INFINITY

OUTRAGE

M I S S I O N S

INFINITY OUTRAGE

175 years into the future, Humankind has reached the stars. The largest nations wage secret wars and the shadowy actions of covert operatives decide the fate of the Human Sphere.

Knauf, a veteran sniper, lived much of his life undercover, participating in a slew of atrocities until the day one operation took his very soul. Broken and hopeless, he gave up the fight thinking his past would stop haunting him.

He was wrong.

Without his involvement, the loose ends of that operation grew ever tangled and threatened to upset the precarious balance of power that keeps the Human Sphere together. Recruited once more time, now Knauf must confront his own misdeeds and his very self in a frenzy of betrayal and destruction that no one can survive.

INFINITY OUTRAGE MISSION SET

Outrage, the first Infinity manga, is a spy story full of action with charismatic characters who remain etched in your memory that allows you to discover more about the Human Sphere and the powers running it.

In honor of these characters the Infinity Outrage box was released, including the main characters of the Dolly Dagger Team, as well as their antagonist, Jethro. However, due to the circumstances of the story, these characters cannot be part of official ITS lists. Nevertheless, these characters and the great models personifying them deserve troop profiles to play with, just not in ITS tournaments.

Here you will find a complete and closed Army List including all the members of the Dolly Dagger Team, and the text of each mission details how they work.

But this set would be nonsense without the Dolly Dagger Team's antagonists, Jethro and his allies from the Druze Society. Therefore, this pack also includes the Druze Bayram Security, a mercenary Sectorial Army to create army lists with and pit against the Dolly Dragger Team.

This mission set will not only allow you to play with the main characters of Outrage, but also reproduce some of the most intense action scenes from the manga through the four scenarios:

» **Run-in on Paradiso** represents Jethro's ambush of a PanOceanian force in the jungles of Paradiso.

» **Here comes Dolly Dagger** recreates the leading team's arrival in the Svalarheima zone of operations and their clash with the Druze forces.
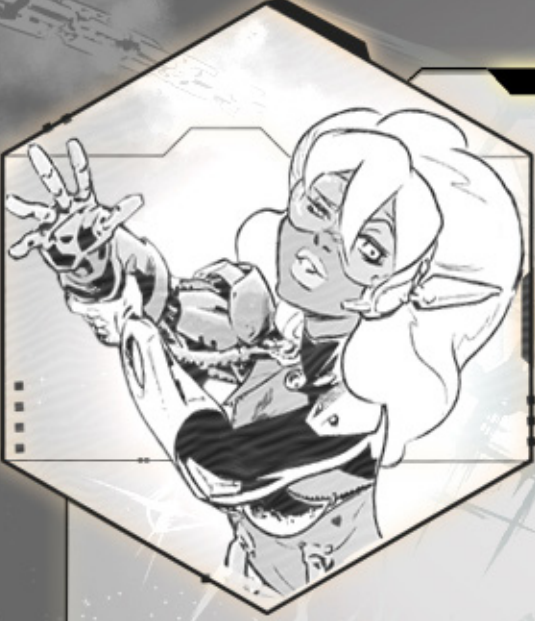
» **Dolly heavy mamma** replays the crucial moments of the confrontation between the Dolly Dagger Team and the Druzes.

» **Watch out there, baby** represents the flight from Svalarheima and the attack by the Yu Jing security forces.

Each set includes a Narrative Mode that makes it possible for these two forces to face each other, apart from PanOceanian and Yu Jing lists in the first and last set, in order to easily recreate these amazing action scenes.

Despite the fact that these two profiles cannot be used in ITS, the system used in the missions is the same, and the number of sets perfectly allows the organization of an Infinity tournament, though not an official one. So don't wait any longer, get on the Dolly Dagger and experience Outrage, now live!

BEBA

PILOTO DEL TAG STALLION JACK. AMPLIOS CONOCIMIENTOS EN ARMAMENTO PESADO E INGENIERÍA DE EXOESQUELETOS DE COMBATE. LOS INFORMES PSIQUIÁTRICOS SON DESCONCERTANTES "INESTABILIDAD EMOCIONAL, TENDENCIA A LA VIOLENCIA, DESMEDIDO FETICHISMO SEXUAL POR SU UNIDAD TAG" (CITA TEXTUAL).

PILOT OF THE TAG STALLION JACK. AMPLE KNOWLEDGE OF HEAVY WEAPONRY AND COMBAT EXOSKELETON ENGINEERING. PSYCHIATRIC REPORTS ARE CONCERNING AND INCLUDE QUOTES SUCH AS: "EMOTIONAL INSTABILITY, VIOLENT TENDENCIES, IMMODERATE SEXUAL FETISHISM TOWARD HER TAG UNIT."

VICTOR SANTOS   CORVUS BELLI   KENNY RUIZ

DOMOVOI

INFANTERÍA DOG WARRIOR, ARIADNA. EXPERTO EN TÁCTICAS DE ASALTO Y LUCHA CUERPO A CUERPO. INFORMES DE TURBULENTA VIDA PERSONAL Y ANTECEDENTES POR ALTERCADOS PÚBLICOS E INSUBORDINACIÓN.

DOG-WARRIOR INFANTRY, ARIADNA. ASSAULT TECHNIQUES AND HAND-TO-HAND COMBAT EXPERT. REPORTS SPEAK OF A TURBULENT PERSONAL LIFE AND ANTECEDENTS FOR PUBLIC ALTERCATION AND INSUBORDINATION.

VICTOR SANTOS   CORVUS BELLI   KENNY RUIZ

EMILY

LA OFICIAL MÁS JOVEN Y AMBICIOSA DEL HEXAEDRO. DOTES ESTRATÉGICAS DE MANDO, NEGOCIACIÓN Y MANIPULACIÓN. DESTREZA EN ARMAS DE CORTO ALCANCE. AUNQUE SE LE SUPONE UNA BAJA TOLERANCIA AL FRACASO, HA DEMOSTRADO EN NUMEROSAS OCASIONES SER PRAGMÁTICA Y OBSTINADA.

THE YOUNGEST AND MOST AMBITIOUS OFFICER IN THE HEXAHEDRON. SKILLED AT LEADERSHIP ROLES, NEGOTIATION, MANIPULATION. PROFICIENT WITH SHORT-RANGE FIREARMS. CONSIDERED A LIABILITY FOR HER LOW TOLERANCE FOR FAILURE, SHE HAS NEVERTHELESS PROVEN HERSELF TO BE PRAGMATIC AND OBSTINATE IN HER DUTY.

VICTOR SANTOS   CORVUS BELLI   KENNY RUIZ

JETHRO

EL OBJETIVO MÁS CODICIADO POR EL HEXAEDRO. TIRADOR DE ÉLITE CON CUERPO MEJORADO. PRESUNTO CONTRABANDISTA Y SICARIO, VINCULADO A LA SOCIEDAD DRUSA. NOMBRE REAL, ASPECTO Y UBICACIÓN ACTUAL: DESCONOCIDO. VER EXPEDIENTE "MATANZA DE PARADISO".

SHORTLISTER IN THE HEXAHEDRON'S MOST WANTED LIST. ELITE SNIPER WITH AN ENHANCED BODY. ALLEGED SMUGGLER AND HITMAN WITH TIES TO THE DRUZE SOCIETY. REAL NAME, APPEARANCE, CURRENT WHEREABOUTS: UNKNOWN. SEE FILE: 'PARADISO MASSACRE'.

VICTOR SANTOS   CORVUS BELLI   KENNY RUIZ

KNAUF

FRANCOTIRADOR LEGENDARIO, EXPERTO EN OPERACIONES ENCUBIERTAS. DESTREZA TANTO EN LARGA COMO EN CORTA DISTANCIA. LOS ÚLTIMOS INFORMES LE CONSIDERABAN "QUEMADO" PARA LAS OPERACIONES DE INFILTRACIÓN. ESTATUS ACTUAL: RETIRADO Y EN PARADERO DESCONOCIDO.

RENOWNED SNIPER AND UNDERCOVER ASSET. MAXIMALLY EFFICIENT AT ALL COMBAT RANGES. RECENT INTEL MARKS HIM AS 'BURNED OUT' FOR ALL INFILTRATION PURPOSES. CURRENT STATUS: IN RETIREMENT; WHEREABOUTS UNKNOWN.

VICTOR SANTOS

CORVUS BELLI

KENNY RUIZ

NAKADAI

ASESINO ONIWABAN. EXPERTO EN TÉCNICAS DE OCULTACIÓN Y LUCHA CON ARMAS BLANCAS. CARÁCTER RESERVADO, PERO OCASIONALMENTE ESTABLECE LAZOS DE CAMARADERÍA CON SUS COMPAÑEROS DE ARMAS.

ONIWABAN ASSASSIN. STEALTH AND SWORDSMANSHIP SPECIALIST. MARKEDLY UNSOCIABLE BUT KNOWN TO ESTABLISH STRONG BONDS WITH HIS COMRADES-IN-ARMS.

VICTOR SANTOS

CORVUS BELLI

KENNY RUIZ

UHAHU

DATOS CONFIDENCIALES VINCULADOS AL EXPEDIENTE "GRUPO IRREGULAR DE NIÑOS PERDIDOS DEL MÓDULO BAKER DE TUNGUSKA". HACKER DE PRIMERÍSIMO NIVEL. NULAS HABILIDADES DE COMBATE, SE HACE NECESARIA ESCOLTA. TENDENCIA A LA INTROVERSIÓN, ANTECEDENTES DE PSICOSIS DE GUERRA Y STRESS POST-TRAUMÁTICO.

CONFIDENTIAL DATA ASSEMBLED FROM THE "IRREGULAR GROUP OF LOST CHILDREN FROM BAKER MODULE, TUNGUSKA" DOSSIER. FIRST-CLASS HACKING PRODIGY. NEGLIGIBLE COMBAT SKILLS; ESCORT REQUIRED. TENDENCY TOWARD INTROVERSION; KNOWN HISTORY OF WAR PSYCHOSIS AND PTSD.

VICTOR SANTOS

CORVUS BELLI

KENNY RUIZ
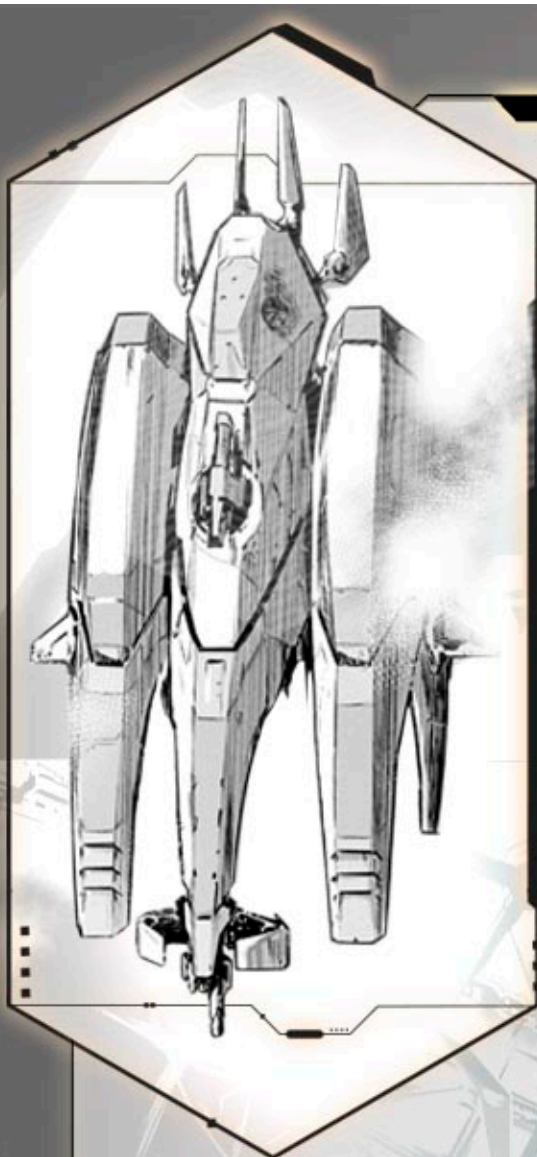
DOLLY DAGGER

EL CONCEPTO ORIGINAL EN EL QUE SE BASABA EL PRIMER PROTOTIPO DEL I-TECHNICHS AEROSPACE OWL ERA LA COMBINACIÓN DE IMPULSORES DE ALTA VELOCIDAD CON UNA CAPACIDAD DE CARGA SUFICIENTE PARA TRANSPORTAR UNA UNIDAD DE ASALTO ACORAZADA. NO OBSTANTE, A CAUSA DE LOS RECORTES PRESUPUESTARIOS, EL MODELO DE PRODUCCIÓN FUE EQUIPADO CON UN SISTEMA DE MANIOBRA INFERIOR QUE CONVERTÍA A ESTA PODEROSA MÁQUINA EN UNA BESTIA DESBOCADA DE DIFÍCIL CONTROL. CEDIDAS POR EL HEXAEDRO COMO EXCEDENTES MILITARES A TODO GRUPO INSURGENTE O GUERRILLA AL QUE APOYARA, PRONTO SE GANARÍAN EL SOBRENOMBRE DE "LA INDÓMITA". EMILY SE HARÍA CON UN VIEJO MODELO DEL ITAS OWL YA AL BORDE DEL DESGUACE PARA UNA OPERACIÓN ENCUBIERTA, SUSTITUYENDO EL SISTEMA DE MANIOBRA POR UNA VERSIÓN DE FÁBRICA DEL MODERNIZADO TIWARI-JONES 4.5, Y LO BAUTIZARÍA CON EL TÍTULO DE SU CANCIÓN FAVORITA. LAS SUCESIVAS MODIFICACIONES A LAS QUE EMILY HA IDO SOMETIENDO A LA DOLLY DAGGER LA CONVIERTEN EN UNA PESADILLA PARA SU MANTENIMIENTO, PERO TAMBIÉN EN EL RECURSO MÁS VALIOSO DE ESTA AGENTE.

THE ORIGINAL CONCEPT BEHIND THE FIRST I-TECHNICHS AEROSPACE OWL PROTOTYPE WAS THE COMBINATION OF HIGH-SPEED IMPULSION TECHNOLOGY AND A HOLD SPACIOUS ENOUGH TO TRANSPORT AN ENTIRE ARMORED ASSAULT UNIT. UNFORTUNATELY, THE PROJECT WAS HIT BY A WAVE OF BUDGET CUTS AND SOME CORNERS HAD TO BE CUT ALONG THE WAY; MAINLY, THE FINAL PRODUCTION MODEL CAME EQUIPPED WITH A SUBSTANDARD STEERING TRAIN THAT MADE PILOTING THE OWL FEEL 'LIKE BREAKING A WILD HORSE.' INITIALLY MOTHBALLED, THESE FICKLE BEASTS STARTED SEEING USE WHEN THE HEXAHEDRON MOVED TO GET RID OF THEIR SURPLUS BY DISTRIBUTING THEM TO PANO-ALIGNED INSURGENT GROUPS AND GUERRILLA FORCES, WHERE THE MODEL EARNED ITS TONGUE-IN-CHEEK NICKNAME, 'INDOMITABLE.' EMILY APPROPRIATED AN OLD, SCRAPYARD-GRADE ITAS OWL FOR A COVERT OPERATION AND PROMPTLY REPLACED ITS ENTIRE STEERING TRAIN WITH A BRAND-NEW TIWARI-JONES 4.5. SHE CHRISTENED THE PRODUCT AFTER HER FAVORITE SONG. SINCE THEN, THE DOLLY DAGGER HAS UNDERGONE SO MANY EXTEMPORANEOUS OVERHAULS THAT ITS MAINTENANCE IS NOTHING SHORT OF NIGHTMARISH, BUT RIGHT NOW THIS VESSEL IS EMILY'S MOST VALUABLE ASSET.

VICTOR SANTOS

CORVUS BELLI

KENNY RUIZ

Dolly Dagger Team

ISC: Emily Handelman, Intel Agent

EMILY HANDELMAN, Intel Agent

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	13	10	14	1	3	1	2	1

Equipment: X Visor
Special Skills: CH: Mimetism · Forward Observer · Paramedic · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
EMILY Lieutenant	Combi Rifle + Light Grenade Launcher (Normal and E/M), Nanopulser	Assault Pistol, Knife	-	A
EMILY Lieutenant	Shock Marksman Rifle, Nanopulser	Assault Pistol, Knife	-	A

ISC: Stallion Jack, Anaconda Mercenary TAG

STALLION JACK, Anaconda Mercenary TAG

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	18	13	16	13	6	6	2	7	1

Equipment: ED: Escape System · ECM
Special Skills: Manned · Religious Troop · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
STALLION JACK	AP Spitfire + Heavy Flamethrower, Panzerfaust	DA CC Weapon	-	C

BEBA, Stallion Jack Operator

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	17	12	10	13	1	3	1	2	1

Special Skills: Religious Troop · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
BEBA	Spitfire, Chain-Colt	Pistol, Knife	-	-

ISC: Domovoi, Mercenary Dog-Warrior
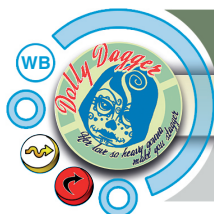
DOGFACE FORM

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	21	10	14	12	1	0	1	2	1

Special Skills: Berserk · Kinematika L1 · Natural Born Warrior · Super-Jump · Total Immunity · Transmutation

DOG-WARRIOR FORM

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	23	10	16	12	3	0	2	6	-

Special Skills: Berserk · Kinematika L2 · Natural Born Warrior · Super-Jump · Total Immunity

Name	BS Weapons	CC Weapons	SWC	C
DOMOVOI	2 Chain Rifles, Grenades, Smoke Grenades	AP CC Weapon	-	A

ISC: Nakadai, Mercenary Oniwaban

NAKADAI, Mercenary Oniwaban

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	24	12	12	14	1	3	1	2	1

Special Skills: CH: TO Camouflage · Hyper-Dynamics L1 · Kinematika L2 · Martial Arts L4 · Multiterrain · Superior Infiltration · V: Dogged

Name	BS Weapons	CC Weapons	SWC	C
NAKADAI	Boarding Shotgun, Nanopulser	Pistol, Monofilament CC Weapon, Knife	-	B

ISC: Knauf, Outlaw Sniper

Mercenary Troops

KNAUF, Outlaw Sniper

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	19	13	11	13	1	0	1	2	1

Equipment: Multispectral Visor L1

Special Skills: CH: Mimetism · Marksmanship L1 · Multiterrain · Stealth

Name	BS Weapons	CC Weapons	SWC	C
KNAUF	MULTI Sniper	Heavy Pistol, Knife	1.5	A

ISC: Uhahu, Hacker for Hire

UHAHU, Hacker for Hire

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	12	11	10	14	1	3	1	2	1

Special Skills: V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
UHAHU Hacker (Hacking Device Plus. UPGRADE: Icebreaker)	Pitcher, D-Charges	Assault Pistol, Knife	-	A

COST TABLE
A = 31 POINTS
B = 50 POINTS
C = 75 POINTS

OUTRAGE

Druze Bayram Security

ISC: Jethro, Druze Sniper

JETHRO, Druze Sniper

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	19	13	11	13	1	3	1	2	1

Equipment: Multispectral Visor L2

Special Skills: CH: Mimetism · Marksmanship L1 · Multiterrain · Stealth · V: No Wound Incapacitation

Name	BS Weapons	CC Weapons	SWC	C
JETHRO	MULTI Sniper	Heavy Pistol, Knife	1.5	38
JETHRO Lieutenant	MULTI Sniper	Heavy Pistol, Knife	1.5	38

ISC: Druze Shock Teams

Mercenary Troops

DRUZE SHOCK TEAMS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-2	15	12	11	13	3	3	1	2	Total

Special Skills: Fatality L1 · Fireteam: Duo · Veteran L1

Name	BS Weapons	CC Weapons	SWC	C
DRUZE (X Visor)	Combi Rifle, Chain-colt	Viral Pistol, Knife	0	23
DRUZE	HMG, Chain-colt	Viral Pistol, Knife	1.5	29
DRUZE (Fireteam: Haris, X Visor)	Combi Rifle, Chain-colt, D.E.P.	Pistol, CC Weapon	1	25
DRUZE (X Visor)	Combi Rifle, Chain-colt, Panzerfaust	Viral Pistol, Knife	0	25
DRUZE (X Visor)	Combi Rifle, Light Grenade Launcher (E/M and Nimbus)	Viral Pistol, Knife	0.5	27
DRUZE (X Visor)	Shock Marksman Rifle, Chain-colt	Viral Pistol, Knife	0	27
DRUZE (X Visor)	Spitfire	Pistol, CC Weapon	1.5	27
DRUZE Hacker (Killer Hacking Device)	Combi Rifle, Pitcher, D-Charges	Viral Pistol, Knife	0	25
DRUZE Hacker (Assault Hacking Device)	Combi Rifle, Pitcher, D-Charges	Viral Pistol, Knife	0.5	28
DRUZE Paramedic (X Visor, MediKit)	Combi Rifle, Chain-colt	Viral Pistol, CC Weapon	0	25
DRUZE Lieutenant (X Visor)	Combi Rifle, Chain-colt	Viral Pistol, CC Weapon	0	23

ISC: Authorized Bounty Hunters

Mercenary Troops

AUTHORIZED BOUNTY HUNTERS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	14	12	10	13	1	3	1	2	2

Special Skills: Booty L2 · Fireteam: Duo · Stealth

Name	BS Weapons	CC Weapons	SWC	C
BOUNTY HUNTER	Combi Rifle	Pistol, Knife	0	16
BOUNTY HUNTER	Boarding Shotgun	Pistol, Knife	0	15
BOUNTY HUNTER	Sniper Rifle	2 Breaker Pistols, Knife	0.5	21
BOUNTY HUNTER	Spitfire	Pistol, Knife	1	22

ISC: Bashi Bazouks — Mercenary Troops

BASHI BAZOUKS

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	11	10	12	2	0	1	2	2

Equipment: Holoprojector L2
Special Skills: AD: Parachutist / Zero-G

Name	BS Weapons	CC Weapons	SWC	C
BASHI BAZOUK	Rifle + Light Shotgun	Pistol, CC Weapon	0	16
BASHI BAZOUK	Boarding Shotgun	Pistol, CC Weapon	0	15
BASHI BAZOUK	AP Rifle	2 Breaker Pistols, CC Weapon	0	17
BASHI BAZOUK	Combi Rifle, E/Mauler	Pistol, CC Weapon	0	17
BASHI BAZOUK	Submachine Gun, Chain-colt	Pistol, CC Weapon	0	12
BASHI BAZOUK (Specialist Operative)	Rifle + Light Shotgun	Pistol, CC Weapon	0	16

ISC: Pathfinder Dronbot — Support Troops
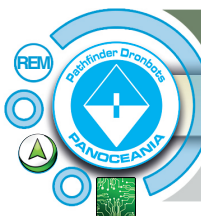
PATHFINDER DRONBOTS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	3	3

Equipment: Deactivator · Repeater
Special Skills: Forward Observer · G: Remote Presence · Sat-lock · Sensor

Name	BS Weapons	CC Weapons	SWC	C
PATHFINDER DRONBOT	Combi Rifle, Sniffer	Electric Pulse	0	16

ISC: Sierra Dronbot — Support Troops

'SIERRA' DRONBOTS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	11	10	13	0	3	1	3	1

Equipment: 360º Visor
Special Skills: G: Remote Presence · Total Reaction

Name	BS Weapons	CC Weapons	SWC	C
SIERRA DRONBOT	HMG	Electric Pulse	1	25

ISC: Clipper Dronbot — Support Troops

'CLIPPER' DRONBOTS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	12	10	13	0	3	1	3	1

Special Skills: G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
CLIPPER DRONBOT	Smart Missile Launcher	Electric Pulse	1.5	18

ISC: Fugazi Dronbot
Support Troops

FUGAZI DRONBOTS

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-6	8	8	11	13	0	3	1	3	2

Equipment: Repeater
Special Skills: CH: Mimetism · G: Remote Presence

Name	BS Weapons	CC Weapons	SWC	C
FUGAZI DRONBOT	Flash Pulse, Sniffer	Electric Pulse	0	8

ISC: Nasmat Remotes
Support Troops

NASMAT Remotes

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	8	8	10	13	0	3	1	1	2

Special Skills: CH: Mimetism · G: Servant

Name	BS Weapons	CC Weapons	SWC	C
NASMAT		Electric Pulse	0	3

ISC: Scarface & Cordelia, Mercenary Armored Team
Mercenary Troops

SCARFACE TURNER, MERCENARY T.A.G.

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	AVA
6-4	19	13	15	13	5	6	3	7	1

Equipment: ECM
Special Skills: Assault · Manned · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
SCARFACE	2 Mk12, Panzerfaust	AP CCW	1.5	51

SCARFACE TURNER, MERCENARY T.A.G. PILOT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	11	13	0	0	1	2	-

Special Skills: Pilot · Specialist Operative · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
SCARFACE	Light Shotgun	Pistol, CCW		

CORDELIA TURNER, MERCENARY ENGINEER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	13	11	10	13	1	3	1	2	1

Special Skills: CH: Mimetism · Engineer · V: Courage

Name	BS Weapons	CC Weapons	SWC	C
CORDELIA TURNER	Combi Rifle, Chain-colt, D-Charges	Pistol, Knife	0	17
SCARFACE & CORDELIA TURNER			1.5	68

	TROOP	AVA	FIRETEAM
	DRUZE SHOCK TEAMS	TOTAL	DUO, HARIS, CORE
	AUTHORIZED BOUNTY HUNTERS	2	DUO
	BASHI BAZOUKS	2	
	PATHFINDER DRONBOT	3	
	SIERRA DRONBOT	1	
	CLIPPER DRONBOT	1	
	FUGAZI DRONBOT	2	
	NASMAT REMOTES	2	
	JETHRO, DRUZE SNIPER	1	
	SCARFACE & CORDELIA, MERCENARY ARMORED TEAM	1	

FATALITY

The owners of this Special Skill have a killer instinct and a special dexterity to increase the damage caused to their target. This is a levelled Special Skill.

FATALITY LEVEL 1 (AUTOMATIC SKILL)

LABELS

Optional.

REQUIREMENTS

This Special Skill can only be used if the user has declared a BS Attack using the BS Attribute.

EFFECTS

» This Special Skill applies a MOD of +1 to the Damage value of the BS Weapon of its user.

REMEMBER:
This Special Skill is not applied when using Technical Weapons or Throwing Weapons.

SCENE 01. RUN-IN ON PARADISO

"Elite marksman type. Top-of-the-line equipment and augments. A Bagh-Mari unit had a run-in with him on Paradiso."

Emily Handelman. Infinity Outrage.

Table Configuration: A.

Special Rules: Sectors (ZO), Dominate ZO, INTELCOM Card (Support and Control), Killing, Designated Target, 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 **farthest** *Sector* from your *Deployment Zone* (*4 Objective Points*).

» To *Kill* the *Designated Target* (*1 Objective Points*).

CLASSIFIED

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

FORCES

SIDE A: 300 points.

SIDE B: 300 points.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

GAME TABLE SIZE

48 x 48 inches.

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.*

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.

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.*

DESIGNATED TARGET

» In this scenario, the *Designated Target for Side A* is any given Bagh-Mari from the Bagh-Mari Fireteam chosen by player A after the *Deployment Phase*.

» In this scenario, Jethro, Druze Sniper, is the *Designated Target for Side B.*

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.

NARRATIVE MODE

This scenario must be played in a Narrative Mode to reflect the events that happened in the Infinity: Outrage manga.

» In this scenario, Side A can only use those troops appearing in the **Druze Bayram Security** Army List.

The presence of Jethro, Druze Sniper is compulsory in the Army List of Side A.

In this mission the use of Fireteam: Core, Duo and Haris is allowed for the Druze Shock Teams.

» In this scenario, Side B will always be a Sectorial Army of the Acontecimento Shock Army.

However, the presence of a Bagh-Mari Fireteam is compulsory in the Army List of Side B.

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

DEPLOYMENT ZONE B

8"

12"
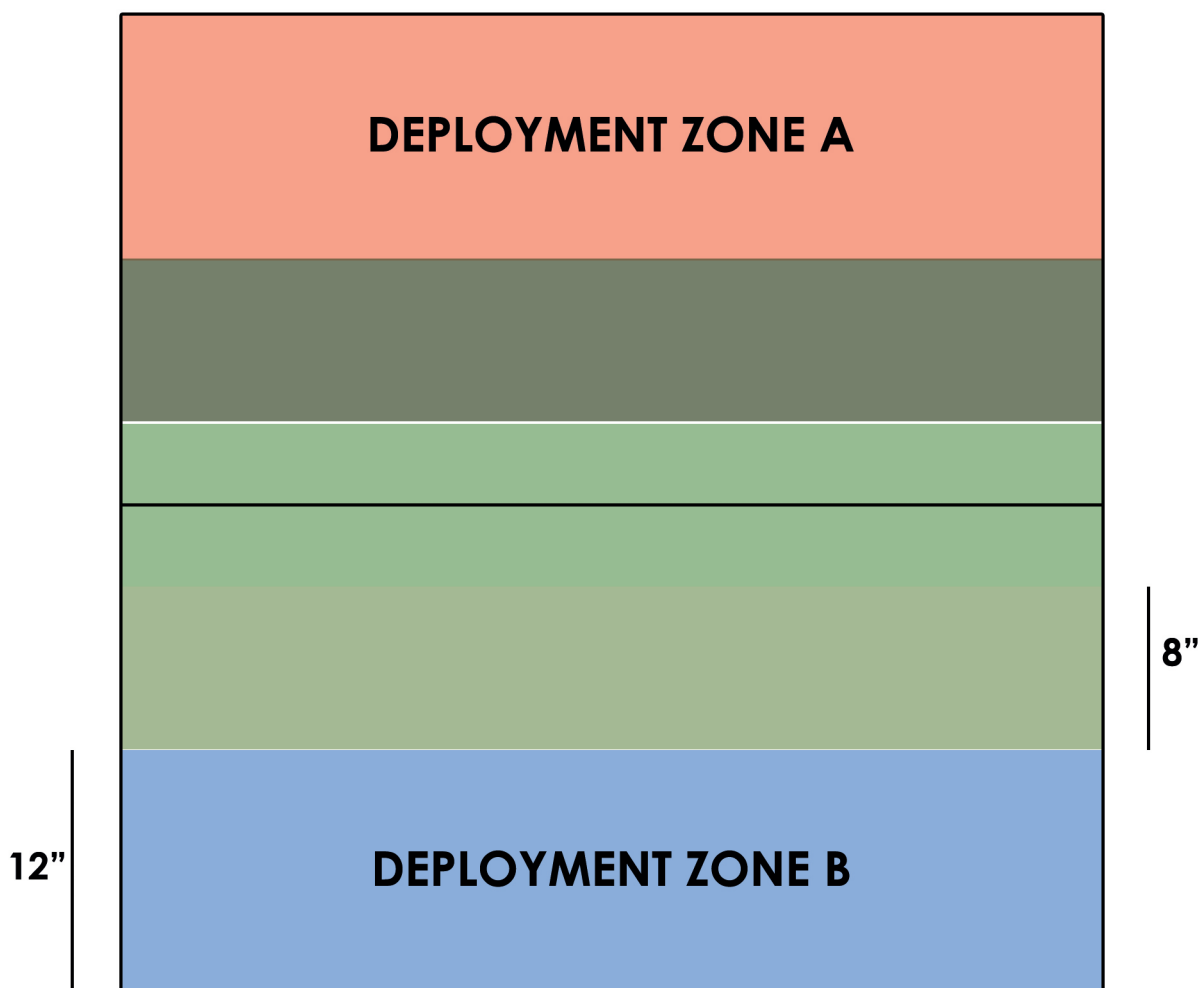
SCENE 02. HERE COMES, DOLLY DAGGER

"Show's on. This should be no sweat for a team of competent professionals. I always assumed that's what you were, and now you get to prove me right."

Emily Handelman. Infinity Outrage.

Table Configuration: A.

Special Rules: Limited Insertion, Quadrants (ZO), Dominate ZO, Sniper, No HVT, INTELCOM Card (Support and Control), Narrative Mode.

MISSION OBJECTIVES

MAIN OBJECTIVES

» *Dominate* **the same number of** *Quadrants* as the adversary at the end of each *Game Round* (1 *Objective Point*, but only if at least 1 *Quadrant* is *Dominated* by the player).

» *Dominate* **more** *Quadrants* than the adversary at the end of each *Game Round* (2 *Objective Points*).

» *Kill* the enemy *Sniper* (2 *Objective Points*).

» *Kill* the enemy *Sniper* with your own *Sniper* (1 extra *Objective Point*).

CLASSIFIED

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

FORCES

SIDE A: Dolly Dagger's Team.

SIDE B: 250 points.

DEPLOYMENT

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

SCENARIO SPECIAL RULES

GAME TABLE SIZE

48 x 48 inches.

LIMITED INSERTION

» Players are not allowed to use Army Lists with more than **one** *Combat Group*.

» The *Strategic Use* of Command Tokens is not allowed.

QUADRANTS (ZO)

At the end of each *Game Round*, 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.

SNIPER

In this scenario Knauf, Outlaw Sniper, and Jethro, Druze Sniper, are considered the *Sniper* objectives for each Army List.

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 HVT

In this scenario, neither the HVT Model nor the Secure HVT rules are applied. Players cannot deploy their HVT model on the game table, and must remove the HVT Classified Objectives cards from their Classified Deck.

INTELCOM CARD (SUPPORT AND CONTROL)

Before the beginning of the game, but after choosing the *Classified Objective*, the player must inform 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 *Army Points* he has in the *Zone of Operations (ZO)* of his choosing, but only if he has at least one trooper in a non-*Null* state inside that *ZO*.

NARRATIVE MODES

This scenario can be played in two different Narrative Modes to reflect the events that happened in the Infinity: Outrage manga.

» In this scenario, Side A can only use those troops appearing in the **Dolly Dagger's Team** Army List.

In this mission, each *Regular* troop of the **Dolly Dagger's Team** Army List provides **2 Regular Orders to the** *Orders Pool* of Side A.

The presence of Knauf, Outlaw Sniper is compulsory in the Army List of Side A.

NARRATIVE MODE 1

» In this scenario, Side B can only use those troops appearing in the **Druze Bayram Security** Army List.

The presence of Jethro, Druze Sniper is compulsory in the Army List of Side B.

In this mission the use of Fireteam: Core, Duo and Haris is allowed for the Druze Shock Teams.
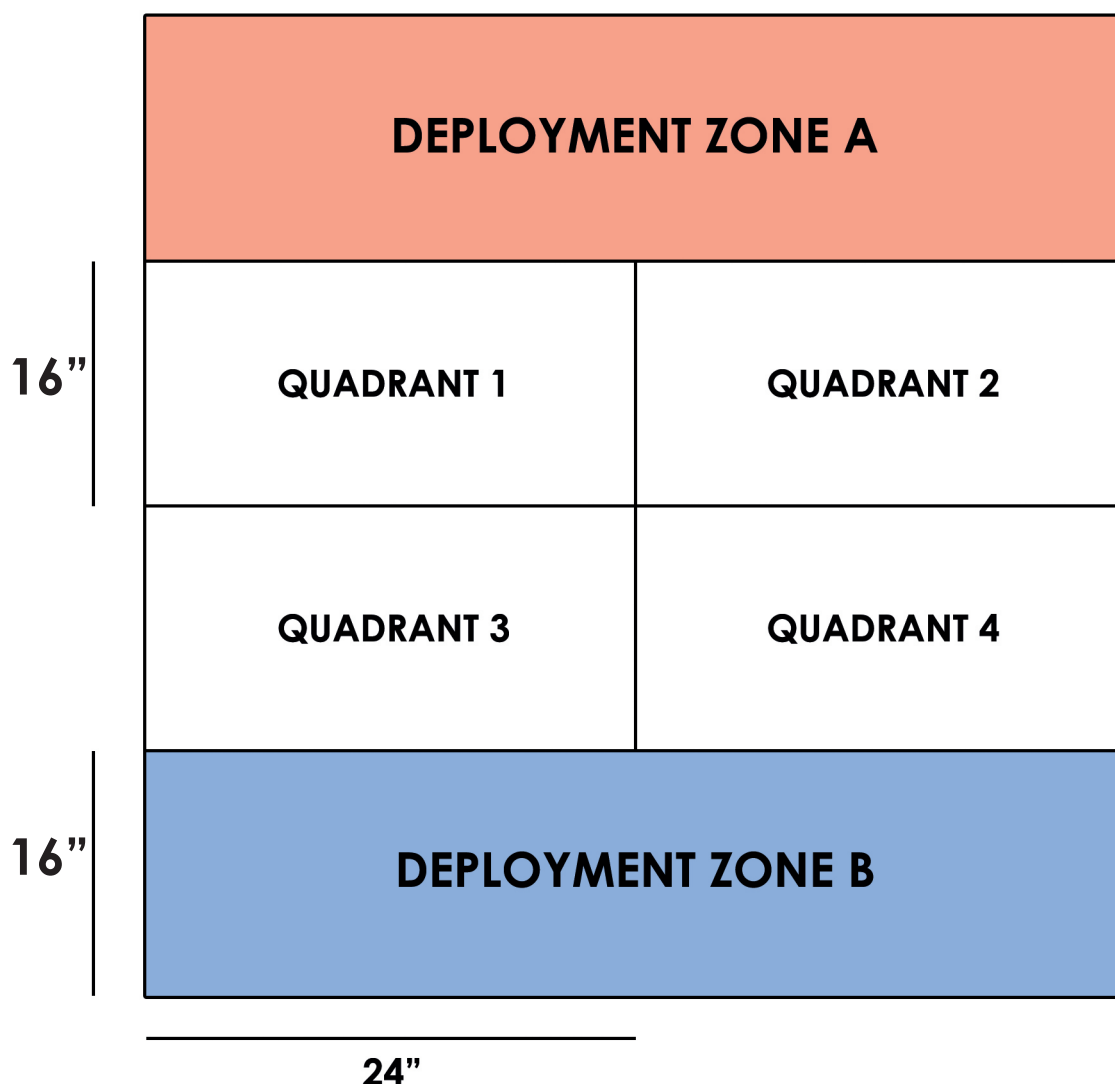
NARRATIVE MODE 2

» In this scenario, in Narrative Mode 2, Side B can be any Generic or Sectorial Army.

However, the presence of Jethro, Druze Sniper is compulsory in the Army List of Side B.

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

16"

| QUADRANT 1 | QUADRANT 2 |
| QUADRANT 3 | QUADRANT 4 |

16" **DEPLOYMENT ZONE B**

24"

SCENE 03. DOLLY HEAVY MAMMA

"Beba, you're fire support. Cut a path for the boys. Uhahu, your job is to protect Stallion Jack from outside interference. Domovoi, Nakadai, you go next. Strike force. Knauf, keep to the roofs. I need you focused exclusively on rooting out their sniper, Jethro."

Emily Handelman. Infinity Outrage.

Table Configuration: B.

Special Rules: Limited Insertion, Sniper, Killing, Reinforced Tactical Link, No Quarter, No HVT, Specialist Troops, Narrative Modes.

MISSION OBJECTIVES

MAIN OBJECTIVES

» To kill **the same amount of** *Army Points* as the adversary (2 Objective Points).

» To *Kill* **more** *Army Points* than the adversary (3 Objective Points).

» To *Kill* the enemy *Sniper* (3 *Objective Points*).

» To *Kill* the enemy *Sniper* with your own *Sniper* (2 extra *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

GAME TABLE SIZE

48 x 48 inches.

LIMITED INSERTION

» Players are not allowed to use Army Lists with more than **one** *Combat Group*.

» The **Strategic Use** of Command Tokens is not allowed.

SNIPER

In this scenario Knauf, Outlaw Sniper, and Jethro, Druze Sniper, are considered the *Sniper* objectives for each Army List.

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.

REINFORCED TACTICAL LINK

In this scenario the rule *Loss of Lieutenant* does not apply.

In this mission, the identity of the *Lieutenant* is always **Public Information**. The player must indicate which Marker is the Lieutenant if it is in a Marker state (Camouflaged, TO Camouflaged…) or which Markers are the Lieutenant in the case of a Holoprojector.

The *Lieutenant* must be placed on the game table at the beginning of the first *Game Round*, either as a model or as a Marker. Players may not deploy their *Lieutenants* in the *Hidden Deployment* state.

If the player lacks a *Lieutenant* during the *Tactical Phase* of their *Active Turn* because this trooper was not deployed or because it is in an *Isolated* or a *Null* state (*Unconscious, Dead, Sepsitorized…*), then the player must name a new *Lieutenant*, without Order expenditure. The identity of this new *Lieutenant* is also *Public Information*. It is compulsory such *Lieutenant* be a model or a Marker placed on the game table.

NO QUARTER

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

NO HVT

In this scenario, neither the HVT Model nor the Secure HVT rules are applied. Players cannot deploy their HVT model on the game table, and must remove the HVT Classified Objectives cards from their Classified Deck.

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.

NARRATIVE MODES

This scenario can be played in two different Narrative Modes to reflect the events that happened in the Infinity: Outrage manga.

» In this scenario, Side A can only use those troops appearing in the **Dolly Dagger's Team** Army List.

In this mission, each *Regular* troop of the **Dolly Dagger's Team** Army List provides **2 Regular Orders to the** *Orders Pool* of Side A.

The presence of Knauf, Outlaw Sniper is compulsory in the Army List of Side A.

NARRATIVE MODE 1

» In this scenario, Side B can only use those troops appearing in the **Druze Bayram Security** Army List.

The presence of Jethro, Druze Sniper is compulsory in the Army List of Side B.

In this mission the use of Fireteam: Core, Duo and Haris is allowed for the Druze Shock Teams.
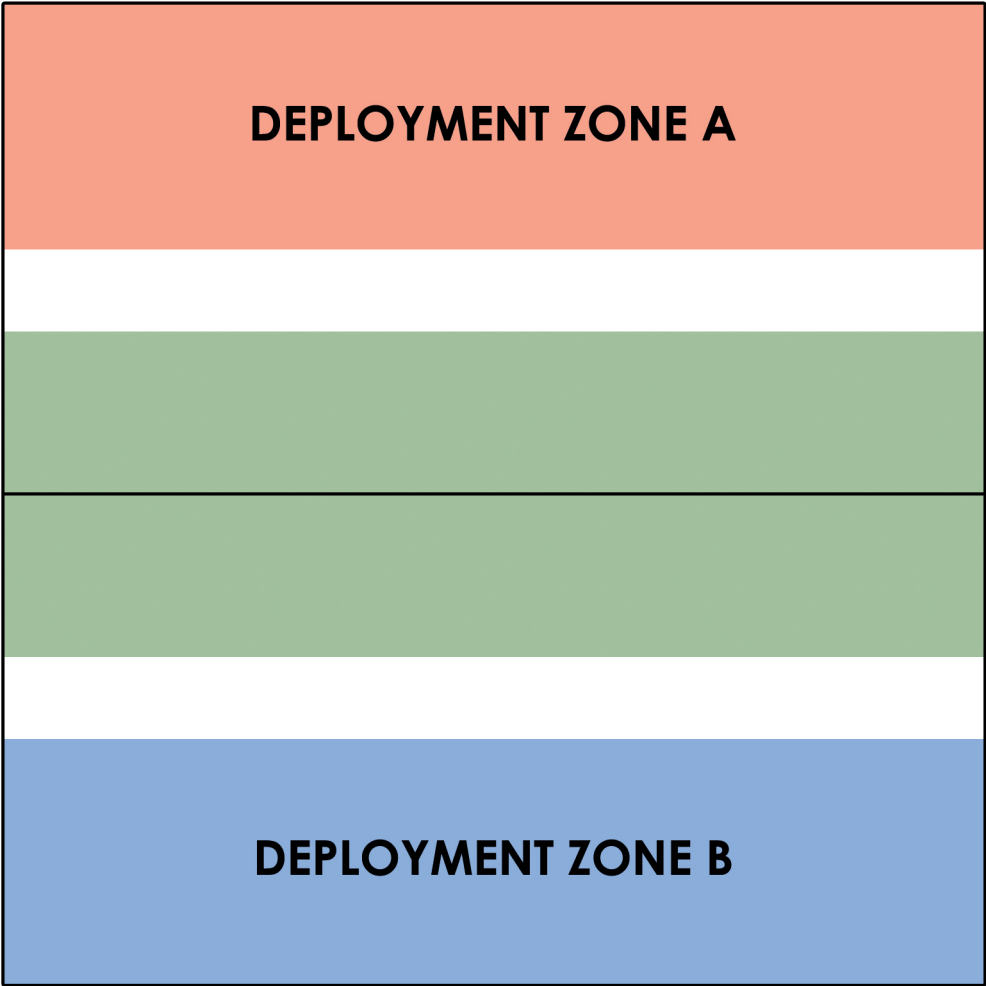
NARRATIVE MODE 2

» In this scenario, in Narrative Mode 2, Side B can be any Generic or Sectorial Army.

However, the presence of Jethro, Druze Sniper is compulsory in the Army List of Side B.

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

16"

DEPLOYMENT ZONE B

SCENE 04. WATCH OUT THERE, BABY

"This is the Yu Jing StateEmpire security force. You are engaged in unlawful activity inside a restricted area. Lay down your weapons immediately or you will be exterminated."

Commanding Officer of the Yu Jing Intervention Force. Infinity Outrage.

Table Configuration: A.

Special Rules: Forward Zone, Killing Zone, Exit Zone, Killing, No Quarter, Hacker, No HVT, Narrative Mode.

MISSION OBJECTIVES

ATTACKER OBJECTIVES

» Prevent more than **two** enemy troopers from exiting the game table through the *Exit Zone* (3 Objective Points).

» Prevent **any** enemy troopers from exiting the game table through the *Exit Zone* (4 Objective Points, not cumulative with the previous Objective).

» Prevent the enemy *Lieutenant* and the enemy *Hacker* from exiting the game table through the *Exit Zone* (2 extra Objective Points).

» *Kill* the **half or more** Army Points of the adversary's Army List (3 *Objective Points*).

» *Kill* **all** the Army Points of the adversary's Army List (4 Objective Points, not cumulative with the previous Objective).

DEFENDER OBJECTIVES

» Have two of the troopers belonging to his Army List exit the game table through the *Exit Zone* (3 Objective Points).

» Have at least three of the troopers belonging to his Army List exit the game table through the *Exit Zone* (4 Objective Points, not cumulative with the previous Objective).

» Have the *Lieutenant* and the *Hacker* of his Army List exit the game table through the *Exit Zone* (3 extra Objective Points).

» *Kill* **80 or less** Army Points of the adversary's Army List (1 *Objective Point* only if the player has *Killed* at least one enemy trooper).

» *Kill* **160 or less** Army Points of the adversary's Army List (2 *Objective Point* not cumulative with the previous Objective).

» *Kill* **more than 160** Army Points of the adversary's Army List (3 *Objective Point* not cumulative with the previous Objective).

CLASSIFIED

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

FORCES

ATTACKER: 200 points.

DEFENDER: 250 points.

DEPLOYMENT

DEFENDER. The Defender will deploy on one side of the game table, in a standard *Deployment Zone* 12 inches deep.

The Defender cannot use Special Skills (*Airborne Deployment (AD)*, *Forward Deployment*, *Infiltration*…) to deploy beyond the limits of the Forward Zone.

The Defender cannot use any Special Skill to deploy inside the enemy's *Deployment Zone*.

ATTACKER. The Attacker possesses two Deployment Zones (18 x 10 inches, see the map) placed on both sides of the center area of the game table. The Attacker can place his troops freely in both zones.

Those Attacker's troops possessing the *Forward Deployment*, *Mechanized Deployment* and *Infiltration* Special Skills can only consider the *Killing Zone* as their own half of the game table.

SCENARIO SPECIAL RULES

GAME TABLE SIZE

48 x 48 inches.

FORWARD ZONE

This is the 6 x 48 inch area placed besides the Defender's *Deployment Zone*.

KILLING ZONE

The *Killing Zone* is the 18 x 28 inch area placed between the two Attacker's *Deployment Zone*.

EXIT ZONE

One of the edges of the game table is defined as the *Exit Zone.* Players will consider a trooper to have exited the game table at the end of the Order or ARO in which his base is in contact with the edge of the game table designed as the *Exit Zone*.

Troops that exit the game table do not provide their Order to the *Order Pool* in the *Tactical Phase* of the subsequent *Active Turns* of their player.

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.

HACKER

The presence of a *Hacker* is compulsory in the Army List of the Defender.

NO HVT

In this scenario, neither the HVT Model nor the Secure HVT rules are applied. Players cannot deploy their HVT model on the game table, and must remove the HVT Classified Objectives cards from their Classified Deck.

NARRATIVE MODES

This scenario can be played in two different Narrative Modes to reflect the events that happened in the Infinity: Outrage manga.

» In this scenario, the Attacker can be a Generic Army of Yu Jing or the Imperial Service Sectorial Army.

The Attacker can add a Gūijiă to his Army List without Point Cost or SWC. This Gūijiă will have also the *AD: Combat Jump* Special Skill.

NARRATIVE MODE 1

» In this scenario, the Defender can only use the troops appearing in the **Dolly Dagger's Team** Army List.

In this mission, each *Regular* troop of the **Dolly Dagger's Team** Army List provides **2 Regular Orders to the *Orders Pool*** of the Defender.

NARRATIVE MODE 2

» In this scenario, the Defender can only use those troops appearing in the **Druze Bayram Security** Army List.

The presence of Jethro, Druze Sniper is compulsory in the Army List of the Defender.

In this mission the use of Fireteam: Core, Duo and Haris is allowed for the Druze Shock Teams.

END OF THE MISSION

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

12"	DEFENDERS DEPLOYMENT ZONE
	FORWARD ZONE
12"	ATTACKER DEPLOYMENT ZONE — KILLING ZONE — ATTACKER DEPLOYMENT ZONE (6")
	EXIT ZONE

INFINITY PRODUCTS

Visit our online store: store.corvusbelli.com

INFINITY OUTRAGE MANGA
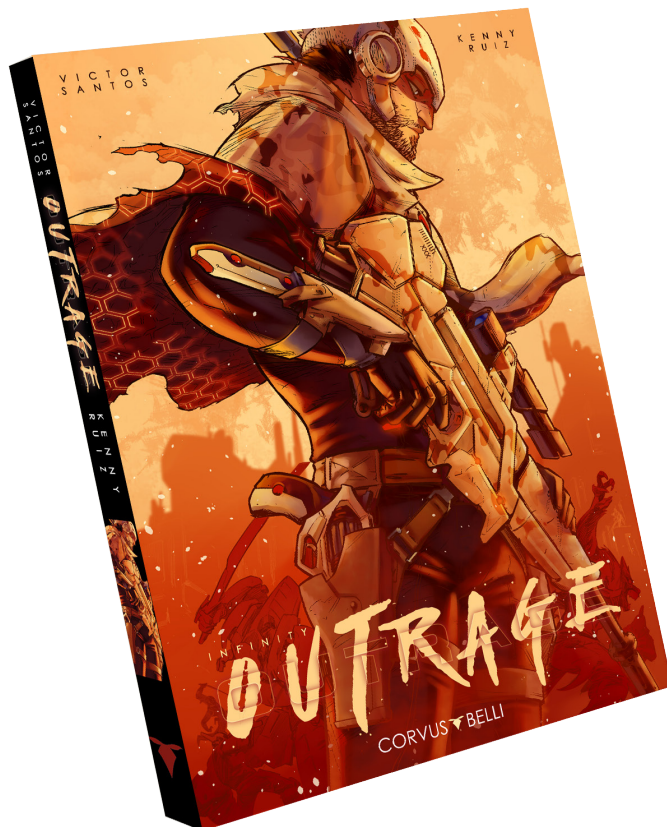
OUTRAGE CHARACTER PACK REF: 280726-0673

DOG-WARRRIORS REF: 280169-0497

DOG-WARRIORS

ARMY: ARIADNA | WEAPON: CHAIN RIFLE

ANACONDA, MERCENARY TAG SQUADRON REF: 280711-0425

ANACONDA Mercenary TAG Squad

ARMY: MERCENARIES

DRUZE SHOCK TEAMS REF: 280709-0346

DRUZE SHOCK TEAM

ARMY: MERCENARIES

DRUZE SHOCK TEAM	DRUZE SHOCK TEAM	DRUZE SHOCK TEAM	DRUZE SHOCK TEAM
COMBI RIFLE	D.E.P.	HACKER	COMBI RIFLE + LIGHT GL

INFINITYTHEGAME.COM   COPYRIGHT 2014, INFINITY IS A TRADEMARK OF CORVUS BELLI S.L.L.

CORVUS BELLI
INFINITY

DRUZE SHOCK TEAMS (SPITFIRE) REF: 280714-0469

DRUZE SHOCK TEAMS

ARMY: MERCENARIES | WEAPON: SPITFIRE

AUTHORIZED BOUNTY HUNTER (COMBI RIFLE) REF: 280713-0461

AUTHORIZED BOUNTY HUNTER

ARMY: Mercenarios | WEAPON: Combi Rifle

AUTHORIZED BOUNTY HUNTER (BOARDING SHOTGUN, BOOTY L2: BIKE) REF: 280717-0525

AUTHORIZED BOUNTY HUNTERS

ARMY: MERCENARIES

BOARDING SHOTGUN
BOOTY L2: BIKE

EXTRA VIEW

BASHI BAZOUK (SMG) REF: 280484-0615

BASHI BAZOUKS

ARMY: HAQQISLAM | WEAPON: SMG

REF: 280484-0615

INFINITYTHEGAME.COM COPYRIGHT 2016. INFINITY IS A TRADEMARK OF CORVUS BELLI S.L.L.

CORVUS BELLI
INFINITY

BASHI BAZOUK (BOARDING SHOTGUN) REF: 280482-0591

BASHI BAZOUKS

ARMY: HAQQISLAM | WEAPON: BOARDING SHOTGUN

REF: 280482-0591

INFINITYTHEGAME.COM COPYRIGHT 2016. INFINITY IS A TRADEMARK OF CORVUS BELLI S.L.L.

CORVUS BELLI
INFINITY

SCARFACE & CORDELIA, MERCENARY TAG TEAM
REF: 280710-0365

SCARFACE & CORDELIA
MERCENARY ARMORED TEAM

ARMY: MERCENARIES

INFINITYTHEGAME.COM   COPYRIGHT 2014. INFINITY IS A TRADEMARK OF CORVUS BELLI S.L.L.

CORVUS BELLI
INFINITY

GUIJIA SQUADRONS REF: 280378-0545

GŪIJIÃ SQUADRONS

ARMY: YU JING | WEAPON: HMG MULTI + HEAVY FLAMETHROWER

REF: 280378-0545

INFINITYTHEGAME.COM   COPYRIGHT 2015. INFINITY IS A TRADEMARK OF CORVUS BELLI S.L.L.

CORVUS BELLI
INFINITY