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03



INFINITY

# BIBLIOTEK FILES



THANKS



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Psychotic Storm, Tennobushi, Selenio, Xeoran, Markheim...

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## EDITORIAL

BIBLIOTEK FILES Nº 03, OCTOBER 2007

It's strange to think that Infinity has been released now for little more than a year. We already have the book and the number of players and fans just keep growing...

We too have been growing, with a new web page and this new e-zine you are reading now. And it will continue that way with our next edition. So enjoy!

### IN THIS EDITION:

- A tactical analysis of the terrible Combined Army by Babe.
- A quick mission and spectacular battle report that made us sweat...
- A guide to converting by Michel including a look at his fantastic Maghariba.
- A chronological timeline for the background to the Human Sphere based on data from the book and, in some cases, speculation.
- Player aid, a complete index and a free building, ready to print out!

YAnd as always: more stories, more news, more miniatures and more comic strips than ever before.

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FROM TUNGUSKA,.....THE BIBLIOTEK FILES STAFF

## THE COMBINED ARMY

### ENEMY WARNING



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### MORAT VANGUARD INFANTRY



### INTRODUCTION

In this installment of the art of the war we will analyze our last faction. Despite the fact that not all the miniatures have been produced, we can analyze the Combined Army in its entirety now that we have the full rulebook.

At a glance, there are a few qualities that draw our attention: the high cost of all the troops, the original skills and the unique characteristics of the army, and the high SWC for lieutenant options with almost any troop (all the lieutenants cost 2 SWC, except Vector Operator for 1.5 SWC, Suryat for 1 SWC, Charontid +1 SWC, and Avatar +2 SWC).

Morats are more or less the standard light infantry. It could be said that they are slightly expensive and they do not stand out in any one area, but the reality is that they do not have any faults.

They have all the common options for equipment, good Will Power, good CC, good BS, and very good PH, which allows them to return and avoid gunfire equally well when either is the most appropriate.

What makes the Morat unique is the racial skill "Morat," which not only makes them a Religious Troop, but having a Morat in your army also raises the Retreat threshold from 60% to 75%. This is indispensable for the Combined Army when considering the high cost of all the units - without this help the battle would be lost after losing only a couple of important figures.



**SURYAT, MORAT ASSAULT  
HEAVY INFANTRY**

The attributes of the HI Morat are more or less standard as well: a very good PH, HMG option for 2 SWC, Multi Rifle, and the interesting and cheap option of Boarding Shotgun. For the cost of 1 SWC, the lieutenant option makes the Suryat a reasonable candidate for leading the army.

What distinguishes this troop is his high Will Power and 4-4 movement, the latter of which is especially rare for HI. The higher movement means the Suryat is the most offensive HI of the game and the one that is going to make contact with his enemies.



**DATURAZI, WITCH-SOLDIERS**

The Witch-soldiers are the most useful and valuable Warband in the game, a troop loaded with skills and effective in executing many strategies - it is worth noting:

- High PH attribute to launch Smoke Grenades, Dodge, and cause damage in CC.
- Martial Arts level 4, besides gaining Valor, means you can cancel the enemy's lower levels of Martial Arts and engage the enemy's back without giving him the opportunity to turn when you enter his Zone of Control. This last skill can be very useful.
- Mimetism helps to avoid enemy fire.
- The Morat skill increases the Retreat threshold and gives them the benefit of Religious Troops.
- After the Daturazi kills an enemy, Coma enables Sepsitor attacks by acting like a Repeater.
- They have the advantages and disadvantages of being Impetuous, but are benefited further by also being Regular troops.

The benefit of having Regular rank means that you can use Witch-soldier's valuable order for the rest of your army, though you are still forced to move the impetuous order towards the nearest enemy. So, the Daturazi tend to leave cover and remain exposed in the open field and, being such a valuable troop, this is dangerous.

To avoid exposing your troop to the weapons of the enemy you will have to spend a regular order from the army's pool, and this can hurt a typically low order reserve. Nevertheless, a great advantage of being Regular is you can utilize coordinated orders with the rest of your army, even using his Impetuous order.

The Daturazi with Chain Rifle option costs 14 points, which is the second cheapest Regular troop in the army. The Combi Rifle and lieutenant options cost 23 points. The option of Chain Rifle is very good and cheap, but it is difficult to use since it is necessary to carefully choose objectives and not risk your troop needlessly.

The more expensive Combi Rifle option allows the Daturazi to engage enemies with Face to Face rolls and takes advantage of Mimetism. The Combi Rifle also increases their range of potency beyond the Chain Rifle template. This not only increases the Witch-soldiers' chances of survival, but also makes it easier to kill an enemy and extend the range of Sepsitor attacks by enabling the Coma skill. In addition, if you use the Combi Rifle option to take a Daturazi as lieutenant, you can give him one more order.

These tactics work well together with the Charontid's sepsitor. You can sacrifice the Daturazi lieutenant to Coma in your own turn and then name the Charontid as the new lieutenant.

The many options available to the Daturazi mean that everyone should always play with some, and though each person uses them in different ways, they are always threat. The Daturazi are also one of the nicest miniatures in the Combined Army,

**EXRAH,  
JUMP OPERATORS,  
VECTOR OPERATORS  
VOID OPERATORS**



The Exrah look like armored crabs, and you will notice they all have ARM 3, but they are light and weak. After reaching 0 wounds, they enter the Dead state directly and cannot be cured. Nevertheless, they are unique, full of advantages, and provide one of the more dangerous units in the combined army at an average cost.

Apart from having ARM 3 and BS 12, the Exrah's major advantage is its 6-2 movement, instead of the normal 4-4. Combined with Super-Jump, which allows them to move or jump 6 in. and shoot, the Exrah's unique movement can be very valuable. This opens possibilities for using the scenery and multiplies the assault options of the Exrah. The different exrah versions are:

**ISKALLERS:** With Combat Jump and Super-Jump, this troop can land in a secure place and use Super-Jump to approach enemies from unsuspected angles, finishing them with the Combi Rifle or HMG.

In addition, Iskallers have an option for a good Hacker with a WIP of 14.

**VECTOR OPERATORS:** Operators benefit from Multispectral Visor level 2 and Mimetism. The best options for this troop are HMG or MULTI Sniper Rifle. Their skills allow them to hunt prey with agility, use smoke screens, and give a -3 to enemy fire thanks to the Mimetism.

The Vector has a lieutenant option at 1.5 SWC, instead of the normal 2 SWC in the rest of the Combined Army. Utilizing this troops as an offensive lieutenant with Super-Jump is something to keep in mind. The Vector Operator's availability is set at 1 because it is very good.

**VOID OPERATORS:** Operators with 360 ° Visor (without Total Reaction) and X Visor. Thanks to the X Visor, this troop can attack from both far off and without any blind spots.

It does not have Mimetism, but it can jump and shoot at extra long distances, where your enemies will have negative modifiers.



**SHASVASTII PIONEERS' CORPS**  
**"THE SHROUDED" AND DEEP INCUSSION CORPS, "THE MALIGNOS."**

In other armies the skirmishers, ones with Camouflage or TO, have BS 11, but here we have the Shasvastii with BS 12. The Shrouded is cheapest with Camouflage, the Malignos slightly more expensive with TO, and the Speculo Killer will have it's own scrutiny in the next section.

The equipment options are usual for Skirmishers: Mines, MULTI Sniper Rifle, Hacker, and Boarding Shotgun for the Shrouded, and a Light Shotgun for the Malignos

A particularly effective use of the Shrouded lieutenant is to, in your own turn, attack with the lieutenant's extra order until the model dies and then spend two orders to name a new and powerful lieutenant (the Charontid with HMG or Sepsitor, a Suryat, or even the Caskuda are good options for this tactic)

Shasvastii have the Automedik, which they can test on PH 12 to rejoin the battle. Regeneration of the Haqqislam Djanbazan (PH 11) is similar, but it also grants immunity to Shock weapons, something the Shasvastii do not have.

To correctly use the Automedik it is necessary be a little mischievous; after declaring a move and shoot order, you should specify that the movement takes the Shasvastii into cover and out of the enemy's line of fire. Then, if it dies, the Shasvastii will fall prone at the final point of the movement and it will be safe to use the Automedik without generating any AROs. With a little luck you will be able to continue the battle.

Being Shasvastii, even if you do fail your Automedik roll or pass to the Dead state from two wounds, the corpse, containing a spawn egg, stays. The enemy will have to finish off the Spawn in order to count the Shasvastii for victory points and Retreat. Yet another advantage is this delays your opponent and makes him spend a couple more orders to finish off the Spawn.



**SPECULO KILLER**

The Impersonation skill was Haqqislam's sole right, but now the Combined Army also has this possibility, though it comes with different advantages and disadvantages. A Fiday with an EXP CCW is most effective when engaging an enemy with one wound. On the contrary, using the Monofilament CCW is simply an issue of the enemy failing to beat the Speculo's PH 12, as the damage is independent of armor and means death regardless of multiple wounds

With some quick mathematics we can see there is an 80% chance of hitting and 5% of obtaining a critical. After a 80% likely hit, it is necessary to pass an ARM roll with a 60% of killing the enemy outright.

60% of 80% is 48%, to which we add the 5% chance critical, and we get 53% or the probability that the Speculo Killer will kill its victim with each role in CC (if the enemy does not have Martial Arts level 3 or any more)

53% is an enormous advantage that, if you play it well, can kill any enemy, including HI and TAGs.

The Speculo Killer can practically give you the victory, but there is the possibility that the enemy lives and kills you - with that, you spent 39 points on nothing.

The Speculo Killer, as the Fiday, is a troop that needs practice to use well and it is no surprise if you manage to do absolutely nothing for three or six games. However, this is the most dangerous style of play in the whole Combined Army, especially if you wisely use the Combi Rifle and leave the Monofilament CCW only for the really powerful enemies

In addition to the Martial Arts level 3, Monofilament CCW, and Combi Rifle with BS 12, it has Automedik. Remember to always move the Speculo so that, if it dies, it stays out of the enemy's sight (as we detailed under the Shrouded and Malignos) so you always have the option to use the Automedik and continue harassing the enemy.



**THE HUNGRIES**  
**"GAKIS" AND "PRETAS"**

Adding Gakis or Pretas to your army can be considered a tactic in itself. These stupid monsters are easily sacrificed, cheap, move 6-6, and impetuous (but without smoke). The Gakis' only threat comes in CC, but if they are beaten and receive a wound in CC they bleed poison and force an ARM roll.

In addition, they can cause strength 12 Shock damage when using Explode - essentially turning them into walking bombs for anything within 12 in.

The Pretas hold in their bodies a symbiotic parasites, the male of their species, which allows them to shoot with the equivalency of a Chain Rifle and to place Bio-Mines (that will explode on anyone that is not a Gaki or Preta).

When you do not have the option in your turn to advance and kill, it can be interesting to remain in your zone and use an Irregular order to leave a Bio-Mine.

For the small costs of 6 and 5 points, these beasts can determine your enemy's tactics. Your opponent will be forced to look for lines of fire greater than 12 in., otherwise you will be able to put these monsters up in his deployment zone by spending very few orders. If you succeed, you will probably kill very valuable troops in exchange for only a few points.

If your enemy does not defend correctly, you can practically win the game with these foul creatures. Once the enemy determines his deployment, you must use other powerful troops to break these defenses: TAG, Charontid, Speculo Killer, Exrah Operators, or Shasvastii. Also, you can neutralize enemy Warbands and Skirmishers that approach by sacrificing these aliens to protect your more expensive troops.

### SUPPORT TROOPS

#### **MED-TEC** **OBBDON** **MEDGANOIDE**

This is a useful creature and a priority objective for your enemy. An Engineer and Doctor with WIP 14, it is as expensive as it is good. You are doing a very good job if you can use the Doctor or Engineer skills without allowing this troop to die, but it is a waste of points in the opposite case. .

**DRONES** : The Remotes of the Combined Army are similar in attributes and costs to those in other factions, but there are a few subtle differences that favor us:

**M - DRONE**: Remoto standard de fusil combi, que viene con multiterreno y repetidor, y con el combo sensor y observador de artillería a la vez, lo que permite marcar para misiles guiados desde dentro de zona de control, pero sin linea de visión.



**Q - DRONE**: Remote with Total Reaction, 360° Visor, and HMG or Plasma Gun for 1 more point. It is important that it has Mimetism, which increases its chances of survival in Face to Face rolls. Unfortunately, it only has AVA

**T - DRONE**: Remote with missile launcher, AVA 2. The weak point of a typical list based on Forward Observers and a Guided Missile Launcher is the limit of only a single Remote missile launcher, but the Combined Army's T - Drone has AVA 2



**R - DRONE**: The standard Remote with Repeater and no weapon. It is an order generator for only 8 points, considering the high cost of the troops in the Combined Army

Before taking a Hacker and 2 Repeaters as a cheap way of generating 3 orders, you should calculate that the cheapest Hacker, the Morat Hacker, is 28 points, plus 16 points for two R - Drones, equals a sum of 44 points for 3 orders. Nevertheless, 3 Daturazi with Chain Rifles are 42 points and 3 Morats are 48 points.

### HEAVY TROOPS

#### CHARONTID



The best HI and a symbol of the Combined Army, along with the Avatar.

Other armies have personalities, we have the tremendously versatile and dangerous Charontid:

MSV level 3, HMG or Plasma Gun, Hacker with Hacker Plus (acts as Forward Observer inside its Zone of Control), or without MSV level 3 and with Sepsitor (if you win a WIP roll with WIP 16, your army assimilates any unit with cube inside its Zone of Control). Also, you have a Nanopulser (little template) and a Monofilament CCW.

Depending on who you face or what list you take, you can choose to eliminate TAGs and HIs with the E/M of the Plasma Gun or kill distant targets using the HMG - and there is the Sepsitor . . .

The Charontid has ARM 5 and 2 wounds, but with No Wound Incapacitation it like it has 3 wounds. This makes killing the Charontid very complicated, so you can risk him with confidence if he is your lieutenant. Of course, he also has the Mnemonic skill and can make the lieutenant enter any other unit in your army with a cube and you will not suffer a Loss of Lieutenant.

The most popular options are:

-- MSV 3 with HMG, since it is easier to shoot while you advance and take the +3 to shoot.

- Lieutenant with Plasma Gun, using the lieutenant's order to help it advance to the ideal distance for disabling enemies with the E/M damage.

Using the Sepsitor is the most entertaining thing, but it is complicated since your enemy always prefers dying against the Plasma Gun rather than allowing you to approach within 8 in. and Sepsitor his troops.

If you do succeed, you will have a troop that acts like a Speculo Killer and with that you can be sure to cause some damage.

The tactic of using the Charontid with Hacker Plus and Guided Missile Launcher is impractical in games of less than 300 points since you have 2 SWC for the Hacker, 1 SWC for Guided Missile Launcher, and you still do not have a lieutenant for your army.





RAICHO

The cheap TAG in the Combined Army. We must emphasize that the Raicho is equal in attributes to the Panoceanic mechanized cavalry (it is grateful for BS 15), except he cannot be a lieutenant and lacks Remote Presence. However, it is a bit cheaper than the Panoceania one. If you want to use a T.A.G. without giving up other strategies, the Raicho is a good and cheap option that allows you to take a Speculo Killer, Remote, and to play a list similar to other armies.

It also has a BTS-9 to resist Hacking, an HMG, a Heavy Grenade-Launcher for anyone one who dares to hide, and WIP 17 to use with the Sepsitor.

Undoubtedly, if you play with the Avatar it will be your lieutenant. It is 148 points, but it is the most powerful and brutal troop in the game. You need no advice, simply advance and kill or Sepsitor everything that dares to face you. Take cover when you can, but if you cannot, advance and destroy. If an enemy hero manages to bring down the Avatar he will tell his friends about it for months, but thanks to the Mnemonic skill you can designate a new lieutenant without losing a turn - the battle still is not lost..



CASKUDA

The terror, the TAG with Combat Jump and Explosion. It is equal in attributes to the Raicho, cannot be lieutenant (though it should not since it is not on the table at the beginning of the game), and comes only with the option of Heavy Flamethrower. It is probably the most terrifying troop, especially if your enemy notices you have deployed about 100 points less than the limit.



The Caskuda is only threatened by losing the initiative and allowing a Hacker to attack the Aerotransport. Though it is true that you can use AD level 2 to appear on the edge of the table, it is really entertaining to land on your enemies. With PH 17 it is very improbable that you will fail.

Normally AD troops are dangerous in Infinity (our Iskallers even more) and as a result, deployment has become about defending against this by denying a good spot for them to land - except against the Caskuda, which will land on your defenses. It will have all the army's orders to shoot and burn everything in the enemy's base, and this unique assault is capable of ending the game.

To land in the middle of the enemy's defenses allows you to squash them easier, but it is also a danger since the explosion is pretty weak (Shock damage 12) and only serves to kill light infantry or Remotes. All armies have anti-TAG weapons and if you fall down near them it means you may find a surprise and lose the TAG after landing, but without risk there is no glory and our glory humiliates our rivals. If someone is afraid to land the Caskuda, you must call him a coward.



AVATAR

The I.E. divided a part of its conscience to be present in battles as it had a curiosity for what its soldiers were shooting . . .

The Avatar got the tallest and biggest TAG in the game, shoots with BS15, and has an Optical Disruptor Field, so all incoming shots have a -6 modifier (except against MSV 2 and 3) Even against shots that hit, it has ARM 10 (ARM 13 in cover)

**GENERAL VISION:**

In the Combined Army we have a sample of everything other armies have, but with unique advantages for us; however, all these unique advantages have a price and almost all our troops are more expensive than similar troops in other armies.

When you play with around 200 points you have to choose 1, 2, or 3 strategies and you will spend almost all your points and SWC on the specialized troops needed to support this. For example, the typical lieutenant options consume 2 SWC, but then you only have a little SWC to assemble your troops.

Your strategy will have utilize only 1 or 2 units which you can afford with your remaining SWC.

You can solve this by using the Suryat, Charontid, or the Avatar as the lieutenant, but then you used a lot of points and you will have only a few for the rest of your force. In this case, you will have very powerful troops, but very few orders to support them.

The Combined Army has advantages in games of more than 200 points, but remember, your enemy will always have more units than you. So, if one of your expensive troops manages to inflict several kills before dying, the enemy will still have sufficient force in numbers to overwhelm you. As each of your troops dies, you will have less and less orders and you will have less troops that are more powerful than your enemy.

At first it is easy to play with the Combined Army because all of the units are very good and it is easy to make them effective, but when your enemy knows how to defend and counter-attack you will find that every alien you lose is a very big problem. Nevertheless, this army is not only nice aesthetically, but in background as well.

It allows you to copy almost all the tactics and strategies that are available to other armies:

- Remote Guided Missile Launchers with Forward Observer and Sensor or Hacker Plus, both marking targets out of line of sight.
- Impersonation with the Speculo Killer and Monofilament CCW to kill the enemy TAG.
- Very powerful Airborne Deployment and very good Skirmishers .
- Hackers with good WIP, and a good Doctor / Engineer.
- Possibilities for very defensive lists: snipers with BS 12, Camouflage, TO, X Visors, MSVs level 2 and 3, Remotes with Total Reaction and Mimetism, etc.

- Possibilities for very offensive lists: attacking with MS V's and Super-Jump, very mobile HI, and the Charontid using Sepsitor.

- Very useful Warbands, some with Smoke for our MSV, many options, very good mobility, Impetuous, and cheap.

- Tags: cheap and good or expensive and the best - and the Caskuda.

The only thing that we cannot imitate is an all Camouflaged Ariadna list or Panoceanía list with Inspiring Leadership. All other options are present. All we have to do is experiment with different lists and try to square the points to take advantage and maximize our options. Aside from a variety of tactics we have the advantage of possessing troops that give us unique tactics and determine the enemy's deployment - the Gakis and Pretas, the Caskuda, and the Sepsitor.

We have few orders and few units, but having Morats raises the threshold for Retreat, the Shasvastii do not count as dead until their Spawn is killed, and the Charontid and Avatar lieutenants do not cause a Loss of Lieutenant when they die. With all that, the games against the Combined Army are always agonizing and very exciting. We fight with everything we have, being dangerous until the very end. The Combined Army will make many entertaining battles for both players, no matter who wins.

Play and enjoy.

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B.A.B.E



### STRANGE MANOEUVRES ON THE BATTLEFIELD

Recently when playing a game I came up against a very amusing situation

The battle was between Babe and me, your friend, Bostris. It was Ariadna versus Haqqislam respectively.

In the middle of the table, just on the line that separated the two halves of the board was this beautiful piece of scenery.

As you can see it offers a very tall position from which one soldier, particularly one armed with a long ranged weapon, can dominate the battlefield. Controlling it might therefore be the decisive stratagem in our game. And both of us knew it.



Haqqislam won the deployment and forced Ariadna to deploy first.

So Babe deployed his troops. The last one he placed was an infiltrating Scout. When attempting to infiltrate into my half of the board he had to make a normal roll with modifier of -1.

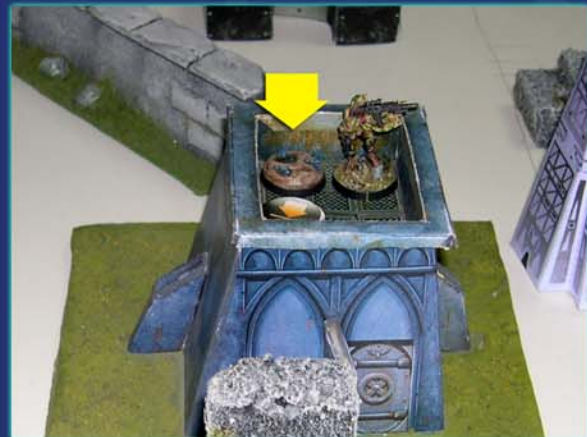
Babe rolls...and fails!

The miniature appears in the desired position but with no camouflage...

Then Haqqislam deploys with the advantage of being able to position troops to the best advantage, knowing where the Ariadnan troops were.

The Snipers excellent position becomes slightly less excellent as an insidious Hunzakut deploys behind him. To make matters worse the Hunzakut deploys prone so as to avoid being shot by the enemy.

Allah has taught him well.



Babe decides to counterattack the fearless Haqqislamic deployment, having reserved one final miniature.

Suddenly a new camouflaged miniature has appeared near the Hunzakut. And to make matters worse it too is prone!

The situation is tense.

And now Haqqislam too reveals that it reserved a miniature too!

The Hassassin Fiday, master of deception appears in the exact place to block any shots hitting the Hunzakut.

And as it is impersonating it counts as a friendly troop and cannot be fired at.

4 miniatures have been deployed. And each one is pointing a large number of guns at each other...



Then come the initiative rolls and Haqqislam wins again, blessed with the ability to solve this tense deployment. The slaughter begins!

The rest of the battle was very amusing but the best bit was this early fight that caused all of us to laugh. We had to photograph the whole situation because this had to be narrated.

At the end, Haqqislam won!

Days later I did this comic strip:



Note: I prefer to draw the PanOceanians when I draw comic strips. The Fusiliers seem like yokels with their berets and WIP 12.

The strip couldn't have worked without the narration. I hope you have laughed.

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BOSTRIA

### MISSION: KIDNAPPING THE VIP

#### BACKGROUND

*The diplomatic strains need sometimes a pressure escape, when the negotiations have been deadlocked for example: then is when I call our special forces... Yevyeni Vorodin, Cossack diplomatic force commander, Separatist Wars*

The kidnapping of an important O12 diplomat, essential for an official document resolution that is not against the attacker faction interests, unleash this setting.

The mission starts with the EVOs of the attacker faction defusing the armament detection systems and the enemy's activity around the VIP that will activate the alarm if you just turn up with a non identified water gun near them. The defender army is not suspecting anything and unprepared for the assault.

⊙ **ATTACKER AIM:** taking the VIP out of the battlefield (see victory conditions)

⊙ **DEFENDER AIM:** preventing the attacker's aim (see victory conditions)

#### MISSION CHARACTERISTICS:

##### Attacking deployment:

Normal deployment rules, all troops are supposed to be deployed in the enemy city dressed up as citizens.

-Troops with mechanized deployment, they turn up on camouflaged transport.

##### Defender deployment

Normal deployment rules.

##### Unit purchase rules

Attacker: 200 point, +1 on troops named as skirmishers availability.

TAGs cannot be selected.

Defender: 200 points.

He cannot select troops with impersonation or use any Airborne deployment ability (he knows nothing about the attack)

**Deployment:** Normal (dice roll)

**Initiative:** Attacker starts

#### Map:

Interesting places: One of the buildings is the VIP's temporary residence; it is placed touching the middle board line, on the defender's half, in the centre of the board. This place where the VIP is has the next condition:

Nobody can deploy troops on the VIP's room.

Scenography advice: place buildings with many floors, good sniper places for both attacker and defender.

#### VIP STATS

MOV	CC	BS	PH	WIP	ARM	BTS	W
4-4	8	10	10	13	0	0	1

#### SPECIAL RULES

##### Retreat!

Due to the dangerous of being surrounded by enemies and have got no much possibility of surviving by running away on the city, the attacker will be on disband at 80%, not at 60%.

##### The extraction capsule.

The mission is planned by the attacker for being fast and "clean":

⊙ *The fast extraction dropship* is kept in low orbit, ready to descend at giddy speed where the attacker fixes the place.

This will be the way for making the extraction, getting the VIP miniature in it. (See below captured diplomatic movement)

The dropship characteristics are the standard ones as seen in the book..

⊙ *The landing area* must be fixed by the attacker in the first playing turn.

Due to the EVOs interferences and the diplomatic protection, an attacker miniature must have LoF with the area where you want the capsule to land. The miniature must spend a long order on giving the capsule the grid reference.

⊙ *Landing:* In any moment of the second attacker turn, the capsule lands (or try to) in the fixed place.

In this moment The VIP can be introduced in the capsule and give it, if the attacker wants to, the taking off order.

*Running away in the capsule:* The capsule can resist hacking and intrusions, but in because of this defensive system, the orders to leave, must be as commented above (the capsule have very short distance identification systems and require (in the game) LoF with the attacker miniatures that want to give it orders and with the landing area:

To give the taking off order, an attacker miniature must have LoF with the capsule and spend a long order (and the VIP has to be inside).

When the VIP is in the capsule, and it is given the taking off order, the capsule is closed and it can not be opened (not just with violence, at least)

Finally, in the next turn after the attacker gives it the taking off order, the capsule takes off with the VIP (in any attacker turn moment he wants to.)

Any defender miniature can ARO the capsule taking off and landing . If it causes the three wounds the capsule remains non operative and the attacker must take the VIP by his board edge in his deployment area. More wounds may cause the capsule explosion and death of anyone inside it.

#### MOVING THE CAPTURED VIP

The diplomatic is captured by touching his base with other base and spending a short ability (time for putting him the shackle), without a CC dice roll.

Once it has been captured, put on it the Hostage marker. Automatically, it turns to be part of any group of the attacker's troops (without having to pass the rule about 10 miniatures per group)

To be able to spend reserve orders on this so-and-so the attacker must have a miniature in his Zone of Control. If this condition is not complied, it stands on his place and cannot receive reserve orders.

If a defender wants to free him from this control, he must be engaged in CC with him and spend a short order, applying the rules to move him.

If the diplomatic moves in coordinated with a miniature, and it moves with him base to base, it is considered that it is used as a shield, those who shoot this pair must consider that they are close combat. The VIP gives no cover

#### VICTORY CONDITIONS

##### **Attacker:**

Take out the VIP with the capsule----full victory---

Take out the VIP by the board edge of the deployment area (just if the capsule is destroyed) ----- marginal victory----Another game must be done to see if they take him out of a city infested by enemies.

##### **Defender:**

The attacker is in Retreat and the VIP is not in his power---- Full victory

The attacker is in Retreat and the VIP is in his power---- Marginal victory

*If the VIP dies, who has killed him is the loser.*

#### OPTIONAL RULES.

##### **Introducing C.A. and Ariadna.**

The C.A. needs this VIP because of unfathomable reasons, it is considered to be captured when it is sepsitorized.

Ariadna and C.A. cannot use their Antipode, Gakis or Pretas on calling the capsule, ordering it to leave or extracting the back up. They can drag the body (but maybe Gakis and Pretas must roll dices for WIP in order to not eating it, xD)

##### **Cube**

The VIP has Cube so his death means that he can be recovered.

4 conditions are considered: Alive, unconscious, death (recoverable Cube) and phosphate (not recoverable Cube ). With the VIP in death conditions, Cube can be extracted if a sanitary or doctor miniature spends a short order on extracting it. With a effective VOL roll, the extracted Cube has not suffered considerable damages and can be implanted in a new body.

Put a Cube marker on the miniature that has it and consider that it is the VIP for the victory conditions.

Damage that the VIP has suffered would be the next (a massive damage can cause that it is nothing to recover)

##### **Moviendo el cuerpo**

The body in unconscious or death conditions (recoverable Cube) can be dragged by the battlefield, if the Cube cannot be extracted. It reduces the MOV of any miniature with FIS 13 or less to its half, and miniature with FIS 14 or more with no modifications

#### ADVICE.

The setting suggests a typical extraction situation, trying to represent the concealed operations of a special force group, supported by military troops, in an enemy city and with much hurry for leaving quickly.

The VIP's house configuration is important, if there are closed doors, opening them is a short MOV order that reveals the camo; the windows can be opened or closed, even it can be interesting the rule of rolling for FIS or for damage with a weapon to break them (with the appropriate structure rules); but it has not to be an entrenchment , the VIP and the defenders start very self-confident , it is one of the attack causes.

The proposed place can be a city, but also an advanced post, barracks in the jungle etc.

Any rule, norm or whatever that it is not considered or players do not like it, will be solved by the players the way they consider funnier.

If there is no agreement, with the setting in mind, the dilemma will be solved, and if is not, D20, odds and evens xD

### MISSION: KIDNAPPING THE VIP, BATTLE REPORT



#### MISSION REPORT:

An audacious Haqqislam commando has been infiltrated in a Caledonian city, with the aim of kidnapping an important Ariadna member.

After being nearly discovered for ordering non-alcoholic beer in a Caledonian pub, they went on extracting the aforementioned character (we used Uxia McNeill as the VIP)

The Ariadna people used their usual VIPs protection techniques; protection with lots of camouflaged snipers (a beast with automatic cannon included). The crème de la crème of the most boorish of the Ariadna army, and also of the most undisciplined, were kindly forced to serve in the VIP protection. The Haqqislam received help from one of the men with no face from Haqqislam, a Hassashin Fiday, who will lead a Halqas group, properly camouflaged in the surroundings. More troops, elected by the new Islam finger would try an operation as clean as possible.



#### Fendetestas' list

- 1 DOG-WARRIOR
- 4 GALWEGIAN
- 2 IRMANDINHOS
- 2 SCOUTS
- 1 TANKHUNTER WITH AUTOCANNON
- 4 KAZAKS



#### Yasbir's list:

- 3 HALQA, 1 Lieutenant and 1 with HMG
- 2 HUNZAKUT
- 1 FIDAY
- 2 TUAREG 1 with sniper
- 1 MUTTAWIAH



#### PHASE I PRE-VIOLENCE

The Ariadna player won the deployment, and so he could watch clearly his opponent tactic.

In the Haqqislam deployment we can observe a Halqas group, well dressed up as ice cream sellers, descend with their mechanized deployment ability near the VIP building.



The TO and camouflaged are posted to cover the attack, and also the capsule protection.

The Haqqislam player places a miniature in reserve while deploying, being this the Fiday.

The Ariadna player places great part of his forces in high positions in direct line with the VIP's room.

The Dog Face, forced in this not very active mission, is having fun in a food street stall, as he smokes a great cigar and smells the morning air...Curry!?



2



**PHASE II: VIOLENCE. HAQQISLAM TURN.**

The Muttawiah moves impetuously without been seen and the Fiday starts his Machiavellian plan. As it is a troop trained for this kind of mission he approaches Uxia's house as a pizza delivery man..



3

When he discovers himself and attacks the pretty Uxia, Ariadna snipers, as startled as Uxia, and audience of what happened in the bedroom, start to place their fusils in automatic mode, strangers to any kind of reason or logic,

The Fiday prefers to go on from subtlety to the confidence on the Ariadna snipers not shooting him while he has the hostage; he moves back to the door with the hostage as a shield, in Coordinated movement Order, but 2 Scout with Ojotnik shoot, and one of them fails impacting the hostage, who luckily passed her ARM roll.



The Uxia insults join the Fiday ones in view of such an insolence form the Scout. The Fiday crouches down as he ordered the hostage in pyjama to go to the door. Uxia, considering the Fiday weapon aiming at her and her own homicidal desires to join the Haqqislam army for killing those with Ojotnik, moves forward the exit.

One Halqa calls the dropship.



4



5



### 6 VIOLENCE. ARIADNA TURN

The Ariadna start to alert by radio to the Haqq attack. The impetuous fly off to the house.

Several 45th start to run forward, irmandinhos included. A Tuareg sniper posted in one of the best places reacts spitting out lead and taking out of his camouflage, but they dodge his shot.

Trying not to give more opportunities to the Tuareg, irmandinhos and Scottish go forward using covers and smoke grenades.



6

The regular troops start to shoot; a Scout kills the halqa with HMG who called the capsule in two shots.



7

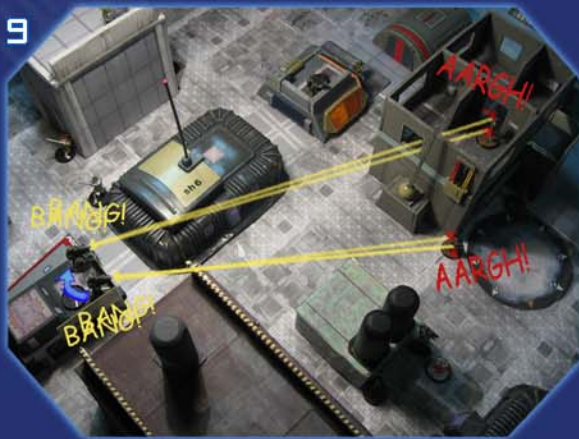
The other Scout kills another halqa posted in the capsule landing zone in two shots. Then, he moves to take angle and kill the Fiday too in another two accurate shots



8

One of the Scottish is given orders of going forward flanking the enemy.

After several orders he reaches the place where muttawiah is. Hesitating about the confrontation he decides to throw firstly a smoke grenade, for then, against all forecasts, go out screaming and shooting the Chain Rifle. The muttawiah answered with his own Chain Rifle and passed his armour roll, while the Tuareg caused him a critical from the distance. The Scottish went on tenaciously, until both remain dead. The blood fills the battlefield.



9



10



11

An irmandinho goes on throwing smoke grenades to cover the dog warrior and other ariadna warriors' advance that are approaching dangerously the capsule landing zone.



12



TURN 2: HAQQUISLAM. CAPSULE ARRIVE

A critical makes possible a perfect capsule landing. Faced with the lack of troops, the other Tuareg appears and orders Uxia to get into the capsule, close it and to start the engines in order to leave. In the next turn the capsule will shot out towards a transport plane camouflaged as the ice cream franchise that halqas used as cover.



13

The last orders are used to try to kill the tankhunter, who manage to dodge the Tuareg shot, and to make one of the Hunzakuts come down from his position and put a suppression fire in order to avoid the Dog Warrior or any other ariadna person to easily approach the capsule.

14



15



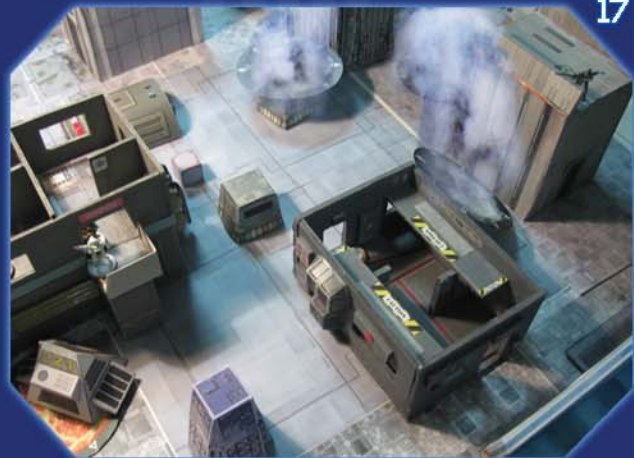
### TURN 2 : ARIADNA

The Dog warrior jumps into the house to get base to base with the Tuareg, who resists the first CC attack. An irmandinho covers the Tuareg's lines of fire by throwing some smoke grenades.



16

Another irmandinho takes advantage to slip in behind the hunzakut and finish him (and the Suppression Fire) and the halqa lieutenant, leaving not much victory possibilities to Haqqislam.



17

18



But the greed is stronger than him and he starts to steal the HMG from the fallen Halqa instead of go and open the capsule.

The tankhunter wanted then to achieve glory in front of his superiors and used the Autocannon to make the capsule useless... but the explosive ammunition caused it to explode by causing it 4 wounds.

This tankhunter is wanted by the ariadna commands, reward is offered...

Uxia must have won a lot of money beating them in poker, unless that, the cruelty against her is not understandable...

19



END OF FILE,  
BIBLIOTEK REPORTER  
BONZO

30 JULY 2182 A.D./ 17:04 HSE, **CONCILIUM**, BY BONZO

>>>1- O12 WILL INVESTIGATE THE "EDO" INCIDENT.

Military forces and O12 diplomats have landed on Svalarheima. They are there to investigate rumours that a covert Yu Jing unit has been operating behind PanOceanic lines, conducting infiltration and sabotage missions. Units of...

See more: [YES/NO](#)

>>>2- FIGHTING IN THE PARADISO REFUGEE CAMPS, PROTECTORATE OF O12.

During a trip by Bureau ATENEA Paradiso delegat, Ms. Melissa Cheng, several small Gamma units took positions in the camp perimeter positions created after the 3rd CA offensive. Following a brief but intense firefight with PanOceanic units that were impeding the movement of essential food and supplies to the camps a truce was declared and...

See more: [YES/NO](#)

>>>3- FIERCE DEBATES OVER O12 EMBASSY IN ARIADNA.

According to confidential Bibliotek Files sources the Oberhaus will debate today on the possibility of allowing an O12 embassy with requisite contingent of SIGMAS on Dawn. Ariadnan diplomats have made it clear that they intend to veto any attempt to place more foreign troops on the planet...

See more: [YES/NO](#)

>>>4- FIRST IMAGES OF O12 DEEP SPACE FLEET.

Holofilms have recorded an unknown battlegroup in the vicinity of the Fahrenheit Nebula, near the System Concilium. The group included at least three capital ships and several smaller vessels. Identified were two battleships, class unknown, and a variety of destroyers and frigates. The ships were believed to be leaving...

See more: [YES/NO](#)

>>>5- CONCILIUM PRIME: POSTCARDS FROM THE CENTRE OF THE HUMAN UNIVERSE.

After visiting cities based around such differing philosophies as organic design and technology we now take a trip to the capital, Edda, where we will visit all the centres of human power. The General Directory, the Oberhaus, the...

See more: [YES/NO](#)

30 JULY 2181 A.D./ 17:04 HSE, **PARADISO**, BY YASBIR

>>>1- ARIADNAN TROOPS ON PARADISO.

Under O12 command an uncertain number of Ariadnan troops have been transferre to the Niemands Zone of Paradiso. They are believed to be headed for Ravensbrucke where they will face their baptism of fire against the CA. Their immunity to the sepsitorisation that have caused so many losses is seen as...

See more: [YES/NO](#)

>>>2- PEACE CONFERANCE IN AL-HADIYE.

The Haqqislamic capital is once more the centre to a series of talks among the great powers. The first subject to be debated will be "For the sake of Humanity we must unite our forces against the threat of the Combined Army(...)". The speech amongst the Haqqislamic delegates...

See more: [YES/NO](#)

>>>3- FURTHER CONFRONTATIONS IN TRAINING CAMP 234.

Confrontations amongst PanOceanic, Haqqislamic and Nomad troops in Camp 234 have increased in recent weeks culminating in several incidents. Spokesmen have said that 15 have died with their cube intact whilst five sadly are unrecoverable...

See more: [YES/NO](#)

>>>4- WU YI CITY EVACUATED.

The city has been totally evacuated of all non-essential civilians following a week of Morat attacks. Troops under Commander Shang Feng have been protecting the evacuation operations. Official Yu Jing sources have claimed that the Commander's force has suffered only small losses. Non-offical sources though have estimated the losees in the...

See more: [YES/NO](#)

>>>5- INCREASE IN ANTI-COMBINED ARMY INFOWAR.

The new viral program T-R007 developed in Bakunin has opened the first stable system breaches in the E.I.'s systems since the beginnign of the 2nd Paradiso Offensive. To adapt hacking protocols to the alien systems of the CA is a problem comparable only to...

See more: [YES/NO](#)

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Thank you and have a nice day.

FAN-ZINE OF

# INFINITY



## HUMAN SPHERE CHRONOLOGICAL TIMELINE



### XXII CENTURY

- Synthesis of the Silk
- Church founds Military Orders
- First Resurrections
- Nanotech Wars
- Discovery of Concilium
- O-12 recognises Haqqislamic nation
- O-12 recognises Nomad nation
- Ghost Conflict
- Separatist Wars
- Ariadna Federal Nation is founded
- Discovery of Svalarheima
- Discovery of Paradiso
- Central-American Campaign
- Discovery of the Border of Humanity
- Maidan Basha Trilateral agreements
- First NeoColonial War
- Last Neocolonial War, Peace of Concilium
- Contact Phase, *Nirriti* probe rediscovers Ariadna
- Commercial Conflicts
- Second Contact, The Combined Army
- Colonisation and terraforming of Bourak
- Canberra Case, the new system of Lobbies
- Resurrection of Ariadna space program
- Development of Cubes
- First Lhost
- First TAG's
- Transfer of O-12 to Concilium
- Beginning of the Caravansar Net
- O-12 places Circulars under its protection and jurisdiction
- Project *Runihura*
- TO Camouflage technology created
- Silk Revolts
- First combats on channel Aristeia
- Dog Bowl begins
- TAG's with Remote Presence successfully tested
- Mercenary Companies begin to form
- Project *Maiden of Orleans*, successful recreation of Joan of Arc
- Project: *Consultant*, successful recreation of Sun Tze
- Helot Rebellion
- Discovery of alien and human remains on Paradiso
- Project: *Duellist*, successful recreation of Miyamoto Mushashi
- QuingDao report

END OF FILE,  
BIBLIOTEK REPORTERS :  
TENNOBUSHI  
YASBIR

### GUTIER LUSQUIÑOS, DOCUMENTATION, BACKGROUND AND RULES OF INFINITY.

We try to take out some background details to Gutier, Interruptor in the infinity forum, with a battery of questions designed to cross the firewalls of the Corvus Belli data crypt ....

**Has the EI got some kind of central processor or does perhaps it have some kind of consciousness that moves freely through wormholes using some kind of Wi-Fi technology?**

*We can suppose that the EI has some super processors hidden away in distant points around the galaxy. Perhaps these processors then communicate through gravitic pulses? These pulses would be faster than light and able to pass through jump gates. Unfortunately the secret dossiers of O-12's Psy unit say that the highest probability is that the EI's processors are structured in some form like a quadruple redundancy system, or even a superior system, so that the destruction of one or more processors would only generate a slight aphasia. Moreover as happened with Nemesis the EI probably have security back ups hidden further out in the spiral arms of the cosmos.*

**We know that the currency of Yu Jing is called the Yuan. What about the other powers? Is there some kind of chart to compare how much each nations currency is worth?**

*Every power has its own monetary unit. The most common one is the PanOceanian Oceana. How much the currencies are worth in comparison to each other is impossible to say as their worth is always fluctuating depending upon the Stock-Exchange's of the Sphere. If you would like to check the worth now though you can always do so through Maya.*

**What is the Mongol Cavalry we can see in a comic strip in the Infinity book? Is it some kind of new Yu Jing TAG?**

*It would be silly, both from a background and marketing perspective for Yu Jing only to have one TAG.*

*So yes.*



**What kind of creatures are the Helots, physiologically?**

*Helots are the original inhabitants of Varuna. Varuna is an oceanic world, fully covered with sea and with only small land masses. As such their physiology is influenced by this planetary characteristic.*

**Is it possible that the Japanese in Yu Jing, tired of being second class citizens might try to separate from the Empire? Could they join PanOceania?**

*Right now it is practically impossible. And, if they did do so the Japanese would not join PanOceania who is their traditional enemy. It would be like jumping from the frying pan into the fire.*

**Will the background of the Antipodes be developed further (sub-races, characters, different tribes with unique cultural or physiological traits...) or have we seen everything about this race?**

*Dawn/Ariadna there are more tribes and clans than just the River Tribe and their cultural differences will be reflected in their combat skills.*

*Although we have designed as exclusive Antipode list we won't be releasing it in either the short or medium term. The development or not of Antipode background and army will all depend on the level of interest by fans.*

**What is the chemical composition of Silk? From where or what is it extracted?**

*A lot of Bothan spies have tried to obtain that information but none have succeeded so far. All have been killed and sold like Star Wars merchandising.*

*All I can say now is that Silk can only be found in the Bourak region where Aleph has little presence, that it has an organic origin, its artificial replication is very expensive and it is useful only to obtain drugs like Nitro-caine but not in making Resurrections.*

**Has the Muhafiz, or any other part of the Sword of Allah, got any more genetically enhanced troops (aside from Djanbazan and Khawarij) that we don't know about yet?**

*Yes, there are more. Although there aren't many biologically enhanced troops they are one of the distinctive hallmarks of the Sword of Allah, the army of Haqqislam. And it is certain that the Haqqislamic state will not waste the strategic advantage of its domination in the fields of Medicine and Genetics.*

**How big are the Nomad motherships? Both in terms of population and size?**

*Nomad motherships are really huge! That is the reason for the "mothership" name. the Nomad population is in a constant flow from the motherships to the Commercial Missions or to asteroid/orbital bases etc.*

*So it's very difficult to say how many are on each mothership. Its worth remembering that the name "Nomad" is a concept tied to an idea and way of life, not to any specific place. So wherever Nomads want to be they are.*

**Are all the Combined Army's races detailed (even in unreleased background)? Can you give us any news?**

*The Combined Army is only a partial representation of the vast number of civilisations ruled by the EI. But not all races are able to join the Combined Army. Unfortunately for the Human Sphere the force deployed in Paradiso is only an expeditionary force, hurriedly recruited from regiments that were near to the Jump Gate to Paradiso.*

*Time is the enemy of humanity because reinforcements are surely coming and they will belong to races never before seen in the Human Sphere. In the next book at least one new race will appear.*

**Why doesn't Avicenna fight for Haqqislam? What was the reason for his desertion?**

*Well first of all I want to note that Avicenna never belonged to the Haqqislamic Army. He is a much too refined man to submit to army discipline. And he likes his luxury and comfort, something hard to find in the army.*

*The Private Market pays much better and contracts are brief. Moreover he loves to travel and does so constantly, all through the Human Sphere, resting in the best hotels. So he has more freedom as a freelancer.*



**LUZIGE**  
(RECREATION BY  
BRAGNER/YASBIR)

**Can you tell us anything about the new book? New troops or factions?**

*The second book will be the book for local armies with army lists and equipment for the different planets, colonies, ships, regions, organisations etc. Unfortunately at the moment I cannot (and must not) reveal more than this, after all there's only a year to wait before its released!*

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BIBLIOTEK REPORTER:  
SELENIO



## HUNTER

Collapsing space itself, The Great Hunter creates a space-portal just in front of our squadron.

Our pilot enters the human space by accelerating to high speeds in order to advance alongside the rest of the escort and descent ships; we thank him with the roar of our Kenats.

As we come closer to the human ship-city, I observe the of rituals of the unit accepting the new-one.

On the bare flesh they record the new squad name with a laser. Now, the new-one is connected with all us in the combat Kenat.

The new-one will have the privilege of leaving the ship before any other to try to make the first kill for our squad. This is the new-one's privilege and a sign of good luck if he achieves this.

I look at him as he observes his own blade; he is too young to even know the truth that it contains.

The commander also looks at him and acknowledges the weapon gently and with respect.

"A good blade, very balanced," he says, "though, it is only as good as the warrior that wields it."

I hear the chatter of combat on the transmitter and already some squads are close to the human ship-city.

"This victory is ours," insists the new one.

All agree and recognize our supremacy. Shortly, we will come closer to the Ank Math, the perfect state among body, mind, and that which soldiers of our kind know well - the squad.

We attack the weakest points in the human ship-city, those places where their immigrants and refugees are. To make armed fortifications of their hiding places, we subjugate some and we kill the rest. We will leave nobody behind.

This human race confuses me, most of those that we see are not even civil. Some run away and some carries a warrior's weapons, but most of those would not know how to catch baby's Shiska.

The citizens share the war zone with and fight to protect the outcasts of their society. I do not find the logic in this way of life, but my regiment will take advantage of it to claim the most victims and glory that we can squeeze from this battle field.

We advance among the corridors with several witch soldiers ahead, clearing the path of ambushes and traps. We have gone so deep that I believe that we have left behind the other squads.

We overwhelm the human communication systems with threatening messages instructing them to surrender. Some outcasts of human society appear from their hiding places along with some of their dishonored warriors.

We put an end to all and head in the direction of the most distant section of the ship human city.

We receive reports of a bloody defense in a series of corridors in our area. We are very close to the point of combat.

Our commander places explosive charges in the walls to create a corridor and we use to cross into an area full of immigrants and refugees.

I don't understand why the humans dishonor themselves inside their own city by having so many non-citizens and slaves performing menial tasks. What interest they have in such of their own kind, I cannot tell.

We catch some and force them to advance before us, clearing mines and retarding the enemy fire.

I see in a high position a human female slip into a corridor. Alerting my partners, I smell the opportunity of the hunt.



I aim for her back, but the fire of my machine gun is lost in the target's optic camouflage. I avoid the fire she throws back at me from a corner of the corridor and I unsheathe my sword. She is alone and the ship-city has already fallen, these are the last human starters of the agony

I hear the click of a weapon without ammunition and see her pull her own blade. She shows spots of perspiration and blood, her own and others'. These are the last moments before dying in battle. I greet her by showing my blade. Perhaps this is an expression of honor among the humans as well.

I slowly come closer while she does the same. We find in this position an endless second.

The sword of the new-one falls across her from behind with a noisy crack and she falls, thrown to our feet in a puddle of blood.

The new-one looks at me with a snort of satisfaction.

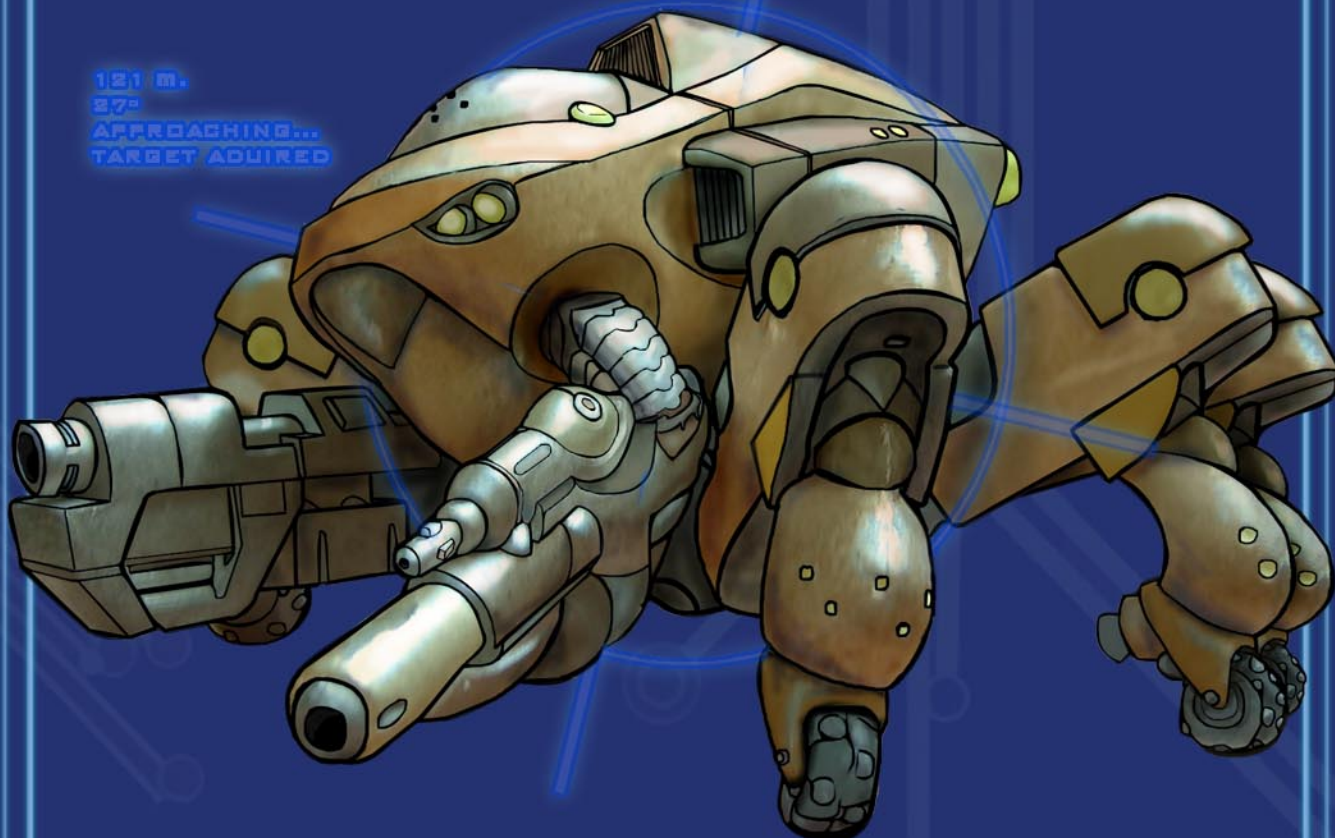
"The battle is the road," I inform him, "the victory is life."

"This victory is ours," says the new-one.

END OF FILE,  
BIBLIOTEK REPORTER  
BONZO

I.D: MAGHARIBA GUARD  
STATUS: ACTIVE

121 m.  
27°  
APPROACHING...  
TARGET ADQUIRED



*Recruits!, let me talk about the big shit, the TAG we have sell to the Moors.: the camouflage is bad, it only impresses because it is enormous, and it is exactly the same as a normal TAG , but it won't be possible to cover in any side, there will be many streets for where it won't fit, and the grenades straying will be the bomb. Sincerely it is an enormous piece of garbage. I say this directly.*

*An enormous, ugly, unconscious, not well camouflaged thing that costs a lot, still weighs more and there is no one who pilot it. I don't have very clear for where they will move that thing,*

*Besides ugly it is a piece of enormous scrap. Then, don't come me fucking with this metal piece that has a heap of inconveniences....*

■ last transmission of the Panoceanic Instructor Sergeant B.A.Smith, moments before being squashed by a Guard Maghariba in the Training Camp C-234 of Paradiso.

### MICHEL'S ATERLIER (IV); CUSTOMIZING A MAGHARIBA

#### ABSTRACT

This time, we are going focus again on an Haqqislam mecha, the Maghariba TAG.

For this customization, which I believe being of medium difficulty level, I straightly went for an aesthetic goal. I just wanted the TAG to look cooler, that is, a little more aggressive and modern. Yet again, you will notice that the customization basically yields a regularly playable variant of the Maghariba, as you can pretend it's the one without the flamethrower.

#### PART 1 - TOOLS

Tools needed are: a rotary tool with 1mm drilling bit or similar, iron wire of the same diameter, glue cutter, pleyer, saw. So far, nothing too costly or unusual. Optionally, you'll need a very pointy tool to carve and scribe into the plastic, or, better yet, an Hasegawa "Tritool Serie" minisaw and scriber. This ones are expensive and hard to come by, but if you have the chance to put your hands on them, don't hesitate



As I feel that I should spend some more word on this particular items, I'll just say that the "Tritool Serie" is a line of various set of metal photo-etched minisaws and

carvers which are deeply appreciated by professional Gundam modelers all over the world.

#### PART 2 - MATERIALS

Materials could be trickier, too. in fact, as you aren't going to have any hard time finding a .24 or similar guitar string and 1mm iron wire,

I also employed a very strange method to fashion the arms of the Maghariba: basically, I used the sprues of some little soldiers or figures kit (yes, the sprues, not the figure themselves!). You can salvage any kit, but the less gummy the sprues, the better.



As an option, I would suggest you to use Wave and Kotobukiya Option Parts too. These ones are basically little plastic or photo-etched details (vents, rivets, tanks) that you can buy in some Japanese Kit modeling shops on the web.

#### Parte 3 - El Proyecto

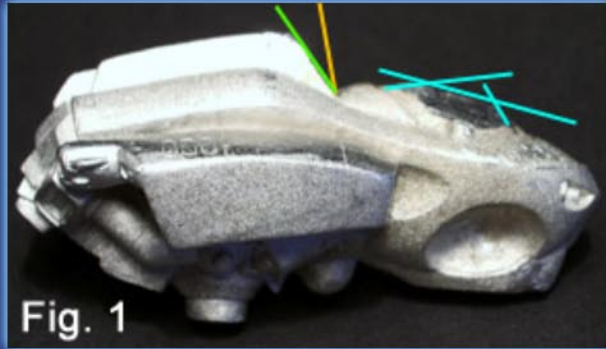
As usual, I envisioned what I was going to make with the help of original pics of the Maghariba and Photo shop. I let ideas flow freely, until I got the feeling that the model was looking different and more aggressive..



As you will see, not every modification made it in the final model (like the front antennas and the second fuel tank). Other ideas didn't come out as intended (the machinegun was mounted upside down) and others were suddenly added on the run (like the little Tachikoma styled arms). You don't have to be 100% rational, when customizing!

### **PART 4 - AT WORK!**

First, let's start with the main hull (Fig 1). This is mainly a filing work, requiring lot of patience and focus. You'll have to file until the cockpit it loses its rounded shape and ends as looking square-shaped (blue lines).



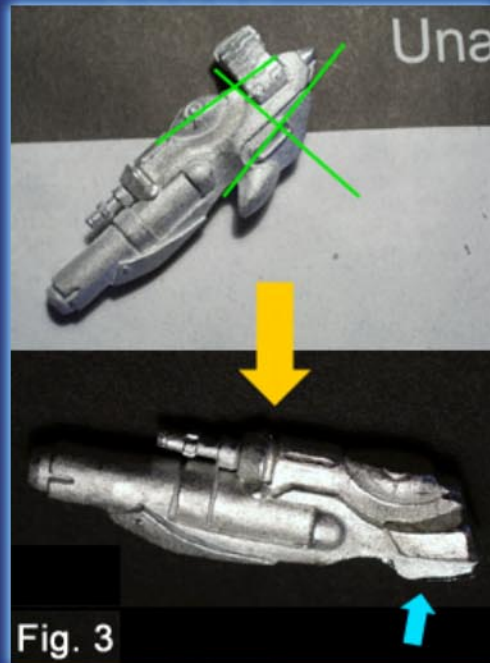
Also, you must work on that sort of air intake above the cockpit to make it go down at a narrower angle (from amber line to green line).

In Fig. 2 you can appreciate the effect of the filing from another perspective. As you can see, some filing to flatten the side parts of the cockpit must also to be done.



Time to work on the weapon (Fig. 3). Again, this is mainly filing work, with the only exception that you can use the pleyer to make the gross work at the start. Just cut straighter as possible along the green lines.

The rest is finer work with the file to smooth the edges. Finally, you'll have to do a little 1mm hole on the weapon (blue arrow), to pin it lately to the main hull.



Now, there's quite a delicate part. As stated before, you should be equipped with a sprue from some plastic figure kit, or whatever.

In Fig. 4 I'm using a Schleiper HO scale figure set for railroad modeling. This is great, because the plastic used for the kit (and the sprues as well) is very easy to saw and to scribble. You should avoid softer plastic materials, instead.



Now, be careful. You must cut or saw the sprue along the orange lines. As pinpointed by the green arrow, the second little bulge must be left as part of the piece you are going to fashion, instead of being cut away. Do this twice to obtain as many arms.

Fig.5 shows the finished piece.

Again, the little bulge on each arm is shown by the green arrows. It's very important, as it's going to fit in the little cavities originally made to stick the weapons on both sides of the main hull.

For such a thing to happen smoothly, you must work the bulges to be as round as possible, using cutter and file. As for the other end of the arms, it should be cut flat. Also, you should made three little holes on the same ends to accommodate the "fingers" later.

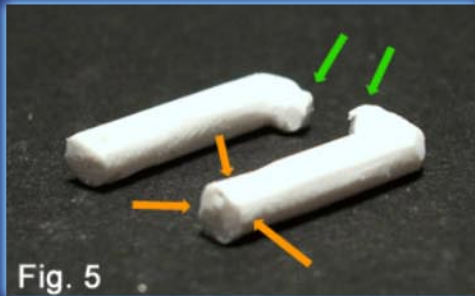


Fig. 5

To finally fashion the arms, you'll have to warp three little pieces of guitar string at 90 degrees, and stick one end of each of them in one of the three holes you previously made with the rotary tool. As you can see in Fig. 6, I also scribed some circular lines on the arms. This is exactly where the TriTool minisaw and scriber comes handy, as plastic is not as easy to scribe as fresh milliput.



Fig. 6

The big work is almost done, and with all the parts ready we can finally get to the assembly part.

The last thing you can fashion is the fuel tank. In Fig. 7 you see the one I made from the very same sprue I fashioned the arms from. You can alternatively sculpt them from milliput, it won't be difficult. After you are done with the tank, stick it in the back of the hull, securing it with some pinning (see Michel's Atelier part III).



Fig. 7

On the lower side of the hull you'll have to pin the main weapon too. As you can see, I attached it upside down, as the barrel will come out higher and the overall look of it will be better too.

Finally, the green arrow show where the arms are going to be glued.

In Fig. 8, the hull assembly is finished

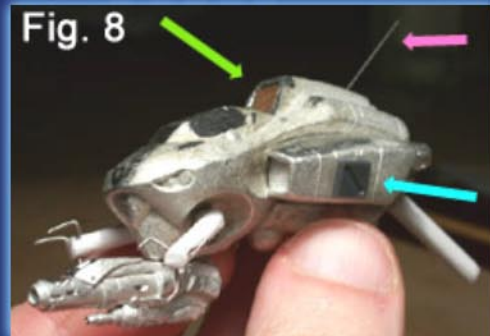


Fig. 8

As you can see, beside the arms, other little details have been added: a Kotobukiya photo etched vent in the intake (green arrow), an aerial (purple arrow) and a Wave Option Parts tank (blue arrow, one for each side). You can also appreciate how cool the upside down mounted cannon looks.

Finally, adding the lower parts, all the figure is put together (Fig. 9). After a good white priming (Fig. 10), we finally have a clear image of how the model is going to look.



Fig. 9



Fig. 10

Although a step by step painting guide is out of our purpose, I just want to add two intermediate snapshot of the painting process.

In Fig. 11 you can see the model fully basecoated, with some coarse highlighting on the beige and green areas.



Fig. 11



Fig. 12

A little more highlighting, some little detailing, decals and here you go!



Fig. 13

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### INDIVIDUALIZING YOUR TROOPS

**The backbone of every force is its Line Infantry, these troops usually end up in every army list and usually more than three times, Till the time of writing, only three sculpts of basic troops with basic equipment exist, This article aims to inspire those that want to make an extra effort in individualizing their basic troops in order to have a bigger variety in their force.**

One does not need to go far in order to make his troops different, a different paint color of flesh and hair is enough to make two identical miniatures look different, if you lack the time this is the easiest solution, quick and practical.



If you want to go a bit further, but still not unnecessary complicate the process, you can take advantage of the medium the figures are made, metal.

This means you can permanently bent the miniatures to a limited extent, even a minor twist can alter the pose enough to make two otherwise identical miniatures look different, be advised though you must be careful in the process not pushing too hard or fast,

Be patient and gentle, otherwise you might snap the part you intent twisting breaking the figure,

If such a thing does happen, it can easily be repaired with some greenstuff or other modeling putty.

If one wants to go even further some greenstuff is required. Small details can help individualize your miniatures a long way, it's not necessary to create extensive resculpts to get a different look of your models



Adding a pair of glasses, or a targeting visor is enough, to make the figures look different.





If one wants to go even further, he can add slings on the guns, or sculpt berets, flight caps, or helmets or add additional pouches on the webbing of the model.



these options will significantly alter the look of the model, but require more time than the previous options.

The key here is moderation and combination, one does not need to do all of the above mentioned options on the same figure,

One can opt to make a flight cap for one of his models, but only make tactical visors for the rest of his force,.

If even the slightest change is combined with an alternative skin or hair color, then the result is enhanced manifolds making the miniature look more individual that it really is.



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PSYCHOTIC STORM



Size comparative  
between different Infinity minis.  
Szalamandra pilot as standard.

BY TENNOBUSHI





BY TENNOBUSHI

The Combined Army allows to choose the most original colors .To be an alien , you have to demonstrate it



BY GARETHWALKER

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321	<b>Zone Of Control (ZC)</b>	Pag.133,138



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### EASY TERRAIN: BUILDING WITH A CD BOX

To play appropriately Infinity it is necessary a lot of terrain. This is one of the simplest ways of obtaining a quick terrain :

The example that we give in these pages, ready to print and to cut, was taken with the picture of this London building

Only it is necessary to have an empty CDs box as this, (measures 14,5cm x 10,5cm x 13 ).We will glue the "walls "( see the following two pages) and the roof that we have right here.

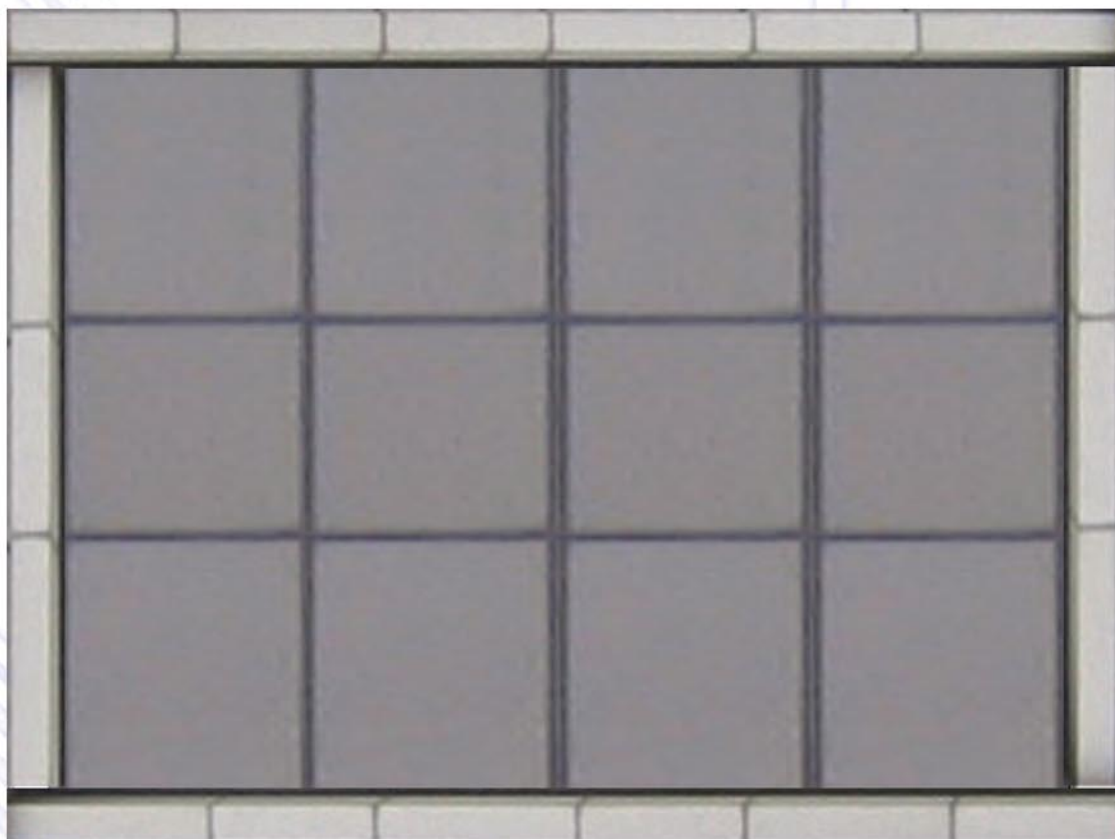
The doors are optional, but interesting , if we don't cut them direct.



Obviously, the original picture is bigger size and quality to be able to take out the necessary textures.



We can make a monolithic building or, if one wants to work a little more, to use those "walls" broken with scissors, so we will obtain a building where we could enter and gives a certain covering.





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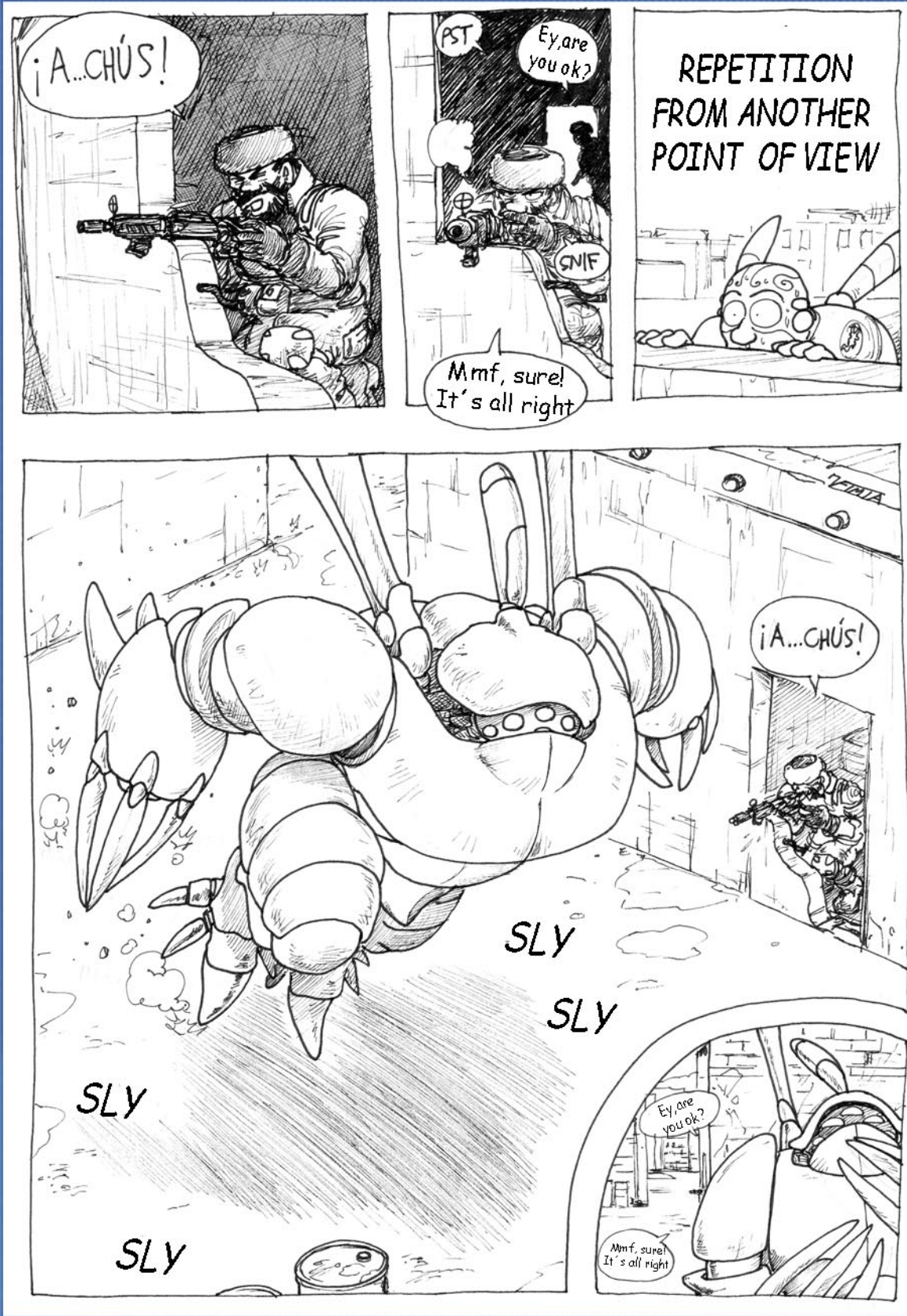


BY JAVIER VIDAL

FAN-ZINE OF

# INFINITY

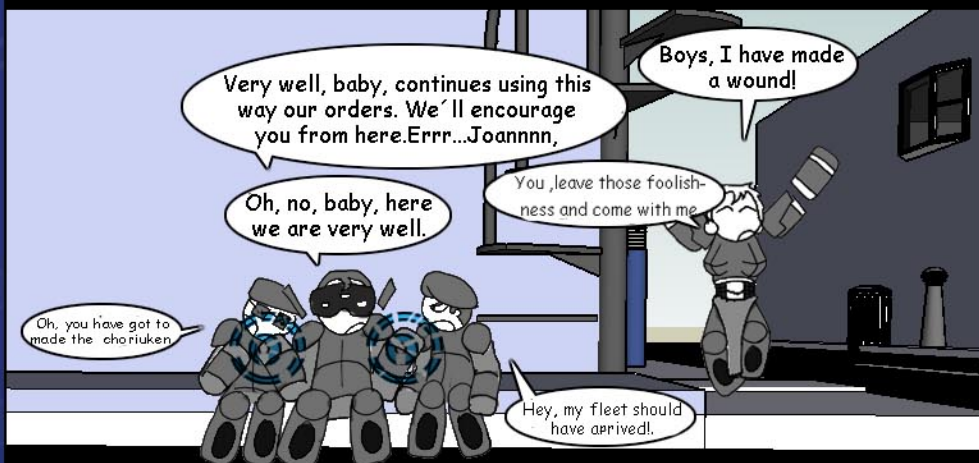




BY JAVIER VIDAL

Araphan presents

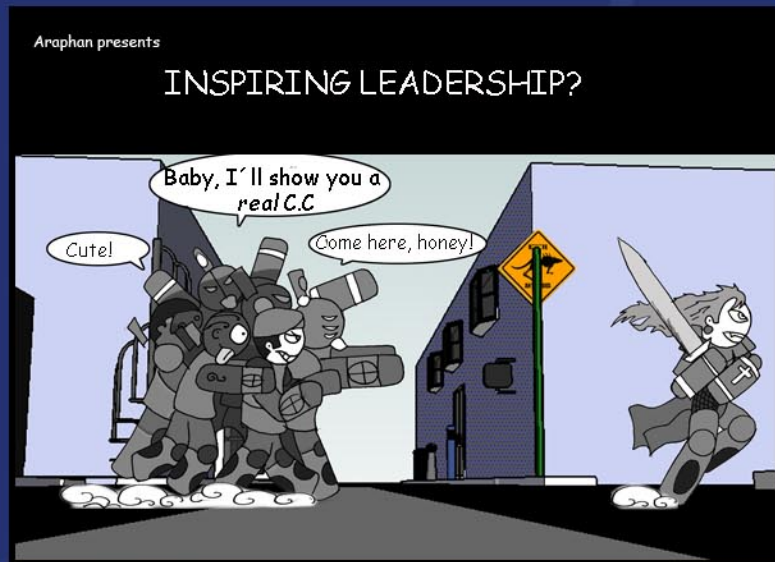
### INSPIRING LEADERSHIP



BY ARAPHAN

FAN-ZINE OF

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FROM TUNGUSKA,.....YASBIR & BONZO  
(DRAW BY BOSTRIA, COLOR BY YASBIR)



IN THE NEXT BIBLIOTEK FILES....

ARIADNA ARMY...

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