

RUNENBERG BESIEGED

MISSION SET



CORVUS BELLI
INFINITY

RUNENBERG BESIEGED

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RUNENBERG UNDER SIEGE

The first phase of the Third Offensive culminates with the city of Runenberg, de facto capital of the eastern region of Syl-davia, besieged and partially encircled by EI troops, which if completed will mean the end of the city. Runenberg's only hope is the so-called Riebeck Route, a set of secondary routes and roads that, together with an unreliable air route, are the only connections for supplies and reinforcements between this city and the PanOceanian ranks. Attacks on this route occur daily, obligating the PanOceanian forces, along with the rest of the Paradiso Coordinated Command forces, to patrol it continuously to prevent the Combined Army from severing this nexus vital for the city's survival.



The weight of this monumental task falls upon the troops of the Shock Army of Acontecimiento, the core of the Green-A Combat Group and the army responsible for the maintenance of the Norstralian North-Central front-line Experts in jungle combat, Acontecimiento troops are a versatile force perfectly prepared for the wild environment of the emerald hell of Paradiso. Aware of this fact, the PanOceanian High Command has moved all available contingents of the planetary army of Acontecimiento to Runenberg's operations area, where this force can make a difference. Whether in the defense of the city itself, fighting for the control of the Riebeck Route, or pressing from the PanOceanian side of the front to break the lines of the Combined Army, the Acontecimiento troops will demonstrate that there are none better to fulfill the assigned mission.

However, the EI is not willing to lose the opportunity to take over this city, which at the time was called by the press as "The Paradiso jewel in the PanOceanian crown". The Evolved Intelligence is an exceptional strategist and has at its disposal the brutality of the Morat, the deception of the Shasvastii, and the versatility of the Onyx with which it has already managed to establish a siege on the city. If the Combined Army forces manage to close the Runenberg encirclement, the city's days will be numbered regardless of the quality of its defenders. Although the Shock Army of Acontecimiento is not alone in this mission, it will not be able to hold out long if the forces stationed there lose their logistic link. The Nomad troops, defending one of the largest Commercial Missions on the planet, and ALEPH, deployed to protect this strategic position in Norstralia, will both be trapped in this city, which will turn into a deadly snare from which there will be no exit. The orders are to resist at any price, but the EI is determined to make this price higher than what humanity can afford to pay.

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RUNENBERG BESIEGED MISSION SET

After the events of the Third Offensive of Paradiso, the history of the Infinity Universe continues to advance through the ITS events and associated campaigns. Within this scenario framed in the consequences of the Third Offensive, the city of Runenberg in the PanOceanian region of Syl-davia becomes a hot spot of Combined Army operations, which has nearly encircled it. Besieged, the city depends on the forces of the Shock Army of Acontecimento, which has deployed all available troops there for its defense. Once again, the emerald jungles of Paradiso are dyed red.

This set of missions has been conceived to commemorate the value of Acontecimento troops in Runenberg and to recreate some of the most intense action scenes of this bloody siege through the three scenarios that comprise it.

- Nav-Guide: Represents the difficulty of establishing a safe air route connecting Runenberg with the allied lines.
- Jungle Trail: Recreates the efforts of the Acontecimento troops to keep one of the secondary trails that are part of the Riebeck Route open.
- Green Hell: Reproduces the fierce fighting to control the jungle territory that surrounds the city of Runenberg.

All scenarios include Special Rules that reflect the operations carried out around Runenberg, one of the most dangerous combat zones of Paradiso.

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

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



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NAV-GUIDE

The maintenance of an air route is vital to Runenberg's resistance. If this connection with the allied lines were cut, the city would begin to suffer shortages of supplies, food, and ammunition. However, the approach routes to the city are full of enemies, and all enemy SAM platforms are aimed at them, so it's essential to cross at full speed. However, in order to achieve this feat, you cannot rely solely on the ability of the pilot, or the aircraft's on-board automatic systems; a beacon system is necessary to mark a safe route to follow. Therefore, keeping the Navigation Antennas active is one of the most important tasks to be carried out by the defenders of Runenberg.

Table Configuration: A.

Special Rules: Emerald Jungle, Restricted Range, Navigation Antenna, Activate Antenna, Consoles, Controlling Consoles, Specialist Troops, Killing.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To Kill **more** enemy Army Points than the adversary (1 Objective Point).
- To Kill **more** enemy Specialist Troops than the adversary (2 Objective Points).
- Have Activated the *Navigation Antenna* at the end of the game (3 Objective Points).
- Control the same number of **Consoles** as the adversary at the end of the game (2 Objective Points, but only if at least 1 Console is Controlled by the player).
- Control more **Consoles** than the adversary at the end of the game (3 Objective Points).

CLASSIFIED

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

FORCES

SIDE A: 300 points.

Can be a Shock Army of Acontecimento Sectorial Army, a generic ALEPH army (or one of its Sectorial Armies), or a generic Nomads army (or one of its Sectorial Armies).

SIDE B: 300 points.

Can be a generic army from the Combined Army (or one of its Sectorial Armies).

DEPLOYMENT

Scattered Deployment: There are 4 *Deployment Zones*, each one 12x12 inches, placed in the four corners of the game table. The game table then has four quadrants of 24x16 inches instead of the usual two halves. Each player has 2 *Deployment Zones* placed on opposite halves of the game table, on both sides of the *Exclusion Zone*.

Troopers possessing Deployment Special Skills as *Forward Deployment*, *Mechanized Deployment*, *Infiltration*, *Impersonation*... will consider the quadrants containing the player's own Deployment Zones to be their half of the gaming table. Troops possessing *Inferior Infiltration* must deploy in either of the player's own quadrants, with no roll required, but always outside the player's *Deployment Zones*.

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*.

GAME TABLE SIZE

48 x 48 inches.

RUNENBERG BESIEGED

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SCENARIO SPECIAL RULES

EMERALD JUNGLE

The *Exclusion Zone* is considered an **Emerald Jungle Terrain** Zone. In this area Movement restrictions are not applied, however, all troopers possessing the **Jungle Terrain** or **Multiterrain** Special Skills, or having a Troop Classification of **Elite Troop**, get a **+1 inch** Bonus to their first MOV value.

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

The *Exclusion Zone* is also considered a **Saturation Zone**.

RESTRICTED RANGE

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

NAVIGATION ANTENNA

There is **1 Antenna** placed on the center of the game table. The *Antenna* must be represented by a Transmission Antenna Marker (TRANS. ANTENNA) or with a scenery piece of the same diameter (Such as the Communications Array by Warsenal or the Sat Station Antenna by Customeeple).

ACTIVATE ANTENNA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only *Specialist Troops* can declare this Skill.
- The *Specialist Troop* must be in base contact with the *Antenna*.

EFFECTS

- Allows the *Specialist Troop* to make a Normal **WIP** Roll to *Activate the Antenna*.
- 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.

- An *Activated Antenna* can be *Activated* again by the other player, applying the same procedure. In such a situation, the *Antenna* is no longer considered to be *Activated* by the adversary.
- Player A and Player B Markers can be used to mark the *Activated Antenna*. It is recommended each player uses a different kind of Marker.

CONSOLES

There are **2 Antennas** on the central line of the game table, placed 8 inches from the edges of the table. The *Consoles* must be represented by a Console A Marker (CONSOLE A) or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles and the Communications Array by Warsenal or the Comlink Console by Customeeple).

CONTROLLING THE CONSOLES

A *Console* is considered to be *Controlled* by a player as long as that player is the only one with at least one *Specialist Troop* (as a model, not a Marker) in base contact with it. Non-specialist troops cannot *Control* the *Console*, but can prevent the enemy from *Controlling* it by being in base contact with it. Troopers in a *Null* state (*Unconscious*, *Dead*, *Sepsitorized...*) cannot do either.

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 Troop* 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.

RUNENBERG BESIEGED

MISSION SET

KILLING

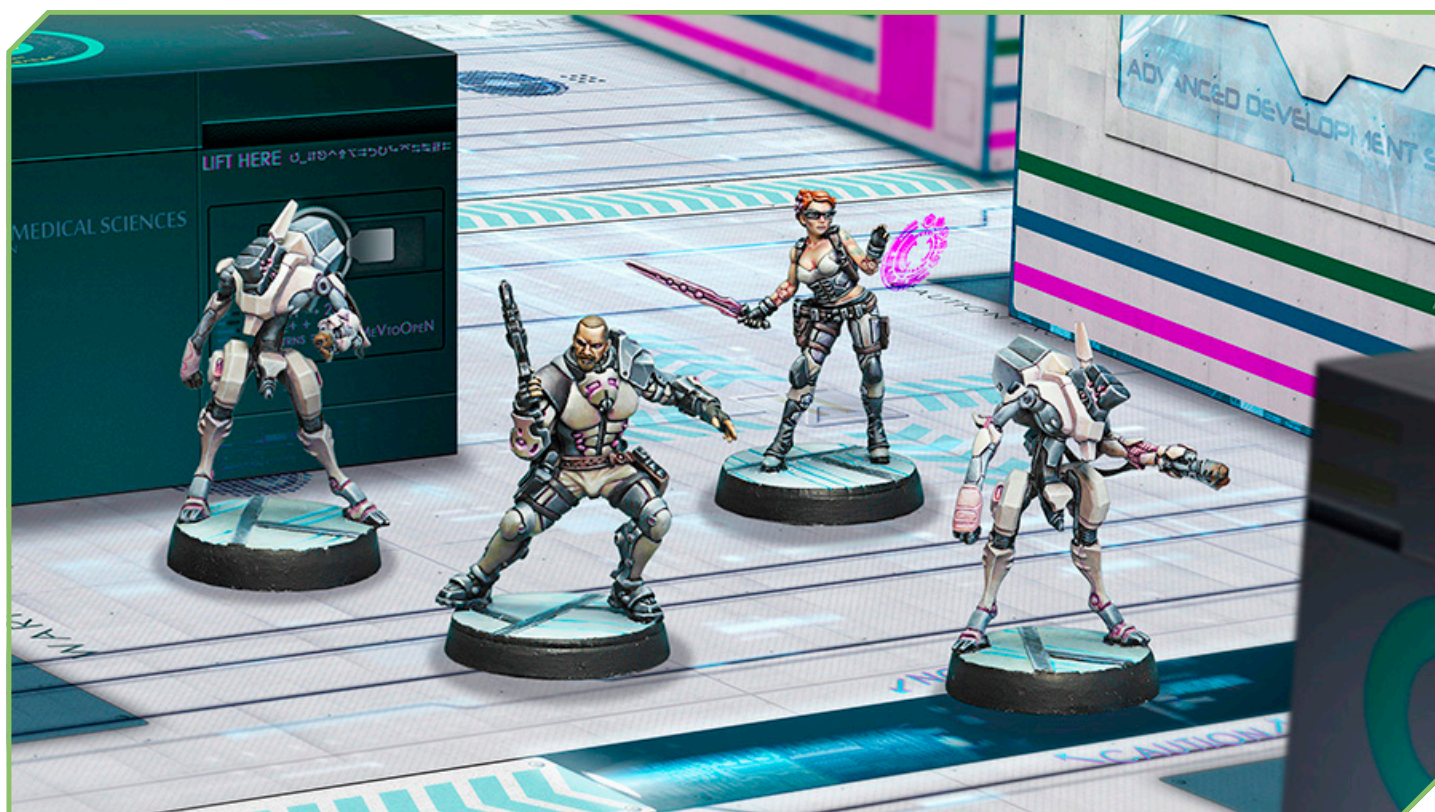
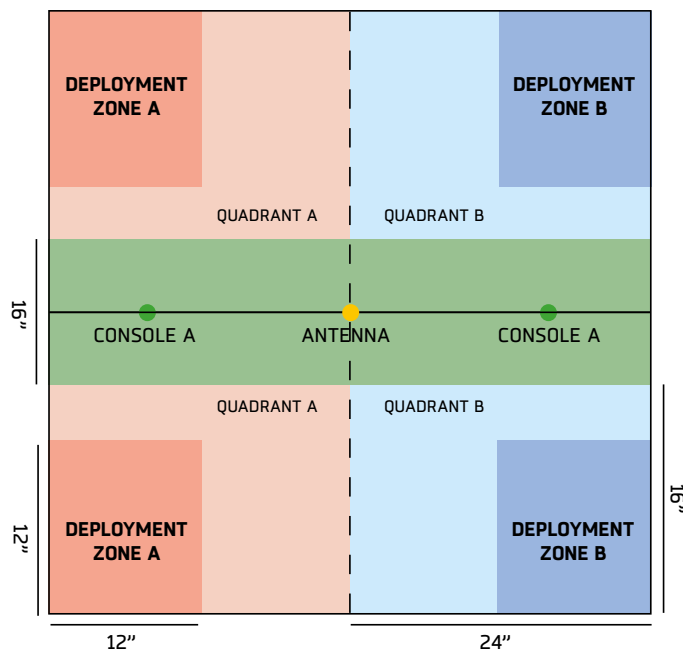
Troopers are considered *Killed* by the adversary when they enter *Dead* state, or are in a *Null* state at the end of the game.

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.

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*.



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JUNGLE TRAIL

The Riebeck Route is composed of several routes that connect Runenberg with the PanOceanian lines. Some are roads, others are mere paths through the middle of the jungle, but no matter how narrow they are, they're always better than the jungle itself. Heavier troops and supply convoys use these trails to get around, which is why they are often the scene of the most intense firefights in this area of operations.

Table Configuration: --.

Special Rules: Dead Zones, Rainstorm, Killing, No Quarter, Assured Support, Armored Force, Specialist Troops.

MISSION OBJECTIVES

MAIN OBJECTIVES

- To Kill **more** enemy Army Points than the adversary (2 Objective Points).
- To Kill **the same number** of enemy Specialist Troops as the adversary (2 Objective Points).
- To Kill **more** enemy Specialist Troops than the adversary (3 Objective Points).
- Have **the same number of Specialist Troops** in the Exclusion Zone as the adversary at the end of the game (1 Objective Point, but only if the player has at least 1 Specialist Troop there).
- Have **more Specialist Troops** in the Exclusion Zone than the adversary at the end of the game (2 Objective Points).
- Have **at least one Specialist Troop** in the enemy Dead Zone at the end of the game (1 Objective Point).
- Have your own Dead Zone **free from enemy Specialist Troops** at the end of the game (1 Objective Point).

CLASSIFIED

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

FORCES

SIDE A: 300 points.

Can be a Shock Army of Acontecimento Sectorial Army, a generic ALEPH army (or one of its Sectorial Armies), or a generic Nomads army (or one of its Sectorial Armies).

SIDE B: 300 points.

Can be a generic army from the Combined Army (or one of its Sectorial Armies).

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.

GAME TABLE SIZE

48 x 48 inches.

SCENARIO SPECIAL RULES

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.

RAINSTORM

The usual rainstorms of Paradiso jeopardize target acquisition in the zone of operations. In this scenario, all troopers possessing any of the **Camouflage or Hiding, Multi-terrain or Jungle Terrain Special Skills**, or have a Troop Classification of **the Veteran Troop or Elite Troop** 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).

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MISSION SET

KILLING

Troopers are considered *Killed* by the adversary when they enter *Dead* state, or are 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.

ASSURED SUPPORT

Reinforced and secure supply lines allow an enhanced access to more resources. In this scenario, both players **get** a **+1 Bonus to the SWC** they have available.

ARMORED FORCE

In this scenario each player has 1 TAG for free, without Cost nor SWC.

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*.

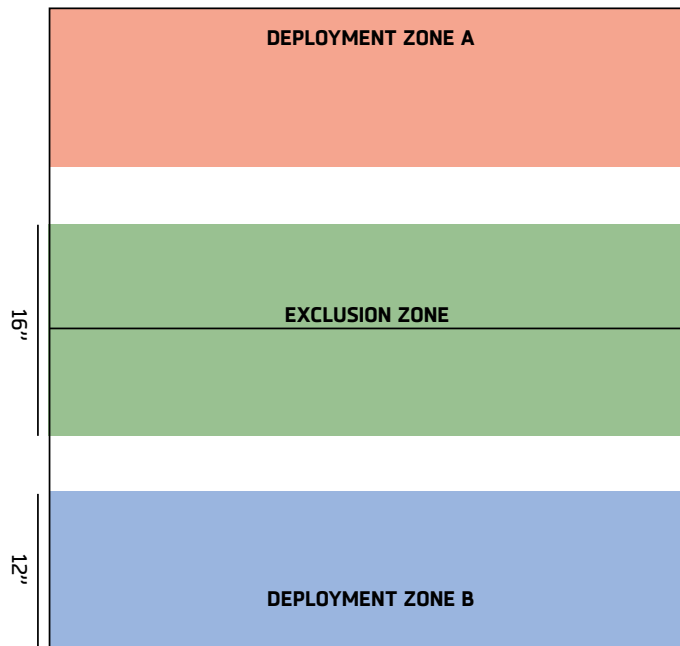
Hackers, *Doctors* and *Engineers* cannot make use of *Repeaters* or *G: Servant* models to perform tasks reserved to *Specialist Troops*.

Remember: Troops with the *Specialist Troop* 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.

END OF THE MISSION

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



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GREEN HELL

"Hell is the jungle, and in Paradiso it is emerald green."

Major Lunah, ex Aristeia! sniper.

The suffocating jungles of Paradiso are the worst possible operating environment. Even so, the attacks by the EI forces trying to gain ground to close the circle around Runenberg are constant and give no quarter to the defenders of the city. They desperately fight to give up not a bit of the surrounding territory and keep it secure, a task that is practically impossible with the density of vegetation in that wild jungle. But, hard as it may be, the Acontecimiento troops are in their element, and the Combined Army will not have it easy.

Table Configuration: A.

Special Rules: Emerald Jungle, Quadrants (ZO), Dominate ZO, Secure ZO, Consolidate ZO, Threaten ZO, Specialist Troops, Infiltrator's Paradise, Trapper.

MISSION OBJECTIVES

MAIN OBJECTIVES

- Dominate **one Quadrant** at the end of the game (1 Objective Point for each Dominated Quadrant).
- Secure **more Dominated Quadrants** than the adversary at the end of the game (2 Objective Points).
- Consolidate **more Dominated Quadrants** than the adversary at the end of the game (1 Objective Point).
- Threaten **the same number of enemy Dominated Quadrants** as the adversary at the end of the game (1 Objective Point, but only if at least 1 Dominated Quadrant is Threatened by the player).
- Threaten **more enemy Dominated Quadrants** than the adversary at the end of the game (2 Objective Points).

CLASSIFIED

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

FORCES

SIDE A: 350 points.

Can be a Shock Army of Acontecimiento Sectorial Army, a generic ALEPH army (or one of its Sectorial Armies), or a generic Nomads army (or one of its Sectorial Armies).

SIDE B: 350 points.

Can be a generic army from the Combined Army (or one of its Sectorial Armies).

DEPLOYMENT

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

GAME TABLE SIZE

48 x 48 inches.

SCENARIO SPECIAL RULES

EMERALD JUNGLE

The 8-inch area on either side of the central line of the game table is considered an **Emerald Jungle Terrain** Zone. In this area Movement restrictions are not applied, however, all troopers possessing the **Jungle Terrain** or **Multiterrain** Special Skills, or having a Troop Classification of **Elite Troop**, get a **+1 inch** Bonus to their first MOV value.

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

This area is also considered a **Saturation Zone**

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QUADRANTS (ZO)

At the end of the game, but not before, the table is divided into four areas as seen on the map. Each player then checks how many *Quadrants* he is dominating and counts their *Objective Points*.

In this scenario each *Quadrant* 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.

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.

SECURE ZONE OF OPERATIONS (ZO)

A *Zone of Operations (ZO)* *Dominated* by a player is also considered *Secured* by her if the adversary has no *Specialist Troops* **inside** it, applying the same restrictions as *Dominate ZO*.

CONSOLIDATE ZONE OF OPERATIONS (ZO)

A *Zone of Operations (ZO)* *Dominated* by a player is also considered *Consolidated* by her if the adversary does not have any troopers **inside** it, applying the same restrictions as *Dominate ZO*.

THREATEN ZONE OF OPERATIONS (ZO)

A *Dominated Zone of Operations (ZO)* is considered *Threatened* by the adversary if this has at least one *Specialist Troop* **inside** it, applying the same restrictions as *Dominate ZO*.

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 Troop* 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.

INFILTRATORS' PARADISE

The thick jungle favors infiltration in enemy territory. In this scenario, troopers possessing the *Infiltration* Special Skill can deploy on the enemy's half of the table without performing the *PH Roll*.

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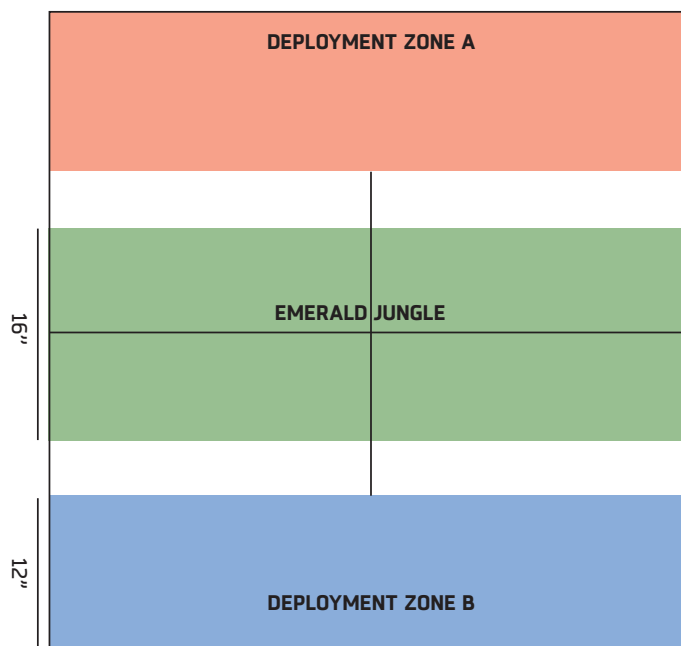
MISSION SET

TRAPPER

In this scenario each player can designate one trooper possessing the **Minelayer** Special Skill as a Trapper. This trooper can deploy with **two** Mines (or the *Deployable* weapon or piece of Equipment he has) instead only one.

END OF THE MISSION




























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SHOCK ARMY OF ACONTECIMENTO

TROOPS	AVA	FIRETEAM	TROOPS	AVA	FIRETEAM
 Acontecimento REGULARS	Total	Core, Special	 DART, Optimate Huntress	1	
 AKALIS, Sikh Commandos	4		 "PATHFINDER" DRONBOTS	1	
 BAGH-MARI Unit	5	Core, Haris, Special	 "SIERRA" DRONBOTS	1	
 ORC TROOPS	4	Duo, Haris, Core, Special	 CLIPPER DRONBOTS	1	
 GUARDA DE ASSALTO	4		 FUGAZI DRONBOTS	3	
 MOTORIZED KNIGHTS OF MONTESA	1		 BULLETEER ARMBOTS	2	
 DRAGOES, Acontecimento Dragoons	1		 PEACEMAKER ARMBOTS	2	
 TIKBALANGS, Acontecimento Armored Chasseurs	2	Duo	 PALBOTS	4	
 ALEPH Operative: NAGAS	2		 MULEBOTS	2	
 KIRPAL SINGH, Akalis Sergeant	1		 TRAUMA-DOCS	1	
 Lieutenant STEPHEN RAO, BAGH-MARI Unit	1	Special	 MACHINISTS	2	Special
 TEUCER, Agêma Warrant Officer	1		 WARCORS, WAR CORRESPONDENTS	1	
 DRAKIOS, Steel Phalanx NCO	1		 TECH-BEES, Maintenance Battalions	1	
 SCYLLA, Steel Phalanx NCO	1				

NOTES

Acontecimento REGULARS:	Special Fireteam. Up to 2 Bagh-Maris can join any Fireteam Core of Regulars. Special Fireteam. Up to 1 Orc Troop can join any Fireteam Core of Regulars.
BAGH-MARI Unit:	Special Fireteam. Up to 2 Bagh-Maris can join any Fireteam Core of Regulars.
ORC TROOPS:	Special Fireteam. Up to 1 Orc Troop can join any Fireteam Core of Regulars.
Lieutenant STEPHEN RAO, BAGH-MARI Unit:	Special Fireteam. Wildcard trooper: Rao can join any Fireteam of this Sectorial Army.
MACHINISTS	Special Fireteam. The SAA option can join any Fireteam of Bagh-Mari.

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ISC: Machinists

Support Troops



MACHINISTS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	12	10	12	1	3	1	2	1

Special Skills: Engineer

Name	BS Weapons	CC Weapons	SWC	C
MACHINIST	Combi Rifle, D-Charges	Pistol, Knife	0	15
MACHINIST (SAA) (CH: Mimetism, Multiterrain)*	Combi Rifle, D-Charges	Pistol, Knife	0	18

NOTE: The SAA option is only available in the Shock Army of Acontecimiento Sectorial Army.

ISC: Motorized Knights of Montesa

Veteran Troops



MOTORIZED KNIGHTS OF THE ORDER OF MONTESA MOUNTED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
8-4	22	13	13	13	4	3	2	4	1

Equipment: Motorcycle

Special Skills: CH: Mimetism · Martial Arts L2 · Religious Troop



MOTORIZED KNIGHTS OF THE ORDER OF MONTESA DISMOUNTED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	22	13	13	13	4	3	2	2	-

Special Skills: CH: Mimetism · Martial Arts L2 · Religious Troop

Name	BS Weapons	CC Weapons	SWC	C
KNIGHT OF MONTESA	MULTI Rifle, Chain-colt	Pistol, DA CC Weapon	0	42
KNIGHT OF MONTESA	Boarding Shotgun, Chain-colt	Pistol, DA CC Weapon	0	37
KNIGHT OF MONTESA Paramedic (MediKit)*	Boarding Shotgun, Chain-colt	Pistol, DA CC Weapon	0	39

NOTE: The Paramedic option is only available in the Varuna, Acontecimiento and Military Orders Sectorial Armies.

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ISC: Tikbalangs, Armored Chasseurs of Acontecimento

Mechanized Troops



TIKBALANGS, Armoured Chasseurs of Acontecimento

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	17	15	15	12	6	6	3	6	1

Special Skills: CH: Mimetism · Climbing Plus · G: Remote Presence · Jungle Terrain

Name	BS Weapons	CC Weapons	SWC	C
TIKBALANG	HMG, Heavy Flamethrower, Antipersonnel Mines	AP CC Weapon	2	85
TIKBALANG (Fireteam: Duo)	HMG, Heavy Flamethrower, Antipersonnel Mines	AP CC Weapon	2	86



Crabbot Ancillary Remote Unit

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
4-4	12	10	10	10	0	0	1	1	1

Special Skills: G: Remote Presence · Remote Pilot · Specialist Operative

Name	BS Weapons	CC Weapons	SWC	C
CRABBOT	Flash Pulse	Knife		