

A human colony lost in an isolated system, marooned on a hostile planet without resources. Resilience and tenacity had to compensate for the lack of high technology. Cossacks, Americans, Frenchmen and Scottish fighting each others, and all of them against the planet, constructed a society where only the toughest can survive. Welcome to Ariadna, welcome to the army.

Force list authored by Jouni Pohjola, version date Thursday, November 02, 2006

This list is intended primarily for use with Infinity the Game Ariadna miniatures from Corvus Belli

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Fluff mostly ditto, with some rewriting and polishing by the list author

Tech Level: 3

Strategy Rating: 20

Tactical Rating: 12

Tactical Aspect	Value	TR Cost
Maximum Unit Size	10	0
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	75%	+6
Maximum Vehicle Units	25%	0
Initial ADR	11	+6
Failed Figure Morale Test	War Cry	+1
Failed Unit Morale Test	Group Selection	-1
Tactical Advantage	n/a	0

Frame Rating: 8

Frame Aspect	Limitation	FR Cost
Maximum Frames	25	+2
Maximum SI Weapon Cost	80	+3
Maximum PI Weapon Cost	80	+2
Maximum VE Weapon Cost	80	0
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	0	0
Maximum PI Speed	5	0
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	2"	0

Victory Point Advantage

Attrition: at the end of the game, player receives +1 VP for each full 400 points of enemy figures eliminated (but not shaken or broken)

Augmentations = 11 (maximum of 12)

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 Grenades (see pg. 86 of Defiance: Vital Ground rulebook)

Infantry Indiv: Sixth Sense (counts as Personal Tactical Computer, +15 PV per hero or officer)
 Unit Banner (+80 PV per hero or officer)

Infantry Unit: Bio-protective Gear (+1 PV per Scout)

Combat Drugs (+5 PV per SAS Trooper)
 Extra Weapon Training (+10 PV per Tank Hunter)
 Honed Blade (+2 PV per Galwegian)
 One-shot Grenade Launcher/Fragmentation (+5 PV per Veteran Kazak per Primary Weapon)
 Satchel Charge (+10 PV per Galwegian)
 Tesseum-coated Claws (counts as Superheated Tip, +5 PV per Antipode)
 Weapon Immunity: Terror (+1 PV per Veteran Kazak)

Vehicle: -

STANDARD INFANTRY

Antipode – 26

The Antipodes are the dominant native life form of the planet Ariadna. While they never developed beyond Stone Age technologically, they do possess *gestalt* intelligence at pack level, and the people of Ariadna have long since learned at a high cost to respect their combat potential. The keen senses of the Antipodes make them best suited for security and reconnaissance tasks. When deployed in a frontline battle, the Antipode claws are often sheathed in Tesseum (an extremely hard but light metal alloy native to the planet), which combined with their natural strength and speed makes them truly fearsome hand-to-hand fighters.

Type	SI
Size	2
Quality	Matrix
Move	6S
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	2@6+
Reflex	+1
Agility	10
Officer	1F (+30) or 2F (+60)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: -
Support Weapon: -
Side Arm: Urraim CDW
Augmentation: Tesseum-coated Claws

Galwegian (45th Highlander Rifles) – 19

The various platoons of the 45th Highlander Rifles are made up of soldiers the same clan or family. In addition to carrying standard light infantry weapons, they are given to toting extravagantly large, double-edged claymores. Other distinguishing features include tartan kilts, amazing abilities to withstand cold and fatigue, and volcanically hot tempers. It comes as no big surprise that the Galwegians are of Scottish descent.

Type	SI
Size	2
Quality	Fanatic
Move	4S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@6+
Reflex	+2
Agility	8
Officer	3L (+95) or 4L (+110)
Hero Cost	+19
Covert Operations	0

Primary Weapon: Boarding Shotgun OR Chain Rifle OR Rifle
Support Weapon: -
Side Arm: Smoke Grenade OR Urraim CDW

Augmentation: Honed Blade, Satchel Charge

Line Kazak – 13

The Line Cossacks are light infantry troops that make up the principal line of defense for the isolated Ariadna stanitsas. They may not be as well equipped as their equivalent in other armies, but they are perfectly trained, do their duty and know the region. And indeed when the going gets tough they tend to do more than their share of the work.

Type	SI
Size	2
Quality	Veteran
Move	4S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	0
Agility	7
Officer	2L (+50) or 2L/2C (+145)
Hero Cost	+15
Covert Operations	0

Primary Weapon: Rifle
Support Weapon: Armor Piercing Machine Gun OR Rifle/Light Grenade Launcher OR Missile Launcher
Side Arm: Hand Grenade
Augmentation: -

SAS Trooper (1st Highlanders) – 21

SAS Troopers serve as an immediate response and interdiction unit. Their specialty is airborne deployment, and hence they are most often the first troops to arrive in combat. To them fall the least appealing tasks of the light infantry: airborne incursions, rapid advances, ambushes and fast retreats to the recovery point. The fact that many are recruited from the ranks of former criminals makes them an especially unruly and nasty bunch even by the rough and ready Ariadnan military standards.

Type	SI
Size	2
Quality	Elite
Move	4S
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	+1
Agility	8
Officer	2L (+50) or 2L/1C (+110)
Hero Cost	+14
Covert Operations	2I (+8)

Primary Weapon: Boarding Shotgun OR Rifle
Support Weapon: Machine Gun
Side Arm: Hand Grenade OR Pistol
Augmentation: Combat Drugs

Scout – 20

According to Ariadnan folklore, Scouts are ghosts in human form, stealthy night predators that waylay and kill silently. In reality, they are elite long-distance recon units, trained in the Kazak Spetsnaz Skhola. As elite observer/recon troops, they are specialists in survival, infiltration, reconnaissance, evasion and precision elimination.

Type	SI
Size	2
Quality	Elite
Move	4S

Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	0
Agility	7
Officer	2L (+50) or 2L/1C (+110)
Hero Cost	n/a
Covert Operations	2I (+8)

Primary Weapon: Boarding Shotgun OR Ojotnik Hunting Rifle
Support Weapon: Armor Piercing Sniper Rifle
Side Arm: Pistol OR Smoke Grenade
Augmentation: Bio-protective Gear

Tank Hunter – 23

The Tank Hunter *modus operandi* is based on ambush and lightning attacks followed by withdrawing and dispersing before the enemy can locate them. Hence their motto “Wait, fire and run”. The training philosophy of the regiment is that the only way to get a good Tank Hunter is to submit the applicant to such a hard training course that he feels proud to have survived it.

Type	SI
Size	2
Quality	Elite
Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	+1
Agility	7
Officer	2L (+50) or 2L/2C (+145)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon: Adhesive Launcher
Support Weapon: Armor Piercing Machine Gun OR Armor Piercing Sniper Rifle OR Missile Launcher
Side Arm: Anti-tank Bomb
Augmentation: Extra Weapon Training

Veteran Kazak – 24

On Ariadna, being a Veteran is something more than just being able to tell a lot of anecdotes. It means having taken part in so many operations that you will stay unflappable and combat ready in any situation. The Veteran Kazaks regiment is formed from these most experienced troops, and in keeping with that they carry the best equipment Ariadna has to offer, including the “Cherkésska” armor made from interwoven plates of Tesseum.

Type	SI
Size	2
Quality	Elite
Move	4S
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	0
Agility	7
Officer	2L (+50) or 2L/2C (+145)
Hero Cost	n/a
Covert Operations	1 (+3)

Primary Weapon: Armor Piercing Rifle/Light Flame Thrower OR Machine Gun/Light Flame Thrower
Support Weapon: -

Side Arm: Anti-tank Bomb OR Hand Grenade OR Pistol
Augmentation: One-shot Grenade Launcher/Fragmentation, Weapon Immunity: Terror

POWERED INFANTRY

N/A

VEHICLES

N/A

STANDARD INFANTRY WEAPONS

Adhesive Launcher (parallel combo weapon¹) – 31

¹May fire either Acid or Glue. Bearer must choose before target declaration.

Acid

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	-	20	30	40	-	-	-	-	4

Glue

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1S	-	20	30	40	-	2''@7+	-	yes	4

Armor Piercing Machine Gun– 74

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3V	-	-	30	45	60	-	-	-	un

Armor Piercing Rifle/Light Flame Thrower (parallel combo weapon¹) – 64

¹May fire either as AP Rifle or LFT. Bearer must choose before target declaration.

AP Rifle

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2A	-	20	30	40	-	-	-	-	un

LFT

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CB	-	-	5	10	15	-	-	-	un

Armor Piercing Sniper Rifle– 29

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1A	-	-	40	UN	-	-	-	-	un

Boarding Shotgun– 15

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2AK	5	10	15	20	25	-	-	-	un

Chain Rifle – 32

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1C	-	-	5	10	15	-	-	-	un

Machine Gun/Light Flame Thrower (parallel combo weapon¹) – 62

¹May fire either as LFT or MG. Bearer must choose before target declaration.

LFT

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CB	-	-	5	10	15	-	-	-	un

MG

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	-	30	45	60	-	-	-	un

Missile Launcher (parallel combo weapon) – 23

¹May fire either Crack Shell or Frag Shell. Bearer must choose before target declaration.

Crack Shell

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1A	-	-	30	45	60	-	2	-	4

Frag Shell

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	30	45	60	2''@7+	-	-	4

Ojotnik Hunting Rifle – 21

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1B	-	20	30	40	-	-	-	-	un

Pistol – 4

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	10	15	20	25	-	-	-	un

Rifle – 30

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	20	30	40	-	-	-	-	un

Rifle/Light Grenade Launcher (parallel combo weapon¹) – 43

¹May fire either as LGR or Rifle. Bearer must choose before target declaration.

LGR

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	20	30	40	-	2''@9+	-	yes	6

Rifle

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	20	30	40	-	-	-	-	un

POWERED INFANTRY WEAPONS

N/A

VEHICLE WEAPONS

N/A

GRENADES AND CLOSE DEFENSE WEAPONS

Anti-tank Bomb – 6

Grenade: 1@5+A

No area of effect; does not scatter if misses; no penalty vs. vehicle targets

Hand Grenade – 3

Grenade: 2'', 1@9+

Smoke Grenade – 5

Grenade: 2'', -2 LOS

This effect lasts until the following turn's resolution phase; keep template on table

Urraith CDW – 4

Infantry kamikaze CDW: 2",1@5+

Firing figure is automatically eliminated after any damage rolls are performed

TOTAL FRAMES = 19 (maximum of 25)

7 Unique Infantry Frames

12 Unique Weapons (5/6 combiweapons)

STANDARD UNITS = 9 (maximum of 15)

At least 50% of the army's point value must be made up of units purchased from the following list.

Antipode Pack

6-10 Antipodes

Anti-tank Team (elite)

4-10 Tank Hunters

Elite Strike Team (elite, exclusive)

2-4 Tank Hunters

2-6 Veteran Kazaks

Highlanders Mob

5-10 Galvegians

Hunter Team (elite, exclusive)

2-6 SAS Troopers

2-4 Scouts

Line Kazak Squad

4-10 Line Kazaks

SAS Team (elite)

4-10 SAS Troopers

Scout Team (elite)

4-10 Scouts

Veteran Kazaks Team (elite, exclusive)

4-10 Veteran Kazaks