will get coarser with time and use, leading to a progressive demotion process from "Lining" to "Coarse".

You can't believe how handy it is to have your brushes dubbed like this!



END OF FILE,
BIBLIOTEK REPORTER : MICHEL

NEXT TIME:

Now that you know the tools, we'll be going to paint an Infinity miniature step-by-step, looking truly inside my painting techniques.

After that, in further numbers, I'll cover color strategy and filing/pinning.

If someone wonders a reason of why MICHEL is able to make a guide of painting so good, here this the answer.

GUIJIA

Simple colors, neatness in the finish, original election of colors, we like the whole miniature!

The complement of the horse line with cables is impressive



PANOCEANIA REMOTES

PATHFINDER & SIERRA



micHEL



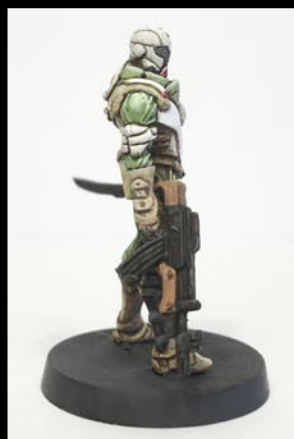
INFINITY : Gujia



INFINITY: Hassashin Fiday



m
i
c
h
e
l



m
i
c
h
e
l



ORCO , with the cables too.



And here a Fiday, for us nothing more to say; it is impressive, Also as almost everything that makes MICHEL, this is personalized. (fusil).



Among the multitude of miniatures painted by the people of the forums, with a high quality all of them, we have chosen this AKALI for several reasons; we like the painted done, we like the pedestal, and the composition pleases everything in a set.

The author is VINDICARE

The TAGs are one of the signs of INFINITY's identity, Let's see a few with different styles and combinations of colors, i And they have remained a lot of in the forums!



Armoured Cavalry by HOLYFRAG

Yu-jing GUIJIA by TIGER



Another GUIJIA by ORANGE-



An army painted completely, it is something to mentioning though only it is for encouraging others to see that painted the minis as a whole always remain better than in sad white metal.

Ariadna Army by MARK THEURER

Many more have stayed in ITG's forums without mentioning here, but surround not even time to put all that they has collaborated exposing their minis. We promise along the numbers of BIBLIOTECK FILES to extract more mini in order that they do not remain buried in the oblivion.

Thanks to all.



Impressive conversion of a Yu Jing Guijia with pilot in open booth carried out by GREYDEATH.

An incredible work of dismantling the torso of the TAG that allows to see part of the booth and the feminine pilot's superior body. humm , will she come out as the pilot of the Szlamandra to stray the attention of the machine gun MULTI?

We hope to see it painted very soon





WELCOME TO U.S. ARIADNA

I'm at the planet Dawn, I've arrived in a Nomad trading slip, out of Corregidor to be exact.

The first thing that comes to attention just coming out of orbit is the lack of a Data Sphere.

This obvious for someone who has lived his whole life connected to a Comlog, it's a big shock, would be even bigger if I wasn't accustomed to disconnecting from it, because of my job as a war correspondent, for months at a time. It still quite discomforting.

Speaking to some of the russkies at the spaceport (US Ariadnan slang), I pick up about arriving Panoceanics and Yu-Jings, too much trauma for them to bear. Its like having an umbilical cord that is attached so deeply it no only affects the way they walk, but also how they think.

With a certain jest they speak of particularly funny cases; such as a Panoceanic artist that went catatonic by just walking into the capita, or a young girl, who screamed not to be taken unto land as she separated from the small Data Sphere kept on orbit, this of course as she was in a shuttle already committed to planetfall.

Truth is, I can start to understand how we are freaks to Ariadnan humans.

As a note, I will say that there are a few non Ariadnan Settlements, with the equipment and the intention to re create a Data Sphere, connected to the rest of the human planets, but so far is nothing more than an attempt.

At the spaceport, I'm impressed by the great number of Nomads and Haqq's I've seen. They've told me is the most I'll find in the whole planet, they like to keep close to their ships and don't seem to have any intentions of separating from them an inch more than necessary.

At Matr Spaceport theres a connection with an airport that does Intra Atmospheric flights.

I'm just leaving the nation of Rodina for the return trip, and thus this is my first flight into true Ariadna, not the one displayed on MAYA, but the one behind Topics and archetypes.

I'm flying on one of the devices that make regular trips within Ariadna. Forget about VTOLS or anything like them, these are propeller driven planes, as ancient within the human sphere as rubbing sticks to make a fire.

The stewardess tells me the airline actually has some turbine driven planes, but due to high operative costs, they still use the conventional ones. In fact, the most common way of transportation is the Rail (!).

Truth is, I was shocked to see so many rows of seats, it looked more like a military transport than a civilian one. No holograms, only one connection to a TV screen (where mainly sports where broadcasted for the duration), unaware of everything outside my small seat.

Ariadna's resources during these years of space solitude have been hard, theres no place for luxury or the superfluous. The bulk of the technology rescued from the Seed Ship that brought them stayed in the hands of the military.

I spent the whole trip trying to pry the conception that humans of the Sphere have of the Ariadnans, an exercise you tend to do when coming into contact with cultures other than mine. My recommendation is to make a mental exam of what you think you know of something or someone, and then question everything about it.

I looked around the small craft of no more than 50 seats: the women had a certain beauty, more natural if anything, men weren't walking on all fours or wore loincloths. The Craft was well maintained and functioning, maybe they don't have the technology leaps we made in a century at Neoterra, but it still has a certain charm. It reminded me of the old ghettos of Varuna, a certain air of melancholy and retro.

We've reached the capital of USAriadna

As our propeller driven craft starts to glimpse the first lights of Mount Scion (also called The Wall) I felt I was really arriving to a city in Neoterra; multiple lights of varying colors illuminated our arrival. They may not have the great archaeology that populates our cities, but the point is taken, this guys don't fear anyone knowing they are there. The flag of the old United States is painted on the roof of every terminal at the airport.

Our identities are confirmed, mine took a while as they stared at it in their desktop computer (its true!).

I'm welcomed into the fifty second state of the union (which perplexed me as the United States are no longer in existence) in a correct archaic English from the middle of the 21st century and I left the airport looking as lost as a foreigner can look in the midst of USAriadna.



Peter Stane North had been a soldier, brawler and as far as I know, the toughest guy of the first Ariadno-Yu-Jing skirmishes. I met him at a field hospital in the actual demilitarized zone of the Ariadnan border.

Tell us a bit about you Peter.

P: Well, i was born in Colorado Springs, i enlisted on the Commercial Conflicts, serving for three years in the Kazaks, then y transferred to the Rangers. I've been on the reserve for the past three years with the rank of Colonel. I perform duties as an instructing officer. I cant say much more.

(mi friend Peter holds in one hand a cigar of enormous dimensions which he drags deeply from time to time, in the other one, theres some type of beer, oddly enough its Yu-Jing.)

P:-(laughs) yeah, they are trying to get their products over here. Truth is I've drank piss with more flavor than this,

So Peter, tell me, How is life out here?

P: Well I can only speak for myself. When I'm not at Fort Apache or Mount Scion, I have a small ranch on the outskirts of Colorado. Sadly, I have little time for leisure, as the Russkies keep calling on me regularly to go to the capital, something going on the Antipode Border...

Things heating up back there again?

P: Have they ever been cool? (Laughs). Most of the occasions they are things that require little time. Some green company gets lost, Antipode tribes getting into zones without permission. There's always something happening, but it usually stays like this.

Changing the subject how are relations with the Cossack capital?, there is talk of political movements and a certain consensus between USAriadnans and Caledonians to ask for a reinterpretation of the federal system.

P: I'd rather not talk politics.

We are seating in a sort of cafeteria [They still consume caffeine in huge quantities] and ask the waitress for a Coca-cola, which is brought to me personally(!). I taste it and my Biolog impant sends out a warning...

-I understand. Well, I could say I'm on vacation, what do you advice to do during my stay at Mount Sion?

P: Right now there's an excellent theatre play at Madison Avenue, but knowing you where coming I booked two first class tickets for the 5 nation Dog-Bowl semi finals.

After a small Helicopter picks us up at a roof top (military men are always well connected...) we flyover the city until we reach the stadium. This gives me a chance to see a bustling city (downtown was a diverse core of activity) fade into a much calmer periphery, many settlements can be seen. On the horizon you can make out some sort of industry, maybe oil?

When we reach the stadium and take our seats, I can see the Dog Warriors going into the pitch.

The Last time I saw one was when the then Lieutenant Stane and I where saved from death by Corporal Ramirez, a Dog-face that was assigned to the company. The lieutenants position had been pounded into jelly and only three of us remained alive. The Corporal spent 5 hours in intense combat keeping waves of Zhanshis in check, until his ammo ran out and he transformed himself, charging the brush in that morning.

He disappeared into the mist, and we never could thank him.

We seat in our places at the tribune, Waitresses bring huge amounts of food and drink. The match is tougher than I remembered, and I was surprised to find humans playing within the teams.

-How are Dog-faces being accepted into Ariadnan society?

P: The sport has done loads for this kids. Some of them have even become stars. When we won the Dog-Bowl two years ago, it was thanks to our Dog-face star. All of a sudden being a D-face wasn't a stigma, or a burden, it was made us beat those Cossacks in the 5 Nations. That and they already where part of the forces in the last colonial Skirmishes, this made people see that it wasn't so bad being a hybrid, at least not that much.

(after the last Antipode offensive, and the creation of the Dog-faces, this chaps have had to bear with many years of injustice and discrimination)

The next day we are invited to a Gala Dinner for officers from many branches of the US Ariadnan armed forces, I was surprised to see few officers from the other Ariadna ethnicities, only a couple of representatives of the Cossack diplomatic Corp and little more

Seating at the bar, we continue our conversation, this time I wanted to hear my friend's point of view. As usual we start talking about anything before ending in our regular topic, Ariadna.

P: When the Seed ship arrived, we all got to work, the greater part of the military contingent came with their families, and the sense of nationality was stronh, and it still is actually.

After things got hairy with the Antipodes and not enough reaction capacity existed to get our chestnuts out of the fire, it became almost exclusively a US Ariadnan problem. Then the Cossacks turned radical, politically speaking, they wanted a strong Ariadnan nation independent from earth, but with them in command.

At the beginning the feeling of abandonment from earth was a valid excuse for them to lead Dawn, but we never relinquished all of our freedom; With the Depression it was normal for people to think things weren't being done properly.

(Peter's father fought in the separatist wars and lost his life in the battle of New Michigan. We look at ourselves amidst this many officers and we seem to be in another world, always remembering the wars fought behnd our backs.)

-Ever since I've been here, I've heard about the "US Ariadnan way of life" what can you tell me of this expression?

P: Its an expression that defines what we are within Ariadna. The bulk of the US Ariadnans are descendants from Anglos, Latinos, Afros, etc. There were no differences for us other than the ones that this planet we now call home imposed. But Rodins and the others dedicated to bid for power for the simple fact that they where Cossacks. To our people, who didn't value skin colour as a way to differentiate people this was unforgivable. A GREAT FREE ARIADNA, but not quite like they wanted it.

(A few officers look at us, as Peter has raised his voice, some cheers rise, but they are drowned amidst conversation chatter and dance music)

-Tomorrow I'll catch a train straight to Caledonia, any tips?

P: Yeah, mind your drink. (Laughs)

I left USAriadna with a yearning to see more (my Visa allows me only a quick tour of the four Ariadnan states). As I left the station, I thought many of the stereotypes were crumbling away, nevertheless doubts appeared.

On the 6 o'clock news I saw how some regions away from the capital struggled for supplies and public order. USAriadna has all its eastern border in contact with the bellicose Antipode Tribes. Life on the frontier is very much like those antique 2D movies I'm so fond of, like a gigantic Western with Antipodes instead of Indians and Rangers as the 7th Cavalry.

USAriadna exports to Dawn basic products such as cattle, and leisure items like TV series, movies and entertainment in their purest form (they are great sports fans), but the Yu-Jings and Panoceanics want to push their products at all costs and introduce them into the Ariadnan market.

The ultimate goal of the Commercial powers is to turn Ariadna into another world of the Human Sphere, with the same level of consumer based and at some point frivolous life. The deeper they go into this consumption spiral, the more under their control Ariadna will be.

For a second I seem to glimpse the whole puzzle. People that found themselves in a remote world, with no help other than themselves and with serious threats to their survival. Nevertheless they found the strength to carry on, to stay together for beliefs that weren't safe in the planet itself. And now, we come and we tell them this is... Old fashioned.

I begin to understand what the "USAnian way of life" means...

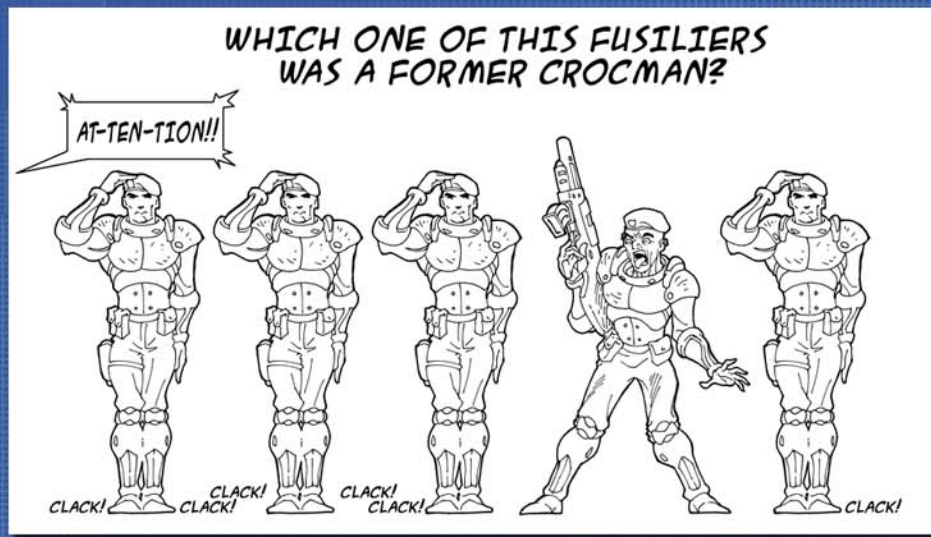




BY BOSTRIA



BY ARAPHAN



NEW TROOP: THE REGULAR
COST- 1 SHITTY POINT.
FUNCTION- LEND HIS ORDER TO HIS PARTNERS
SELF ESTEEM- GETTING LOWER.



BY BOSTRIA

NOT OFFICIAL E-ZINE

INFINITY

FROM TUNGUSKA,... ..YASBIR & BONZO



Here we want to give our gratefulness to all what has collaborated:

To the ITG Staff , The OBK ciber that have supported us with patience and moderation.

Forum navigators like Michel, GS Topow, Psychotic Storm, Xeoran, Shalashaska, Greydeath, Bostris, Maelsm, Araphan, Vindicare, El_hombre_de_Barro etc that have collaborated in a way or another with this Ezine (do I leave myself to somebody?, I wish I do not.

And of course to the whole people of the forums of www.infinitythegame.com, thank you.

IN THE NEXT BIBLIOTEK FILES....

- INTERVIEW WITH SHALASHASKA. HOW IS AN INFINITY PLAYER?
- BATTLE REPORT, WITH A MISSION READY TO PLAY AND ITS TACTICAL REPORT.
- THE SECOND PART OF THE MICHEL ATELIER
- AND MORE THINGS....

END OF TRANSMISSION.....

NOT OFFICIAL E-ZINE

INFINITY