DE HELL MEROVINGIAN MISSION SET

INDEX

MEROVINGIAN EPIC

During a mission to control the island of Novyy Cimmeria, a combat group of the Ariadnan Force de Réponse Rapide Merovingienne discovered a Combined Army beachhead. Outnumbered and outgunned, the brave Merovingians gave their lives to warn the rest of humanity about the threat that was hiding in their planet. This mission set allows players to recreate this episode of the Ariadnan war history.

"Last clip, *mes braves*, and then it will be time to take Rosalie out and put them to the sword. We will prove that Merovingians always die on the corpses of their enemies!"

Captain Louise Grandjean, officer in charge of the FRRM detachment, last moments of the so-called Battle of the Group De Hell. Novyy Cimmerian Plains.

THE BATTLE OF DE HELL GROUP

The so-called De Hell Group was a flight of three assault ekranoplans, *De Hell* AEP, *De Lisle* AEP, and *Desarnod* AEP, sent with a contingent of the Merovingian Rapid Response Force (FRRM) in order to expand the geographical scope of operations in Novyy Cimmeria. The purpose of this force was to establish a new beachhead that would increase the Ariadnan area of influence in the Kurage territory.

De Hell Group, comprised of fully equipped troops and named for the leading, and largest, ekranoplan, was the largest expeditionary force of the FRRM deployed since the Ariadnan Commercial Conflicts.

However, De Hell Group suffered a tragic fate. They unexpectedly crossed paths with the Onyx Contact Force at a hidden location in Novyy Cimmeria. This emplacement was completely unknown to human forces, and it would have stayed that way if the sudden appearance of De Hell Group has not made the alien troops believe that they were being attacked, thus reacting accordingly and revealing their position.

The superior power of the Onyx anti-aircraft batteries shot down the three ekranoplans, which were taken by surprise. The *De Lisle* AEP and the *Desarnod* AEP, named after a French explorer and a French battle scenes painter, respectively, who both worked in Russia, exploded while trying to land, engulfed in flames. The leading ekranoplan, the *De Hell* AEP, named again after another French explorer and cartographer from Imperial Russia, managed to land and organize a defensive perimeter. There, Merovingian troops set up a strong defense and fought and struggled until the last man. The numerical and armament superiority of the Onyx Force prevailed over the Merovingian's tenacious resistance, but not before the French-Ariadnan troops alerted the Stavka of the Onyx Force's presence in Novyy Cimmeria. Once discovered, the Onyx had to give up their position, abandoning a large amount of materials and equipment, which they destroyed before they left. The courage and heroism of the Merovingians in this battle thwarted the Combined Army plans of establishing a permanent beachhead on Dawn. Nevertheless, the huge Merovingian loss of lives and valuables in this battle would leave the FRRM severely weakened; it was a severe blow from which it would take a long time to recover.

DE HELL MEROVINGIAN MISSION SET

After what happened during Infinity Uprising, the story of the Infinity Universe keeps going forward through ITS events and side campaigns. Inside this post-Uprising scenario, the Japanese territory of Kurage, on the Novyy Cimmeria island, becomes a focus point after the discovery of new Teseum veins. During the operations in the area the Merovingians sacrificed themselves to alert Ariadna to the presence of the Onyx Contact Force.

This mission set has been conceived to commemorate the Merovingian feat and recreate some of the most intense moments of action during the cruel battle through the three scenarios that form it.

- **Search and Rescue**. Represents the rescue of the survivors of the three downed ekranoplans.
- **Security Perimeter**. Recreates the efforts of the Merovingian forces to establish a security zone from which they could fend off Onyx Contact Force attacks.
- **Last Stand**. The climactic moment of the faceoff between Onyx and Merovingian forces, and the sacrifice of these to send a warning to the Ariadnan headquarters.

All the scenarios include a Narrative Mode that allows players to field these two forces in a way that reflects what happened that ominous day, to be able to recreate the incredible action scenes that happened during the battle.

Troop profiles are also included that allow creation of new types of Fireteams when playing with the Merovingian Rapid Response Force. These new profile options are totally official and valid in ITS, and can be found also in Infinity Army.

Due the exceptional Narrative Modes, this Mission Set cannot be used in the ITS. However, the system used in the scenarios is the same of the ITS, and the number of missions perfectly allows organization of an Infinity Tournament, even though it would be not an official one. So, don't wait any longer, choose a side and be a part of the Infinity universe history!

MISSIONS

SEARCH AND RESCUE

In spite of the strong blizzard, the burning remains of the ekranoplans were spread across the steppe, turning it into a field of flames. The *De Hell* AEP's military detachment can see in the distance the flame balls of the *De Lisle* AEP and the *Desarnod* AEP both devoured by a series of explosions as soon as they touched the ground. Maybe there could be some survivors, having jumped through the hatches before the crash, one of the advantages of the low flight of the ekranoplans. Of course, the speed and the impact with the ground could kill anyone, but the Merovingian troops were not "just anyone". And the survivors of the De Hell AEP will need all the possible reinforcements, because, as sure as there was going to be a tomorrow, the ones that had taken them down were going to finish them off.

Table Configuration: A.

Special Rules: Restricted Range, Exclusion Zone, Dead Zone, Civilians, Specialists Troops, DataTracker, Narrative Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Have more *Civilians* in **CivEvac** state in the **Exclusion Zone** than the adversary at the end of the game (1 Objective Point).
- Have the same amount of *Civilians* in **CivEvac** state in the player's own **Dead Zone** as the adversary in his *Dead Zone* at the end of the game (2 Objective Points, only if the player has at least 1 *Civilian* in such state in the *Dead Zone*).
- Have more *Civilians* in **CivEvac** state in the player's own **Dead Zone** than the adversary in his *Dead Zone* at the end of the game (3 Objective Points).
- Have more *Civilians* in **CivEvac** state in the player's own **Deployment Zone** than the adversary in his *Deployment Zone* at the end of the game (3 Objective Points).
- Have 1 *Civilian* in **CivEvac** state with the player's DataTracker in the player's own **Dead Zone** at the end of the game (1 Objective Point).
- Have 1 *Civilian* in **CivEvac** state with the player's DataTracker in the player's own **Deployment Zone** at the end of the game (2 Objective Points maximum).

CLASSIFIED

- Each player has **1 Classified Objective** (1 Objective Point).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

Exclusion Zone. Troopers may not use the *Airborne Deployment*, *Forward Deployment*, *Mechanized Deployment*, or *Infiltration* Special Skills or the deployment rule of the *Impersonation* Special Skill to deploy inside of an 8 inch area on either side of the central line of the game table. The *Exclusion Zone* is not applied to troopers that suffer *Dispersion*.

It is not allowed to deploy in base to base contact with a *Civilian*.

SCENARIO SPECIAL RULES

RESTRICTED RANGE

The burning remains of the ekranoplans restricts the range of firearms. In this scenario, any *BS Attack* where the range to the target is more than 32 inches is considered an automatic failure with no need to roll the die.

EXCLUSION ZONE

Players must consider the *Exclusion Zone* to be a **Saturation Zone** and a **Difficult Terrain Zone**. Troopers possessing the *Terrain* (any type) or *Multiterrain* Special Skill can apply it to avoid the effects of the *Difficult Terrain Zone*.

DEAD ZONES

There are two *Dead Zones* on the battlefield, 4 inches deep between the *Deployment Zone* and the *Exclusion Zone* (see the map below).

The *Dead Zone* of each player is the one in his half of the table.

CIVILIANS

There is a total of four *Civilians* on the game table, placed along the central line of the table. Two of them must be placed 12 and 20 inches respectively from one of the edges of the table, while the other two must be placed 12 and 20 inches respectively from the other edge (see the map below).

Players cannot place their *Civilians* either on top of or inside of any *Scenery Item* or *Building*, always deploying it in an accessible location on the table. Scenery placement must facilitate this.

Players can only *Synchronize* their own *Civilians*.

In this scenario, *Specialist Troops* can have up to **two** *Civilians* in *CivEvac* state at the same time. Other troops able to declare *Synchronize Civilian* can have only one *Civilian* in such state.

Players can use any model from the *Infinity* or the *Infinity Bootleg* range, preferably those designated as *HVT* or as a *Civilian*. Good examples of this are the O-12 High Commissioner, the Tohaa Diplomat, Go-Go Marlene, the Fusilier Angus, the TAG Pilots, the VIP Executive or the HAZMAT A1 Specialist. Players can also use the Player A and Player B Markers to identify or even represent their *Civilians*.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops*.

Hackers, Doctors and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

> **Remember:** Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario.

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

NARRATIVE MODE

This scenario is described in a generic way, but you can play a Narrative Mode that reflects the events that took place in the Battle of De Hell Group. During this mission, each player will get a bonus to his Army List.

The players must decide who will be Side A and Side B before the Deployment Phase, to determine which bonus each of them is going to get.

SIDE A: In the Narrative Mode, Side A always will be a **Force de Réponse Rapide Merovingienne Sectorial Army.**

The Merovingian troops of Side A will automatically get pass the **WIP** Roll required to *Synchronize Civilian*.

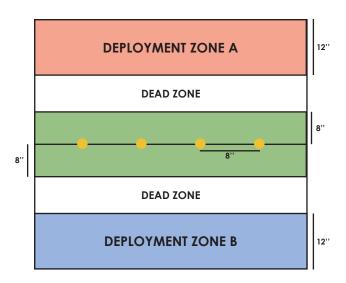**SIDE B**: In Narrative Mode, Side B always will be an Onyx Contact Force Sectorial Army.

In this scenario, Civilians will be considered Hostile to the Onyx Contact Force.

Side B gets a bonus of 25 extra Army Points for his Army Lists for this mission.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third *Game Round*.**

If one of the players starts his active turn in a *Retreat!* state, the game will end at the end of that *Turn*.

SECURITY PERIMETER

Having rescued a handful of the *De Lisle* AEP and the *Desarnod* AEP ekranoplan survivors, Captain Grandjean urged her troops to establish a defensive perimeter. Despite the strong blizzard, her forward observers had noted some Onyx scout units converging on them. Undoubtedly, the Merovingians were going to be outnumbered and outgunned, but they had the advantage of already being on the ground, and they could control it before the enemy arrived. With the help of some Moblots, the Dozers had moved a few burning remains soaked in aviation fuel forming a ring of fire on two of their flanks, which would prevent any attack from there. Unfortunately, it would also prevent any possible withdrawal, however, where would they retreat to? For the Merovingians there would be no other position than that, as long as they managed to consolidate it.

Table Configuration: A.

Special Rules: Blizzard, Sectors (ZO), Dominate ZO, Establish a Security Perimeter, DataTracker, INTELCOM Card (Support and Control), No Quarter, Narrative Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To dominate the **nearest** *Sector* to your *Deployment Zone* (1 *Objective Point*).
- To dominate the **central** *Sector* (3 *Objective Points*).
- To dominate the **central** *Sector* with your *DataTracker* inside it (1 extra Objective Point).
- Establish a Security Perimeter on the central Sector (3 *Objective Points*).

CLASSIFIED

- Each player has **1** *Classified Objective* (2 Objective Points).

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard *Deployment Zone* 12 inches deep.

SCENARIO SPECIAL RULES

BLIZZARD

A snowstorm jeopardizes the target acquisition in the zone of operations. In this scenario, all troopers possessing any of the ***Camouflage or Hiding, Multiterrain, Mountain Terrain Special Skills*** or ***the ODD piece of Equipment*** get a **+3 MOD** Bonus to their rolls when declaring *Dodge* or any other Skill defined as equivalent (for example *Change Facing* or *Engage*), but not when using the *Special Dodge* Trait of Special Ammunitions (as Smoke or Eclipse).

SECTORS (ZO)

When the game is finished, **but not before**, 3 *Sectors* are marked out. These *Sectors* are 8 inches deep and as wide as the game table. Two of these *Sectors* are placed 4 inches from the central line of the game table, one on each side, and the third *Sector* is a strip 8 inches deep in the central area of the table.

In this scenario each *Sector* is considered a *Zone of Operations (ZO)*.

DOMINATE ZO

A *Zone of Operations (ZO)* is considered *Dominated* by a player if he has **more** Army Points than the adversary **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo…) count, as well as *AI Beacons*, *Proxies* and *G: Servant Troops*. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when more than half the *trooper's* base is inside that *ZO*.

ESTABLISH A SECURITY PERIMETER

A *Security Perimeter* is considered *Established* in a *Zone of Operations* (ZO) by a player if he is the only one with at least one troop **inside** the area. Only troops represented by **miniatures** or **Markers** (Camouflage, Spawn-Embryo, Seed-Embryo…) count, as well as *AI Beacons*, *Proxies* and *G: Servant Troops*. Troops in a *Null* state do not count. Markers representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Marker that does not represent a trooper does not count either.

A trooper is inside a *Zone of Operations* when more than half the *trooper's* base is inside that *ZO*.

SHASVASTII

Troops possessing the *Shasvastii* Special Skill that are inside a *Zone of Operations* count while they are in the *Spawn-Embryo* state or any non-*Null* state.

BAGGAGE

Troops possessing the *Baggage* piece of Equipment that are inside a *Zone of Operations* and any non-*Null* state also count, providing the extra Army Points this piece of Equipment grants.

DATATRACKER

At the end of the *Deployment Phase*, players must declare which troop from their Army List is the *DataTracker*. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho…). Also, Irregular troops and those whose Troop Type is REM are not eligible to be *DataTrackers*.

The *DataTracker* is identified with a DataPack Marker (DATA PACK).

The *DataTracker* must be in a non-*Null* state to provide the extra Objective Point.

INTELCOM CARD
(SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the *Classified Objective*, the player must inform to his adversary if that card will be his *Classified Objective* or his *INTELCOM Card*. Each player rolls a die and the one who gets the highest score must be the first who announces his decision to his adversary. The content of the card, whether the mission or the card numeric value, is considered *Private Information*, no matter which use the player has chosen for it.

At the end of the third *Game Round* when the game ends and the players count up their points following the order established by the *Initiative*, the player can use his *INTELCOM Card* applying the *Support and Control Mode*.

Support and Control Mode: the player can add the value of the *Support and Control Card* to the total of *Army Points* he possess in the *Zone of Operations (ZO)* he prefers, but only if he has at least one trooper in a state not considered *Null* inside that *ZO*.

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

NARRATIVE MODE

This scenario is described in a generic way, but you can play a Narrative Mode that reflects the events that took place in the Battle of De Hell Group. During this mission, each player will get a bonus to his Army List.

The players must decide who will be Side A and Side B before the *Deployment Phase*, to determine which bonus each of them is going to get.

SIDE A: In the Narrative Mode, Side A always will be a **Force de Réponse Rapide Merovingienne** Ariadnan Sectorial Army.
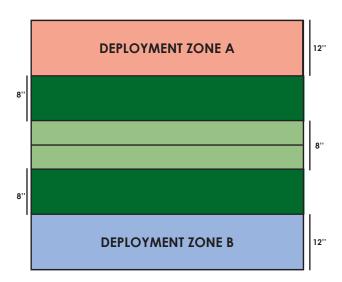
In this scenario, the Merovingian troops of Side A may deploy as if they had the Special Skill Forward Deployment L1, with no additional *Cost*.

SIDE B: In Narrative Mode, Side B always will be an **Onyx Contact Force** Sectorial Army.

The Player B gets a +1.5 bonus to the SWC available for the Army Lists for this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third *Game Round***.

LAST STAND

Captain Grandjean's brave troops had resisted all that the Onyx forces had thrown at them, but the casualty drain was constant, and it was only a matter of time before they succumbed to the aliens' unstoppable tide. There was no doubt that the enemy would try to finish the job, and that they would not allow any Merovingians to leave. However, the Captain's priority was not to get off the steppe alive, but to buy time for her technicians to finish mounting a radio transmitter to alert the Stavka of the alien presence in Dawn. Despite the smoke of the flames, Captain Grandjean took a deep breath, and smiled, that was going to be another glorious day for Rosalie, the long Merovingian bayonet.

Table Configuration: A1.

Special Rules: Subarctic Area, Emergency Radio-transmitter, Control Emergency Radio-transmitter, Specialist Troops, Communications Officer, Communications Officer Special Order, Killing, No Quarter, HVT and Classified Deck Not Used, Narrative Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To kill **more** *Army Points* than the adversary (4 Objective Points).
- To kill **the enemy Communications Officer** (2 Objective Points).
- To Control the Emergency Radio transmitter at the end of the game (2 Objective Points).
- To Control the Emergency Radio-transmitter with your Communications Officer at the end of the game (1 extra Objective Point).
- To have the Emergency Radio-transmitter Synchronized at the end of the game (1 extra Objective Points).

CLASSIFIED

- There are no Classified Objectives.

DEPLOYMENT

Both players deploy on opposite sides of the game table, in a *Deployment Zone* 16 inches deep.

SCENARIO SPECIAL RULES

SUBARCTIC AREA

The whole table is considered a **Subartic Terrain** Zone. In this area Movement restrictions are not applied, however, all troopers possessing **Mountain Terrain or Multiterrain** get a **+1 inch** Bonus to their first *MOV* value.

This Bonus will be applied only during a **Move** Common Skill.

EMERGENCY RADIO-TRANSMITTER

There is **1** *Emergency Radio-transmitter* placed in the center of the table.

The *Emergency Radio-transmitter* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or by a scenery piece of the same diameter (such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

CONTROL EMERGENCY RADIO-TRANSMITTER

The *Emergency Radio-transmitter* is considered *Controlled* by a player as long as that player is the only one with at least one troop (as a model, not a Marker) in base contact with it. So there cannot be enemy troops in base contact with the *Emergency Radio-transmitter*. Models in a *Null* state cannot be counted for this.

As stated in the Main Objectives, if the trooper that Controls the *Emergency Radio-transmitter* is the **Communications Officer**, the player gains 1 additional Objective Point.

SYNCHRONIZE EMERGENCY RADIO-TRANSMITTER (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* or the *Communications Officer* can declare this Skill.
- The *Specialist Troop or Communications Officer* must be in base contact with the *Emergency Radio-transmitter*.

EFFECTS

- Allows the Specialist Troop to make a Normal **WIP** Roll to *Synchronize the Emergency Radio-transmitter*. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- If it is the Communications Officer who declares this Skill, he will automatically pass the WIP Roll to Synchronize the Emergency Radio-transmitter.
- A Synchronized Emergency Radio-transmitter can be Synchronized again by the other player, applying the same procedure. In such a situation, the Emergency Radio-transmitter is no longer considered Synchronized by the adversary.
- Player A and Player B Markers can be used to mark the Synchronized Emergency Radio-transmitter. It is recommended each player uses a different kind of Marker.

KILLING

A trooper is considered *Killed* when he enters *Dead* state, or is in a *Null* state at the end of the game.

Troopers that **have not been deployed on the game table** at the end of the game will be considered to be *Killed* by the adversary.

NO QUARTER

In this scenario, *Retreat!* rules are **not** applied.

SPECIALIST TROOPS

For the purposes of this scenario, only *Hackers, Doctors, Engineers, Forward Observers, Paramedics* and troops possessing the *Chain of Command* Special Skill are considered *Specialist Troops.*

Hackers, Doctors and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops.*

> **Remember:** Troops with the *Specialist Operative* Special Skill can accomplish the different functions *Specialist Troops* have in this scenario.

A *Specialist Trooper* with a *Disabled* Marker can still accomplish the Objectives of this scenario

COMMUNICATIONS OFFICER

At the end of the *Deployment Phase*, players must declare which trooper from their Army List is their Communications Officer. The trooper chosen must always be one of the models deployed on the game table. Players are not allowed to choose troopers in *Hidden Deployment* or in Marker state. This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho…). Also, Irregular troops and those whose Troop Type is REM are not eligible to be Communications Officers.

The Communications Officer is identified with a Comms Officer Marker (C. Officer).

COMMUNICATIONS OFFICER SPECIAL ORDER

The Communications Officer has a special extra Irregular Order that is for his use only, and this Order cannot be transformed into a Regular Order. This Order is not included in the Order Pool, it is an additional Irregular Order exclusively for the Communications Officer.

HVT AND CLASSIFIED DECK NOT USED

In this scenario, the *HVT model* and *Secure HVT* rules are not applied. Players will not deploy the *HVT* model on the game table and they will not use the Classified Deck in this scenario.

NARRATIVE MODE

This scenario is described in a generic way, but you can play a Narrative Mode that reflects the events that took place in the Battle of De Hell Group. With the Narrative Mode, players will get a bonus to their Army List.

The players must decide who will be Side A and Side B before the Deployment Phase, to determine which bonus each of them is going to get.

SIDE A: In the Narrative Mode, Side A will be always a **Force de Réponse Rapide Merovingienne** Sectorial Army.
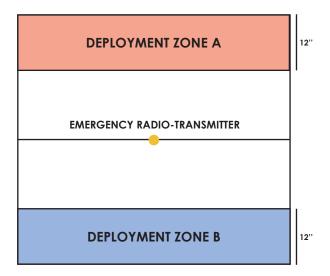
In this scenario, all those troopers of Side A possessing the *Veteran Troop* Troop Characteristic have also available a **Panzerfaust** with no additional Cost.

SIDE B: In Narrative Mode, Side B always will be an **Onyx Contact Force** Sectorial Army.

Side B can add a TAG model from the Onyx Contact Force Sectorial Army to his Army List without Point Cost or SWC.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third** *Game Round.*

DEPLOYMENT ZONE A	12"
EMERGENCY RADIO-TRANSMITTER	
DEPLOYMENT ZONE B	12"

ARIADNA: SECTORIAL ARMY CHART

MEROVINGIAN RAPID REACTION FORCE
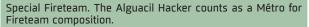
TROOPS	AVA	FIRETEAM
TROUPES METROPOLITAINES	Total	Core, Special
1er Régiment de PARA-COMMANDOS	6	
LOUP-GAROU, Groupe Mobile d´Action Spéciale	5	Core, Haris
ZOUAVES, Régiment Spécial d'Intervention	5	
BRISCARDS, 8éme Régiment d'Infanterie de Montagne	5	Core, Haris
13éme MOBLOTS	5	Core, Special
4éme de CHASSEURS	4	
TRAKTOR MUL, Artillery and Support Regiment	2	
112, Emergency Service	3	
DOZERS, Field Engineers	2	
Nomad Mercenary: ALGUACIL HACKER	1	Special
WARDRIVERS, Mercenary Hackers	1	
ANACONDA, Mercenary TAG Squad	1	
Brigadier JACQUES BRUANT, Sous-officer de Métros	1	Special
EQUIPE MIRAGE-5	1	
WARCORS, War Correspondents	1	

NOTES

TROUPES METROPOLITAINES

Special Fireteam. Up to 3 Moblots and up to 2 Métros.

NOTE: Troops possessing Inferior Infiltration cannot compose Fireteams in this Sectorial Army.

13éme MOBLOTS

Special Fireteam. Up to 3 Moblots and up to 2 Métros.

NOTE: Troops possessing Infiltration cannot compose Fireteams in this Sectorial Army.

Nomad Mercenary: ALGUACIL HACKER

Special Fireteam. The Alguacil Hacker counts as a Métro for Fireteam composition.

Brigadier JACQUES BRUANT, Sous-officer de Métros

Special Fireteam. Bruant counts as a Métro for Fireteam composition.

NOTE: Troops possessing Inferior Infiltration cannot compose Fireteams in this Sectorial Army.

ISC:LOUP-GAROU

LOUP-GAROU, Groupe Mobile d'Action Spéciale

	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
LI	4-4	14	12	11	13	2	0	1	2	5

Equipment: X Visor
Special Skills: V: Courage; Fireteam: Core

Name	BS Weapons	CC Weapons	SWC	C
LOUP-GAROU (Fireteam: Haris)	Viral Rifle, Stun Grenades.	Pistol, Knife	0.5	22

ISC: Briscards, 8éme Régiment d'Infanterie de Montagne

BRISCARDS, 8éme Régiment d'Infanterie de Montagne

	MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
MI	4-4	14	12	11	13	2	0	1	2	5

Equipment: Multispectral Visor L1
Special Skills: Mountain Terrain; V: Courage; Fireteam: Core

Name	BS Weapons	CC Weapons	SWC	C
BRISCARD (Fireteam: Haris)	Marksman Rifle	Marksman Rifle, Knife	0.5	25