

## RULES

### CH: Limited Camouflage.

The trooper only can perform a **Camouflaged Deployment**, but once **Discovered**, or if he reveals himself, he will lose this **Special Skill** and he never can camouflage again or use any other advantages given by **CH: Camouflage** or **CH: Mimetism**.

### INFILTRATION

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

In addition to the rules in the main Rulebook, whenever a miniature fails an Infiltration roll, the Dispersion rule must now be applied. The centre of the Circular Template must be placed at the point in the battlefield where the figure wished to Infiltrate, with the number 1 pointing to the centre of the game table, multiplying the Failure Category by 6 (FC x 6) to determine where to place the infiltrator. Moreover, the miniature will lose the Camouflaged Deployment and Hidden Deployment options provided by the **CH: Camouflage** and **CH: TO Camouflage** Special Skills.

If deviation prompts the figure to fall outside the battlefield, he will have to spend an extra Order from the Order Reserve to appear on the border of the game table at the point where he would have left.

It is very important to remember that it is not allowed to Infiltrate inside the enemy's Deployment Zone, or in base contact with another figure. This applies to all Infiltration levels. If Dispersion would place them in either position, move the figure back towards its initial infiltration point until it is no longer in an illegal position;

ie. the figure will be placed on the limit of the enemy Deployment Zone closest to the original infiltration point chosen prior to Dispersion.

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

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

### GHOST: Synchronized.

With this Special Skill a non-Hacker miniature can control an auxiliary Remote which has synchronized its Ghost with his.

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

A Synchronized Remote basically replicates the actions performed by its Controller. To act, the Controller

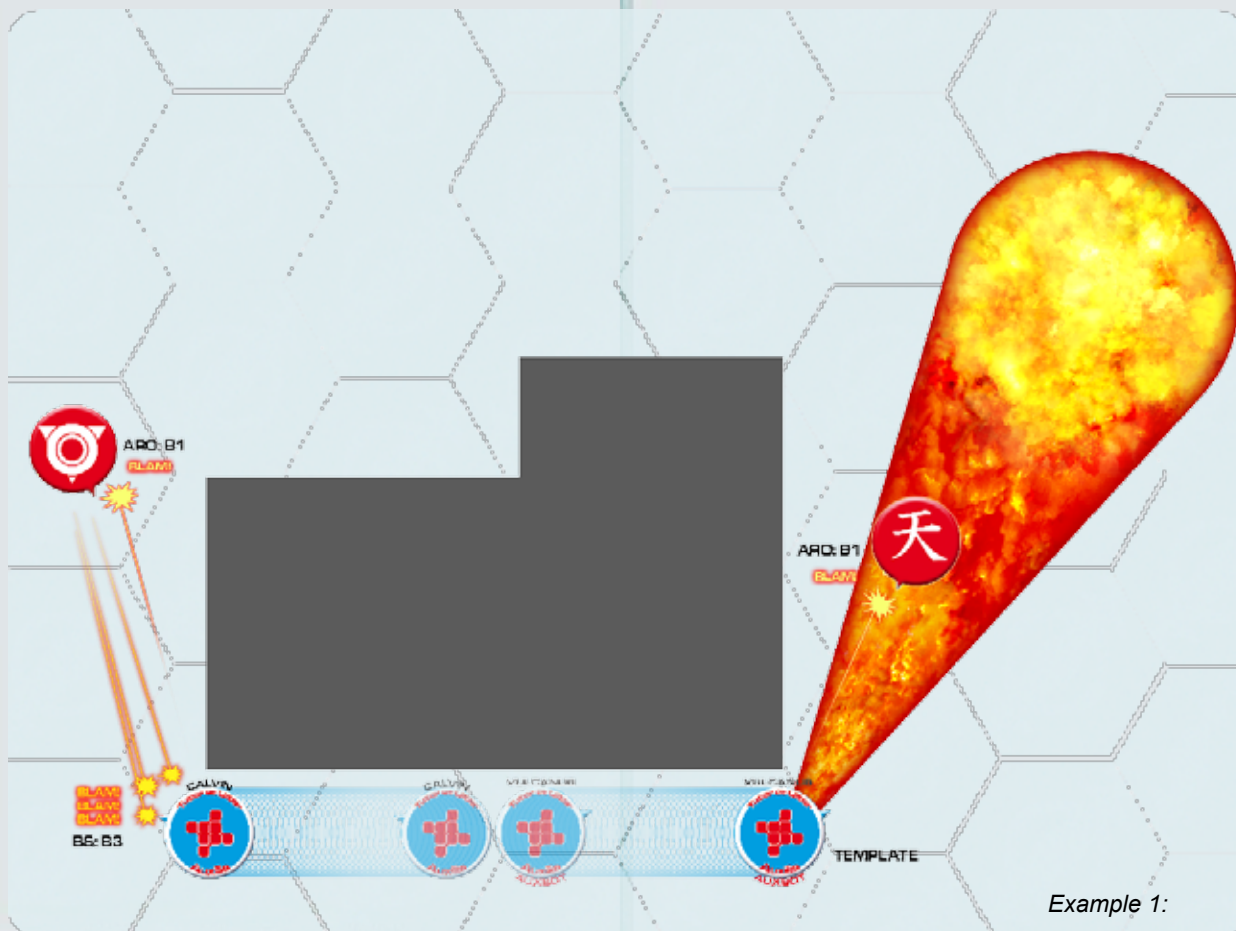
and the Remote must declare the same Order, but it is not necessary they have the same target. If one of the two figures can not perform the complete Order (the Long Skill or both Short Skills of the Order), he will be inactive and he will not perform the Order. However, if he can only perform one of the two Short Skills of the Order, then he will perform that single Skill, while the other figure will perform the complete Order.

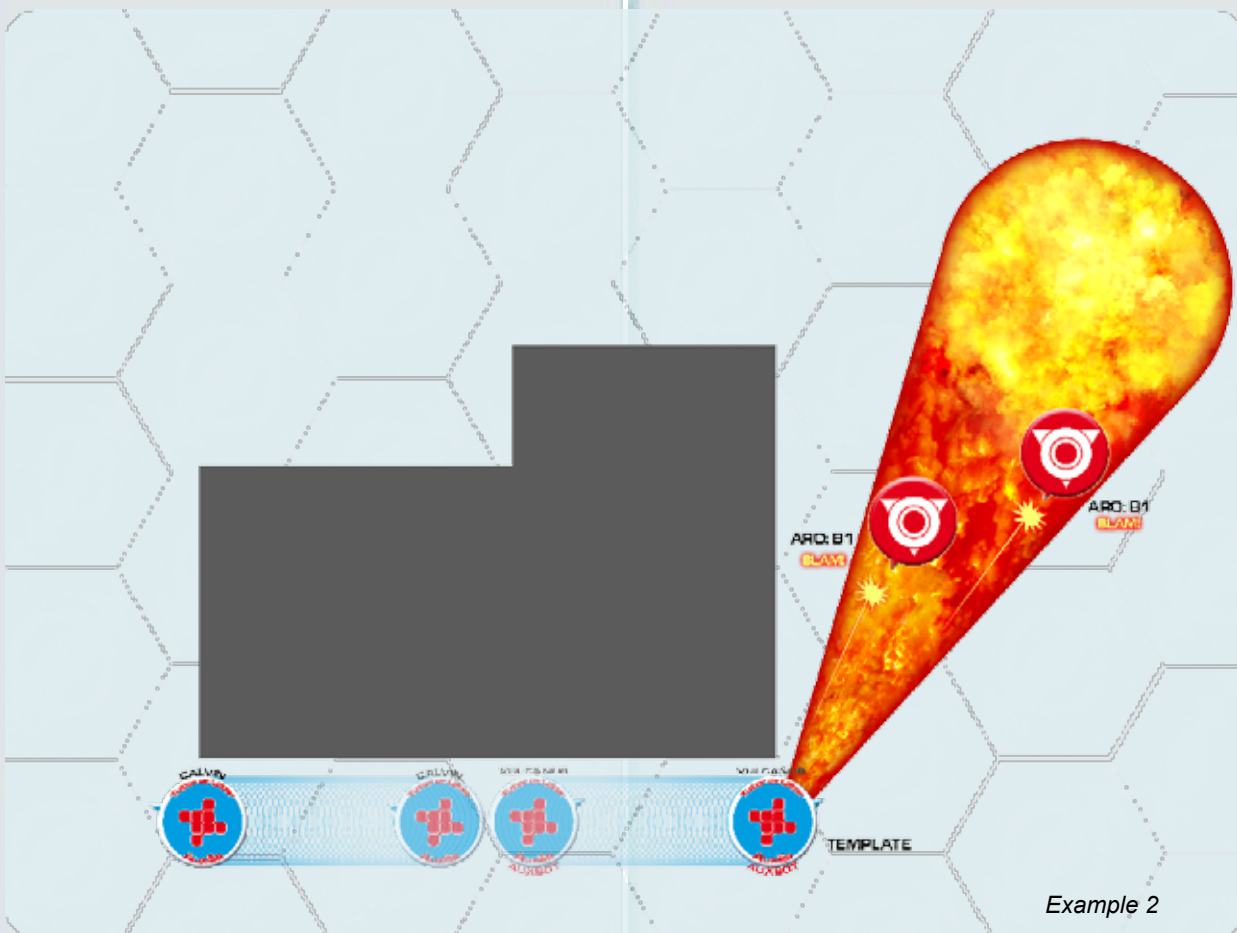
*Example 1:* The Auxilia Calvin, with his back against the exterior wall of a small building, sends his Auxbot, affectionately named “Vulcanus”, towards one of the building’s corners while he moves towards the opposite corner. So, the first Short Skill of the Order is declared (Movement) activating both figures, who move in different directions. When arriving at the end of his Movement, Calvin sees an enemy Zhanshi who declares ARO (Shooting) against him. Meanwhile, “Vulcanus” when arriving at the corner faces a Celestial Guard who reacts by Shooting in ARO as well. With

the second Short Skill, Calvin declares he will perform a BS attack, shooting the complete Burst (B) of his Combi Rifle at the Zhanshi, and “Vulcanus” declares a BS attack with its Heavy Flamethrower, placing the Teardrop Template over the unfortunate Celestial Guard.

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

*Example 2:* The Auxilia Calvin, with his back against the exterior wall of a small building, sends “Vulcanus” his little Auxbot, towards one of the building’s corners while he goes towards the opposite corner. So, the first Short Skill of the Order is declared (Movement) activating both figures, who move in different directions. When arriving at the end of his Movement, Calvin doesn’t see any enemies. Meanwhile, “Vulcanus”





Example 2

when arriving at the corner faces two Zhanshi who both declare ARO (Shooting) against him. With the second Short Skill, “Vulcanus” declares a BS attack with its Heavy Flamethrower, placing the Teardrop Template over the two Zhanshi. Meanwhile, Calvin declares he will perform a BS attack too - although he has no target in LOF, it’s mandatory he declares in that way to allow “Vulcanus” to perform his attack.

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

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

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

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

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

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

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

### **GHOST: Servant.**

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

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

The difference from Ghost: Synchronized is that the Doctor/ Engineer makes the WIP roll, and it is the Remote who performs it. The Doctor/ Engineer can heal, repair or act through the Ghost: Servant, but it is

necessary that the Remote be in base contact with the target. The Remote cannot heal or repair by itself as it is controlled by the Doctor/ Engineer.

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

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

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

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

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

The Servant Remote always disconnects automatically if the Doctor/ Engineer falls Unconscious or Dead. A disconnected Remote stands still and can not receive Orders or perform AROs. An Immobilized (IMM) Marker must be placed beside the base of a disconnected Remote. The Remote connects automatically, without spending any Order or Short Skill, at the end of an Order in which the Doctor/ Engineer comes back from Unconscious state.

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

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

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

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

Example: The Mech-Engineer Yie Yang declares the first Short Skill of the Order, Move. She moves towards a Total Cover area while the little Yáo zǎo, her Servant Remote, moves towards a Unconscious Gūijǎ, downed in the middle of the battlefield. An enemy miniature declares his ARO, shooting against the Yáo zǎo. Yie Yang declares the second Short Skill of the Order, Dodge. The Yáo zǎo must perform a Face to Face roll, but not Yie Yang, as she is not menaced. The valiant Yáo zǎo wins the roll, dodging the enemy shot. Yie Yang receives a new Order to spend, and she declares

a Move. She moves until in base contact with the Total Cover, and the Yáo zǎo runs towards the Gūijǎ. There is no ARO against them, so the second Short Skill is to Move again. She stands still behind the Cover and the Yáo zǎo moves up to its target. The next Order is to Move + Repair, with the Yáo zǎo reaching the fallen T.A.G. while Yie Yang remains safe behind Cover, from where she performs the WIP roll to repair by tele-presence through her reliable Yáo zǎo, recovering one Structure point on the fallen Gūijǎ.

## MINELAYER

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

## VETERAN

The miniature belongs to a unit with several years of service in the toughest frontlines: he possesses several skills acquired the hard way. Veterans are soldiers hardened by war, able to rise above the pain of their wounds and to detect danger wherever it lurks. The Veteran Skill provides the Sixth Sense L2 and V: No Wound Incapacitation Skills.

## T2 SPECIAL AMMUNITION

T2 Special Ammunition. This Special Ammunition designates jacketed hollow-point projectiles covered in a double reinforced coating of fragmentable Teseum. The poorly-refined production process of the Teseum weakens the alloy that coats the tip of these rounds, causing them to splinter into multiple tiny and deadly fragments when impacting with a target, the final result being a real slaughter. T2 Special Ammunition causes 2 Wounds to the target for each ARM roll failed. A critical with this ammunition causes 2 Wounds directly.

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

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

## VIRAL SPECIAL AMMUNITION

Viral Ammunition uses soft-shell special projectiles coated by immunology system inhibitors and with a core of wide spectrum viral agents. Viral Ammunition has the same effect as Shock Special Ammunition but the Attribute used to resist it is always BTS and not ARM. Moreover, Viral Ammunition nullifies the Total and Shock Immunity Special Skills. As a collateral effect, this Special Ammunition prevents biological beings using the Transmutation Special Skill once

they are wounded. Cover rules apply as usual to Viral Ammunition attacks.

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

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

## NATURAL BORN WARRIOR

A miniature which possesses this Special Skill is especially gifted in fighting, with a combat instinct highly developed through many hours of hard training and real encounters. This Special Skill nullifies all levels of Martial Arts in Close Combat, as well as the Berserk Special Skill of adversaries. Moreover, Natural Born Warrior gives the Special Skill V: Courage.

## ZERO-V SMOKE SPECIAL AMMUNITION

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

## E/MITTER

This Ballistic Skill weapon shoots E/M Special Ammunition, doesn't use a Template and cannot be employed in CC. The E/Mitter has been designed specifically to disable the weaponry and equipment of its target. The projectiles shot by this weapon emit a very short range but powerful E/M pulse when

striking their target. The E/Mitter doesn't cause Normal Damage, only E/M, but Cover is treated as if this is a normal Ammo firing weapon.

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

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

### **D.E.P.**

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

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

### **SEED-EMBRYO.**

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

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

### **HOLOPROJECTOR.**

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

increasing his survival chance against enemy fire.

## Holoprojector L1.

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

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

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

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

Any enemy figure in LoF who succeeds at a WIP Roll will Discover the Holoprojector. If the figure is

Discovered or is automatically revealed, the fake miniature is replaced by the real one.

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

## Holoprojector L2.

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

The Holoprojector L2 allows to the user to perform:

1. *Deployment with Holoechoes.* This use is exclusive to the Deployment Phase and does not require the spending of any Orders or making of rolls. The miniature is not deployed in the usual way. Instead, a figure is placed on the table with 2 Holoecho Markers (HOLO) around it. The player must take note of which one is the real figure, whether the Holoecho 1 marker, the Holoecho 2 marker or the actual figure. The Holoechoes and the figure must be placed

inside the area of a Circular Template. Each time the adversary succeeds at a WIP roll, or any kind of attack at a Holoecho or the figure, the player must declare if it is the real Holo projector user, or only a Holographic decoy. If it is the real figure, the Holoecho Markers must be removed from the game table, replacing the Markers with the figure, if it was hidden behind one. But, if it only was a holographic decoy, that Marker is withdraw from the game table.

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

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

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

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

**If the real figure is Discovered or is automatically revealed, all Holoecho Markers must be removed, placing the real figure where it corresponds.**

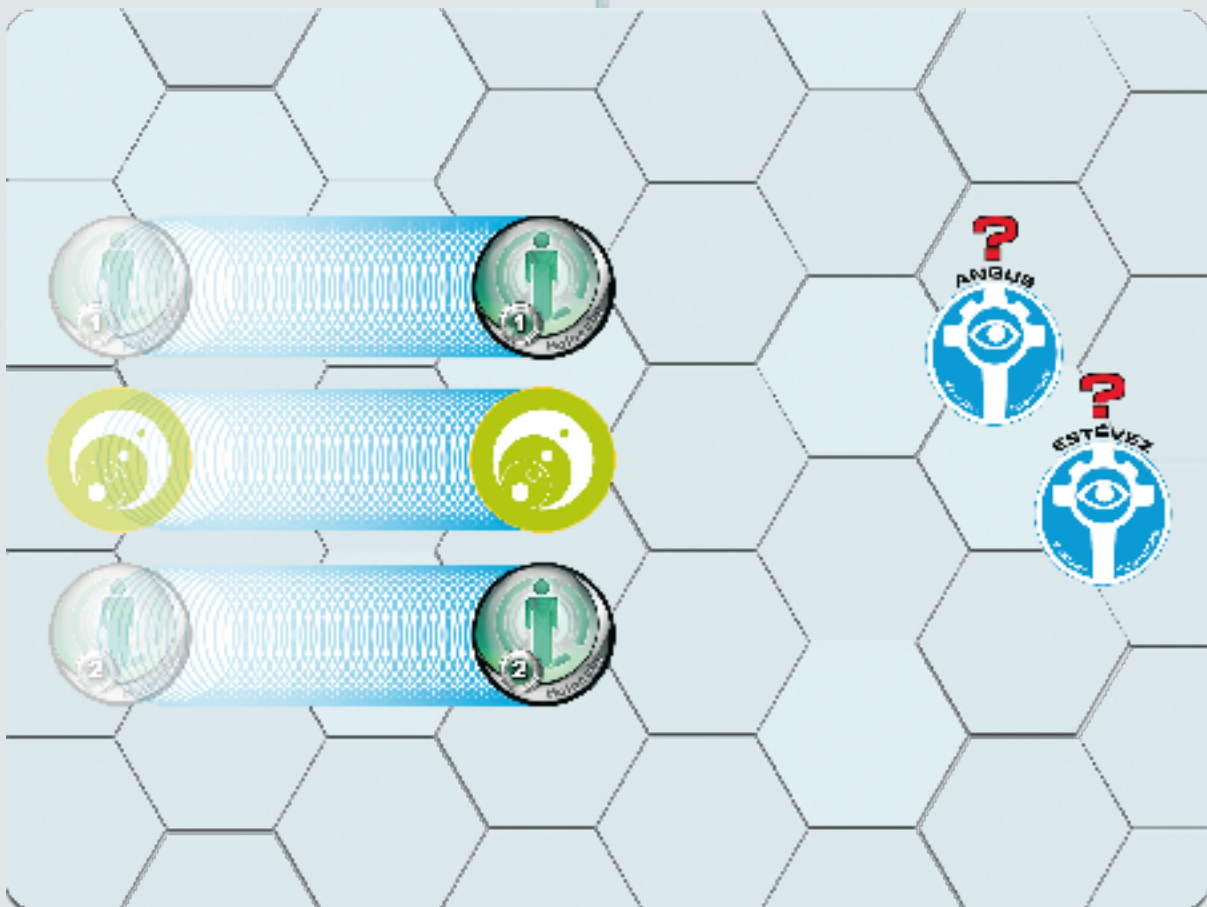
Moreover, if a Holoecho receives an impact, or a successful attack, it will be deactivated, removing it from the battlefield.

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

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

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

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



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Rules

*Example of Holojector against Hacking:*

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

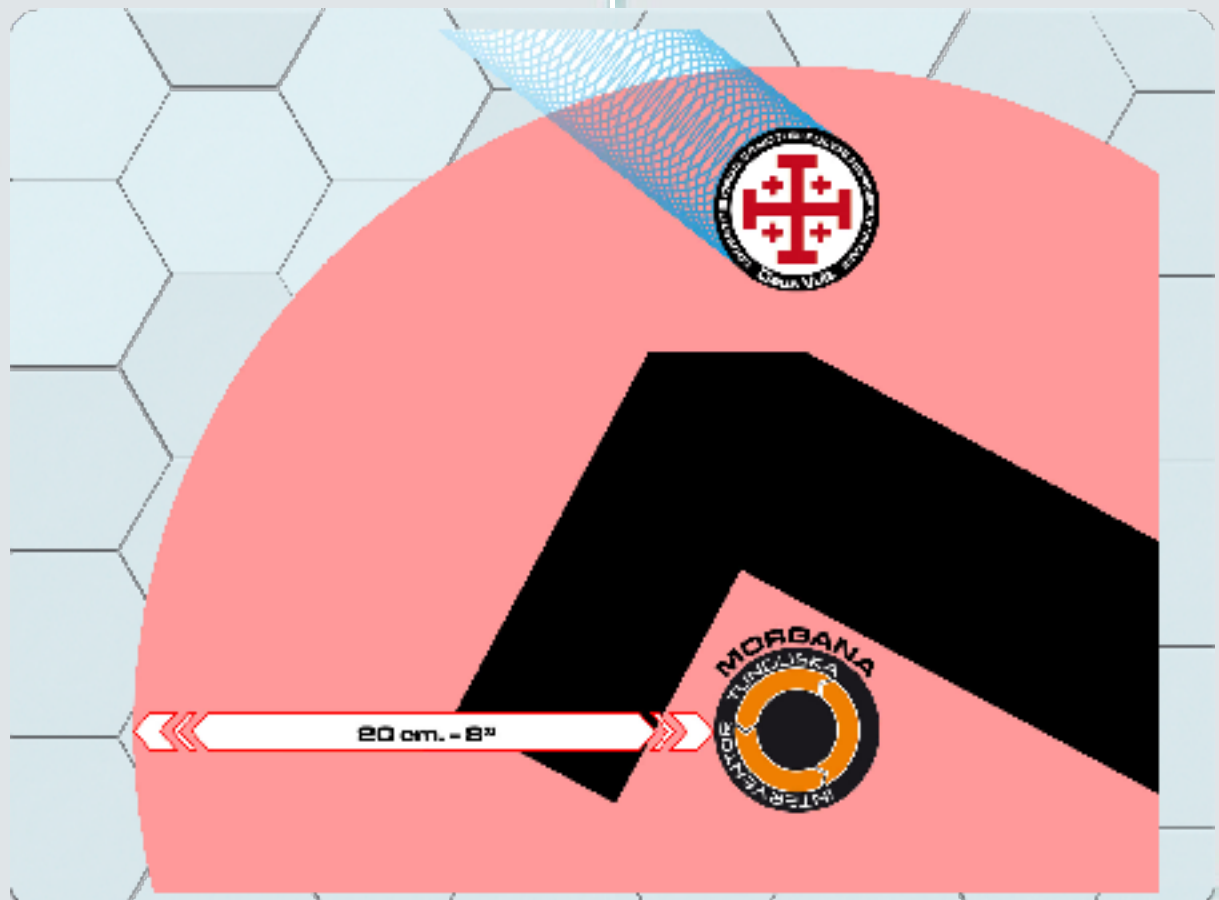
But if the Holoecho Marker coming inside Morgana's Zone of Control was Bashi Bazouk Nazim, as he is Light Infantry, Morgana could not hack him.

3. *Activate Again a Holojector L2.* When a figure has all his Holoechoes deactivated (The miniature is on the game table without any Holoecho Marker round him) he can recover the Holojector active status, placing again the Holoecho Markers,

but in base contact with the figure, and taking note in secret which one is the real user. To do that, he must spend 1 Order, provided that he is not in the LoF of any enemy miniatures. A figure in TO Camouflage in LoF of a miniature that intends to activate the Holojector again will have to reveal himself if he desires to prevent his enemy from re-activating this Special Equipment.

**SAPPER.**

In the Deployment Phase, the figure with this Special Skill can be placed on the game table with a Foxhole Marker (FOXHOLE) beside it. In this state, the miniature is considered to Prone and in base contact with Partial Cover in 360°, even though there is no scenery item present, and it benefits from the CH: Mimetism and V: Courage Special Skills. Foxholes are fixed positions, to leave them, in active or reactive turn, requires to perform the Get Up Short Movement Skill. Moreover, by spending 1 Order, the figure can dig a new Foxhole, placing the Marker beside it and using the above rules.





When a miniature leaves a Foxhole, it loses the CH: Mimetism and V: Courage Special Skills, unless it has those Special Skills in addition to Sapper. A Foxhole Marker is removed from the game table when a figure exits it. The Marker cannot be used by any figure other than the Sapper.

### **ASSAULT PISTOL.**

A Ballistic Skill weapon for providing great firepower at short range. This weapon can be used in CC but with B reduced to 1. The Assault Pistol is the evolution of conventional tactical handguns. Its reduced size and light weight, as well as high penetration ability and large ammunition capacity, combines with its fully automatic fire to make this weapon the best choice for close combat.

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

### **FEUERBACH.**

Fast shooting Anti-Tank weapon. The Feuerbach, or "River of Fire" in German, shoots auto-propelled projectiles, with warheads that load AP + DA Special Ammunition. These light and small-sized projectiles have a fast loading and boosting mechanism which provides a rapid rate of fire. In exchange for that, the Feuerbach sacrifices range and destructive capacity

compared to other Anti-Tank weapons, which tend to be more powerful but slower. However, the advantages of a faster rate of fire are evident, and the main reason for its success in military circles, where there only are positive comments about the weapon.

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

## **CRAZYKOALA.**

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

CrazyKoalas can only be activated to perform an Attack in their reactive turn. During a game, CrazyKoalas are continuously on "stand by", being automatically activated when any enemy figure declares an Order or Short Skill inside their Zone of Control, without any ARO required by their owner. They will not be activated by the Order declaration of a CH: Camouflage, CH: TO Camouflage or Impersonation Marker, unless that Order also reveals the Marker. In reactive turn, an activated CrazyKoala will move very fast, covering the whole distance that separates it from its target. If an impassable obstacle (like a very high wall, a closed door, a wide abyss...) blocks its path, the

CrazyKoala will not be activated.

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

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

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

avoided by its player.

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

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

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

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

During the Deployment Phase, CrazyKoalas are deployed on the battlefield at the same time as their carrier, and inside his Zone of Control.

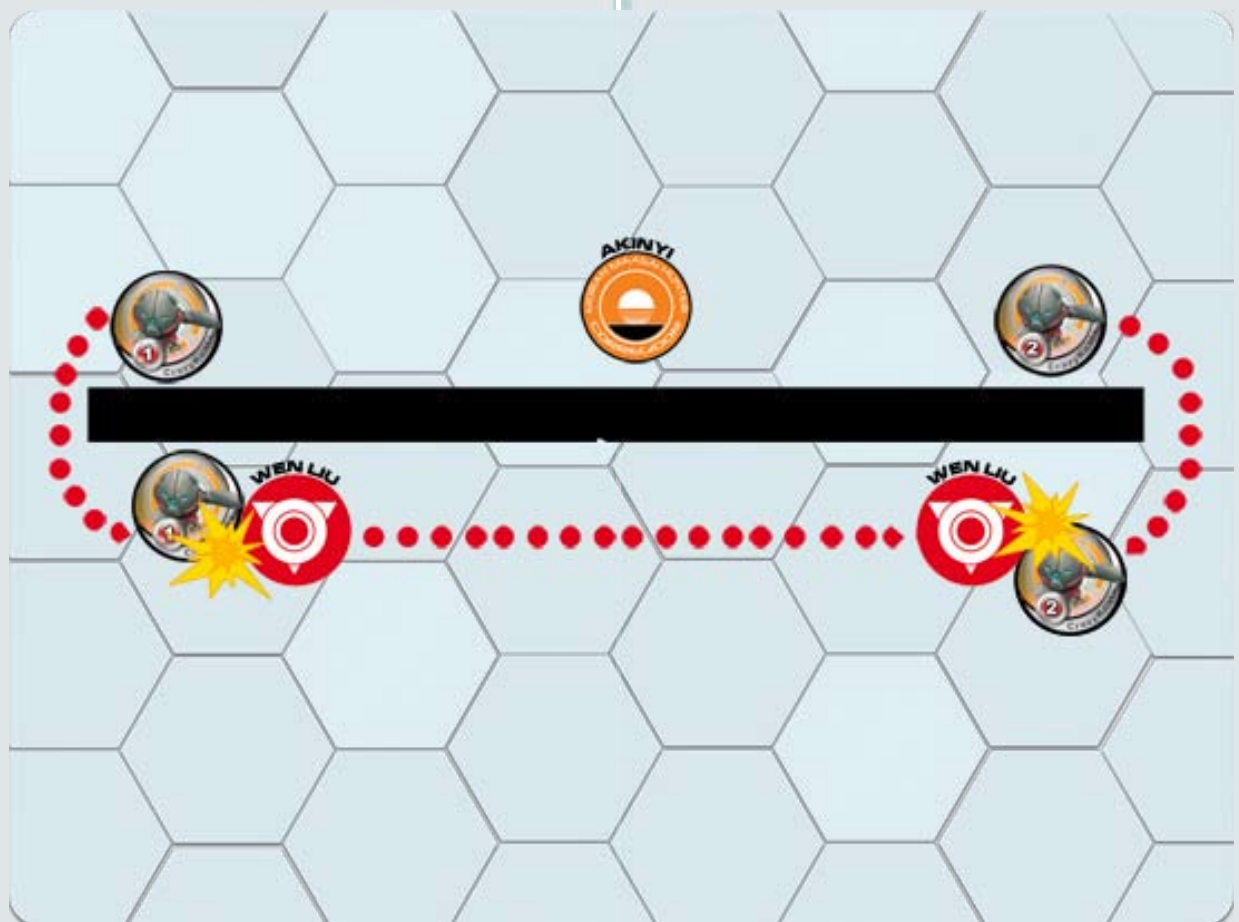
Example 1: The Moran Akinyi, a Nomad Maasai Hunter, with 2 CrazyKoalas, declares a Move + Discover Order. With the first Short Skill of that Order, Akinyi will move, with his 2 CrazyKoalas following inside his ZC. In the second Short Skill, Discover, the CrazyKoalas could move as well, even Akinyi doesn't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

In the next Order, Akinyi declares Move + Shoot. With the first Short Skill of the Order, Akinyi will move with one of his CrazyKoalas following. The other one keeps its position, even though that means it will be out of the

Akinyi's Zone of Control, because the Moran wants it there to cover that area. With the second Short Skill of the Order, Shoot, the CrazyKoala who is inside the Zone of Control of his carrier cannot move.

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

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



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

The 'Running Projectiles HT-14' were developed by Aizuri-sho, an armaments company dependant of the Kiyomitsu zaibatsu, to cover the close defence requirements of certain armoured units of the StateEmpire Army. However, the troopers of the Nomad

Military Force, which purchased a great quantity of these projectiles, would be the ones to popularize the nickname of CrazyKoalas, as they are now known through the whole Sphere.

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

### **Mk12.**

Ballistic Skills weapon, basically a high power assault rifle. The role of the Mk12 (Read Mark-12) as weapon is to provide precise and fast fire with a higher calibre. In terms of accuracy and terminal ballistics, the Mk12 is effective in distances that excess the owns of a normal

Assault Rifle, but it not reach the long range of the Sniper Rifles. But, in spite of this less range, the higher rate of fire of this provides it with unique qualities as support weapon. Both in the test centre as in real action, the Mk12 has demonstrated an evident effectiveness against different types of targets, but the recoil is so strong that is almost beyond the human limitations, restricting the number of troops that can carry it.

Conceptually, the Mk12 is a development of the conventional Assault Rifle, modified to become in a squad support weapon, but keeping the highest number of common parts to facilitate the maintenance and logistics. There are different versions of the Mk12 all along the Human Sphere, depending on the manufacturer. Usually they are modifications of a pre-existent weapon which has been provided with a longer and heavier barrel, a feeding mechanism adapted to the higher calibre and a reinforced chamber. The name of this weapon is given by his ammunition, with a look and a damage effect very similar to the famous Holland-12 Grand Safari, used in big gaming to hunt great prizes as elephants or rhinos.