



Vanilla has better fire teams

Hassassin BahramPin: E9137 - DDDan

300



GROUP 1



MUTTAWI'AH

LI

Line Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4 - 4	14	11	12	15	0	0	1	2

Special Skills: Courage• Dogged• Impetuous

Boarding Shotgun, Jammer, Smoke Grenades / Pistol, CC Weapon



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4 - 4	14	11	12	15	0	0	1	2

Special Skills: Courage• Dogged• Impetuous

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FANOUS REMOTE

REM

Support Troops

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

Equipment: Repeater

Special Skills: Courage• Immunity (Shock) • Mimetism (-3) • Remote Presence

Flash Pulse / PARA CC Weapon(-3)

GROUP 2



McMURROUGH

WB

Character

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
6 - 4	23	11	16	14	4	3	2	6

Special Skills: Berserk• Courage• Dodge (+2") • Immunity (Total) • Impetuous• Martial Arts L3• Super-Jump• Vulnerability (Viral)

Chain Rifle(+1B), Grenades, Smoke Grenades / AP + DA CC Weapon



SHIHAB REMOTE

REM

Support Troops

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

Equipment: 360° Visor

Special Skills: Courage• Immunity (Shock) • Remote Presence• Total Reaction

Heavy Machine Gun / PARA CC Weapon(-3)



BARID

LI

Hacker, Killer Hacking Device [UPGRADE: Trinity (-3)]

Spec. Trained Troops

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

Special Skills: Religious Troop• Terrain (Desert)

Rifle, Pitcher / Pistol, CC Weapon



GHULAM

LI

NCO

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4 - 4	14	11	10	14	1	0	1	2

Special Skills: Terrain (Desert)

Rifle, Grenade Launcher, Smoke Grenade Launcher / Pistol, CC Weapon



ASAWIRA

HI

Headquarters Troops

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
6 - 2	23	14	14	14	4	9	2	2

Special Skills: Berserk (+3) • Dodge (+2") • Frenzy• Immunity (Shock) • Martial Arts L2• Regeneration• Religious Troop• Stealth

AP Spitfire, Nanopulser / Pistol, Shock CC Weapon

These pieces of information are Private in Infinity N4:
Your Troopers' Cost and SWC.

The presence of Troopers possessing the Combat Jump or Parachutist Special Skill.

The presence of Hidden Deployment Troopers.

The presence of troopers disguised by HoloMask.

The contents of your Markers.

The identity of Troops with Chain of Command or Counterintelligence.

The identity of your Lieutenant.

IMPORTANT: Although the content of a Marker is Private Information, which Combat Group they belong to is Open Information.