

# **INFRANITES**

*Force list authored by Sam Hart  
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**Tech Level: 3**

**Strategy Rating: 20**

Victory Point Advantage (tournament rules only)

## **Tactical Rating:**

<u>Tactical Aspect</u>	<u>Value</u>	<u>TR Cost</u>
Maximum Unit Size	8	-4
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	50%	+3
Maximum Vehicle Units	75%	+6
Initial ADR	10	0
Failed Figure Morale Test	War Cry	+1
Failed Unit Morale Test	Cower	0
Tactical Advantage	Fluidity	+3

## **Frame Rating:**

<u>Frame Aspect</u>	<u>Limitation</u>	<u>FR Cost</u>
Maximum Frames	15	0
Maximum SI Weapon Cost	40	+1
Maximum PI Weapon Cost	80	+2
Maximum VE Weapon Cost	200	+3
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-2	+2
Maximum PI Speed	5+	+1
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	4"	+1

## **Augmentations**

General:      Access to Enemy Weaponry (Multiply weapon cost by 2)  
                         - replaces any one standard weapon per game  
                         Access to Non-standard Weaponry (Multiply weapon cost by 1.5)  
                         - replaces any one standard weapon per game

Army:            Extra CDWs (+2/+5 per CDW)  
                         Extra Grenades (+1 per grenade)

Infantry Indiv:    Command Armour : +30 per Leader or Hero  
                         Ferocious Companion: +20 per leader or hero

Infantry Unit:    Bio protective gear: +1PV Per Human mercenary  
                         Macoute Warrior (same as Combat Drugs): +5 per Assault Warrior  
                         Paache Warrior (same as Kinetic Enhancement): +10 Per Warrior

Weapon Immunity- burst: +2PV per Scout Warrior

Vehicle: Anti-Anti-Armour: +80 per Quake APC  
Weapon Stabilisers: +10 per Lightning Jetbike weapon  
Weapon Stabilisers: +10 per Stormbringer weapon

## STANDARD INFANTRY

### Human Mercenary – 21

Most Infranite security contracts are open to tenders from non-Infranite mercenary operations. For logistical reasons (of course!), contracts usually contain a clause requiring the use of Infranite-manufactured arms and ammunition.

Type	SI
Size	2
Quality	Regular
Move	5S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@2+
Reflex	+2
Agility	8
Officer	L4 (+110) or L2 (+50)
Hero Cost	n/a
Covert Operations	2 (+4)

**Primary Weapon:** Tempest AR (+27)

**Support Weapon:** RQP (+40)

**Side Arm:** SSRP (+6) and/or FTG Grenade (+2) and/or Smoke Spreader (+11/+35)

**Augmentation:** Bio protective gear: +1PV Per Human mercenary

## POWERED INFANTRY

### Warrior – 32

Warriors wear the low-maintenance, extremely comfortable, high freedom of movement Sierra PBA (Powered Body Armour) and tout the flexible and powerful Tempest AR. The Tornado Chain Gun (named for its chain-drive belt/ feed mechanism) provides versatile heavy weapons support for almost any contingency.

Type	PI
Size	2
Quality	Fanatic
Move	4
Armor Rating	0
Damage Capacity	1
Field Save	n/a
HTH Rating	2@4+
Reflex	+2
Agility	6
Officer	L4 (+110) or L2 C2 (+145)
Hero Cost	n/a
Covert Operations	n/a

**Primary Weapon:** Tempest AR (+27)  
**Support Weapon:** Tornado Chain Gun (+78) or RQP (+40)  
**Side Arm:** SSRP (+6) and/or K-Pulse Grenade (+4) and/or Smoke Spreader (+11/+35)  
**Augmentation:** Paache Warrior (same as Kinetic Enhancement): +10 Per Warrior

### Support Warrior– 32

Some Warriors are trained and equipped with indirect fire weapons for mobile light artillery support.

Type	PI
Size	2
Quality	Fanatic
Move	4
Armor Rating	0
Damage Capacity	1
Field Save	n/a
HTH Rating	2@4+
Reflex	+2
Agility	6
Officer	L4 (+110) or L2 C2 (+145)
Hero Cost	+27
Covert Operations	n/a

**Primary Weapon:** Tempest AR (+27) or Tempest AR/ Typhoon GL Combo (+47)  
**Support Weapon:** Tornado Chain Gun (+78) or FROG Pod (+38)  
**Side Arm:** FTG Grenade (+2) and/or Smoke Spreader (+11/+35)  
**Augmentation:**

### Assault Warrior – 56

Diamond PBA: all the virtues of heavy body armour, without the drawbacks. Traditionally assigned according to the complex hierarchical structures of Infranite tribal society, it is now being produced in sufficient quantities to outfit squads, improving logistical efficiency.

Type	PI
Size	2
Quality	Fanatic
Move	4
Armor Rating	-2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@4+
Reflex	0
Agility	4
Officer	L4 (+110) or L2 C2 (+145)
Hero Cost	n/a
Covert Operations	n/a

**Primary Weapon:** Tempest AR/ Typhoon GL combo (+47)  
**Support Weapon:** Tornado Chain Gun (+78) or RQP (+40)  
**Side Arm:** SSRP (+6) and/or K-Pulse grenade (+4) and/or Smoke Spreader (+11/+35)  
**Augmentation:** Macoute Warrior (same as Combat Drugs): +5 per Assault Warrior

### Scout Warrior – 46

Falcon PBA is remarkably light and maneuverable; Niekee Tribe scouts have a monopoly on it at present.

Type	PI
Size	2
Quality	Elite
Move	5S
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@4+
Reflex	+2
Agility	8
Officer	L4 (+110) or L2 C2 (+145)
Hero Cost	+21
Covert Operations	4 (+6)

**Primary Weapon:** Tempest AR (+27)

**Support Weapon:** Tornado Chain Gun (+78) or RQP (+40)

**Side Arm:** SSRP (+6) and/or K-pulse Grenade (+4) and/or Smoke Spreader (+11/+35)

**Augmentation:** Weapon Immunity- burst: +2PV per Scout Warrior

## VEHICLES

### Volcano BAP – 121

Walking the line between infantry Powered Body Armour and a medium tank is the superbly capable Volcano Bipedal Assault Platform.

Type	Vehicle (AME)
Size	4
Quality	Vehicle
Move	6
Armor Rating	0
Damage Capacity	2
Field Save	n/a
HTH Rating	2@4+
Reflex	-1
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

**Primary Weapon:** Twin Chain Gun (Front) (+140) or FROG Rack (Front) (+84)

**Secondary Weapon:** RQP (Front) (+40) or Chain Gun (Front) (+78)

**Augmented CDW Slot:** Sprinkler CDW (+38/+126)

**Augmentation:**

### Lightning Jetbike – 144

Favoured by the Niekkee and Oth tribes, the “Lightning” is aptly named.

Type	Vehicle (LV)
Size	4
Quality	Vehicle
Move	14F
Armor Rating	+2
Damage Capacity	2
Field Save	n/a
HTH Rating	n/a
Reflex	n/a

Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

**Primary Weapon:** Chain Gun (Front) (+78) or Tempest AR (Turret) (+54)  
**Secondary Weapon:** RQP (Front) (+40) or Tempest AR (Turret) (+54)  
**Augmented CDW Slot:** Metallic Smoke (+10/+36)  
**Augmentation:** Weapon Stabilisers: +10 per Lightning Jetbike weapon

### Quake Heavy APC – 452

Big.

Type	Vehicle (APC)
Size	5
Quality	Vehicle
Move	8S
Armor Rating	-2
Damage Capacity	4 (3)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	18
Entry Arcs	L,R,B

**Primary Weapon:** Hailstorm Missile Barrage (Front) (+146) or Cyclone Auto-Cannon (Turret) (+396)  
**Secondary Weapon:** Hailstorm Missile Barrage (Front) (+146) or Cyclone Auto-Cannon (Turret) (+396)  
**Augmented CDW Slot:** Metallic Smoke (+10/+36)  
**Augmentation:** Anti-Anti-Armour: +80 per Quake APC

### Stormbringer Gunship – 411

The Stormbringer combines the ideal qualities sought by Infranite Warleaders: flexibility and firepower.

Type	Vehicle (AFV)
Size	5
Quality	Vehicle
Move	16F
Armor Rating	+1
Damage Capacity	4(2)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	4
Passengers	n/a
Entry Arcs	n/a

**Primary Weapon:** Hailstorm Missile Barrage (Front) (+146) or RQP (Front) (+40)  
**Secondary Weapon:** Hailstorm Missile Barrage (Front) (+146) or RQP (Front) (+40)  
**Tertiary Weapon:** Tempest AR (Turret) (+54) or Tornado Chain Gun (Turret) (+156)  
**Quaternary Weapon:** Tempest AR (Turret) (+54) or Sprinkler CDW (+38/+126)  
**Augmented CDW Slot:** Metallic Smoke CDW (+10/+36)  
**Augmentation:** Weapon Stabilisers: +10 per Stormbringer weapon

**Damage Chart:** Weak Superstructure:  
01-20 Lose ¼ base movement (round up)  
21-50 Lose one weapon (attacker's choice)  
50-00 Lose 1 DC

## STANDARD INFANTRY WEAPONS

### F.R.O.G Pod – 38

Free Rocket Over Ground, numbering four, in a convenient backpack.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	UN	-	-	yes	-	yes	4
AOE 4"9+											

### RQP (Rocket Quad Pod) – 40

Not especially worthy at any significant range, but quite capable in an anti-vehicle role at short ranges.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	2	15	20	25	-	-	-	2	-	2

### SSRP (Single Shot Rocket Pod) – 6

A simple and short-ranged missile light enough to add to the accessory mounts of most ARs, or mount on a simple disposable pistol-grip.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	15	20	25	-	-	-	2	-	1

### Tempest AR – 27

Two advanced ammo types are commonly found in use by Infranite ground forces: LRE are a fairly typical rifle round, while Assault rounds are more specialized.

#### LRE Round

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	25	40	55	60	-	-	-	un

#### Assault Round

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	10	15	20	25	-	-	-	-	4

Tandem Combo: The Tempest may fire either LRE or Assault rounds but must spend a turn on some sort of fire orders- without firing a ranged weapon or throwing a grenade- to switch between them. The Tempest may start the game loaded with either LRE or Assault Rounds- this MUST be recorded before play begins.

## POWERED INFANTRY WEAPONS

### Tornado Chain Gun – 78

All Tornado Chain Guns have recently been upgraded to allow magazine switching in less than three seconds by trained personnel. Vehicle mounted versions switch round type electronically.

#### Flechette Round

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	3	10	20	30	40	-	-	-	-	4

**HE Round**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	25	35	45	55	60	yes	-	no	4

AOE 4"9+

**HEAP Round**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1V	-	25	40	55	60	-	-	-	4

Parallel Combo Weapon: On any turn the Tornado Chain Gun may choose fire any one of the above ammo types.

**Typhoon GL – 30**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	10	20	30	40	-	yes	-	yes	4

AOE 3"9+A

Combo Weapon: The Typhoon GL is only fielded in combination with the Tempest AR. In that case, the GL is in Parallel combo with the Tempest AR for a total cost of **47**, making it a PI only weapon for this list.

**VEHICLE WEAPONS****F.R.O.G. Rack – 84**

If one FROG missile isn't getting the job done, launch four at a time.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1	-	-	UN	-	-	yes	-	yes	4

AOE 4"7+

**Cyclone Auto-Cannon– 198**

The largest and most powerful "Chain" gun commonly fielded features two powerful shell types and the sophisticated systems needed to put them on-target even in less than ideal conditions.

**Penetrator (157 but never found alone)**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	2U	-	30	UN	-	-	-	2	-	un

**Flechette Cannister (81 but never found alone)**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	3	-	30	UN	-	-	-	-	-	un

The Cyclone Auto-Cannon is a Parallel combo weapon; declare which weapon is firing before declaring target.

**Hailstorm Missile Barrage– 146**

The "Hailstorm" is a series of missile pods and "Smart" missiles linked by a single, networked targeting system.

**HEAP Missile Swarm (146 but never found alone)**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	3A	30	60	-	-	-	-	-	-	un

**Plasma Missile Swarm (104 but never found alone)**

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1	30	60	-	-	-	-	-	no	4

AOE 4"7+A

The hailstorm Missile Barrage is a Parallel combo weapon; declare which weapon is firing before declaring target.

### **Twin Tornado Chain Gun – 140**

**Flechette Round** (65, never alone)

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	4	10	20	30	40	-	-	-	-	un

**HE Round** (60, never alone)

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	25	35	45	55	60	yes	-	no	4

AOE 4"7+

**HEAP Round** (72, never alone)

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2V	-	25	40	55	60	-	-	-	un

The Twin Tornado Chain Gun is a Parallel combo weapon; declare which weapon is firing before declaring target.

## **GRENADES AND CLOSE DEFENSE WEAPONS**

### **K-Pulse Grenade – 4**

**Grenade: 2", 1@7+**

### **Fade to Grey (FTG) – 2**

**Grenade: 2", -2 LOS**

**Lasts until following turn's resolution phase**

### **Smoke Spreader – 11/35**

**Infantry CDW: 2", 1@5+S, additionally: 2" Smoke Radius ( -1 LOS, lasts 'til following turn's resolution phase)**

### **Metallic Smoke CDW – 10/36**

**Vehicle CDW: 2" smoke burst -2LOS, lasts until following turn's resolution phase**

### **Sprinkler CDW – 38/126**

**Vehicle CDW: 4", 2@5+**

## **STANDARD UNITS**

At least -75% of an ARMY's point value must be made up of units purchased from the following list.



**Human Mercenary outfit**

5-8 Human Mercenaries

**War Party**

5-8 Warriors

**Scout party (ELITE)**

4-8 Scouts

**Attack Party**

5-8 Assault Warriors

**Traditional War Party (EXCLUSIVE)**

3-5 Warriors

1-3 Assault Warriors

**Niekee Command Party (EXCLUSIVE)**

5-8 Support Warriors

**Krayl Heavy Attack Party (EXCLUSIVE VEHICLE)**

2-8 Volcano BAP

**Niekee Wolf Pack (EXCLUSIVE VEHICLE)**

2-8 Lightning Jetbikes

**Fast Attack Squadron (EXCLUSIVE VEHICLE)**

1-2 Stormbringer Gunships

2-6 Lightning Jetbikes

**Reinforced Krayl Party (EXCLUSIVE VEHICLE)**

2-6 Volcano BAP

1-2 Quake Heavy APCs

**Armoured Assault Squadron (EXCLUSIVE VEHICLE)**

1-4 Quake Heavy APCs

1-4 Stormbringer Gunships

**SHOPPING:**

Amazon Miniatures carries part of the original Infranite range- and if you're lucky, the stupendously fun Legions of Steel game- here:

[http://www.amazonminiatures.com/catalogue/legions\\_of\\_steel.asp](http://www.amazonminiatures.com/catalogue/legions_of_steel.asp)

The Quake and Stormbringer are derived from the excellent Old Crow range

<http://www.oldcrowmodels.co.uk/ocproducts.htm>

Specifically the Claymore and Raven, respectively:

<http://www.oldcrowmodels.co.uk/25vehicles.htm>

<http://www.oldcrowmodels.co.uk/25vtol.htm>

The Human Mercenary Outfit is based on the "Kolony" Militia from Pig Iron Productions:

<http://www.pig-iron-productions.com/order.htm#>

Looking for Jetbikes? Kryomek USA has them, but no website. Hassle Martin at

[martin.fenelon@snet.net](mailto:martin.fenelon@snet.net) for an order form.

**More Jetbikes (quite a variety actually) are available from Scotia-Grendel, as a part of the VOID1.1 line:**

<http://www.scotiagrendel.com/syntha2.html>

**BAP substitutes are hard to find. These Fenryll resin miniatures, through Mega Miniatures, might do the trick:**

[http://www.megaminis.com/Merchant2/merchant.mvc?Screen=PROD&Store\\_Code=MMD&Product\\_Code=FEN-SF23](http://www.megaminis.com/Merchant2/merchant.mvc?Screen=PROD&Store_Code=MMD&Product_Code=FEN-SF23)

[http://www.megaminis.com/Merchant2/merchant.mvc?Screen=PROD&Store\\_Code=MMD&Product\\_Code=FEN-SF21](http://www.megaminis.com/Merchant2/merchant.mvc?Screen=PROD&Store_Code=MMD&Product_Code=FEN-SF21)