





| MI Spec. | MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|----------|-----|----|----|----|-----|-----|-----|------|---|
| Trained  | 4-4 | 21 | 11 | 12 | 13  | 2   | 3   | 1    | 2 |

Equipment: Killer Hacking Device

Skills: Combat Jump, Courage, Dodge (+1"), Hacker, Martial Arts L1, Parachutist, Stealth, Super-Jump (Jet Propulsion)

| Weapon Name            | ≤8 | ≤16 | ≤24                 | ≤32 | ≤40 | ≤48 | ≤96"   | PS | B | Ammo                                      | Traits |
|------------------------|----|-----|---------------------|-----|-----|-----|--------|----|---|---|--------|
| Boarding Shotgun       | +6 | 0   | -3                  |     |     |     |        | 6  | 2 | AP  |        |
| D-Charges [CC]         |    | CC  | [MA Att./Opp: 0/-3] |     | 6   | 1   | AP+Exp |    |   | Anti-materiel, Disposable (3), Improvised |        |
| D-Charges [Demolition] |    |     |                     |     | 6   | 1   | AP+Exp |    |   | Anti-materiel, Disposable (3)             |        |
| Discover               | +3 | 0   | 0                   | 0   | -3  | -3  | -6     | -  | - | *   |        |
| Pistol                 | +3 | 0   | -6                  |     |     |     |        | 9  | 2 | N   |        |
| Shock CC Weapon        |    | CC  | [MA Att./Opp: 0/-3] |     | 7*  | 1   | Shock  |    |   |   |        |

| HI Headquarters | MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|-----------------|-----|----|----|----|-----|-----|-----|------|---|
| 4-4             | 21  | 13 | 14 | 13 | 5   | 3   | 2   | 5    | 5 |

Equipment:

Skills: Courage, Martial Arts L2, NCO, No Wound Incapacitation, Stealth

| Weapon Name                          | ≤8 | ≤16 | ≤24                  | ≤32 | ≤40 | ≤48 | ≤96"  | PS | B | Ammo          | Traits                        |
|--------------------------------------|----|-----|----------------------|-----|-----|-----|-------|----|---|---------------|-------------------------------|
| AP + DA CC Weapon                    |    | CC  | [MA Att./Opp: +3/-3] |     | 4*  | 1   | AP+DA |    |   | Anti-materiel |                               |
| Discover                             | +3 | 0   | 0                    | 0   | -3  | -3  | -6    | -  | - | *             |                               |
| MULTI Marksman Rifle [Anti-Material] | -3 | +   | 3                    | +   | -3  | -3  | -6    | 6* | 1 | DA            | Anti-materiel                 |
| MULTI Marksman Rifle [AP]            | -3 | +   | 3                    | +   | -3  | -3  | -6    | 6* | 3 | AP            | Suppressive Fire              |
| MULTI Marksman Rifle [Shock]         | -3 | +   | 3                    | +   | -3  | -3  | -6    | 6* | 3 | Shock         | Suppressive Fire              |
| Panzerfaust                          | -3 | 0   | +                    | 3   | +   | -3  | -3    | 5* | 1 | AP+Exp        | Anti-materiel, Disposable (2) |
| Pistol                               | +3 | 0   | -6                   |     |     |     |       | 8* | 2 | N             |                               |
| Suppressive Fire                     | 0  | 0   | -3                   |     |     |     |       | *  | 3 | *             |                               |

| INFINITY HI Character | MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|-----------------------|-----|----|----|----|-----|-----|-----|------|---|
| 6-2                   | 24  | 12 | 14 | 14 | 3   | 6   | 2   | 2    | 2 |

Equipment:

Skills: Berserk, CC Attack (Shock), Courage, Dodge (+2"), Frenzy, Lieutenant, Martial Arts L3, Stealth, Tactical Awareness

| Weapon Name    | ≤8 | ≤16            | ≤24                  | ≤32 | ≤40 | ≤48   | ≤96"  | PS | B | Ammo | Traits   |
|----------------|----|----------------|----------------------|-----|-----|-------|-------|----|---|------|--|
| Breaker Pistol | +3 | 0              | -6                   |     |     |       |       | 7* | 2 | AP   |  |
| Chain Rifle    |    | Large Teardrop |                      | 6*  | 1   | N     |       |    |   |      | Intuitive Attack, Direct Template  |
| Contender      | 0  | +              | 3                    | +   | 3   | 0     |       | 6* | 2 | T2   | Anti-materiel  |
| DA CC Weapon   |    | CC             | [MA Att./Opp: +3/-3] |     | 4*  | 1+1SD | DA    |    |   |      | Anti-materiel  |
| Discover       | +3 | 0              | 0                    | 0   | -3  | -3    | -6    | -  | - | *    |  |
| E/M CC Weapon  |    | CC             | [MA Att./Opp: +3/-3] |     | 4*  | 1+1SD | N+E/M |    |   |      |  |
| E/M Grenades   | +3 | -3             |                      |     |     |       |       | 6* | 1 | E/M  | Speculative Attack, BS Weapon (PH), Impact Template (Circular), Non-lethal |

| SK Spec. | MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|----------|-----|----|----|----|-----|-----|-----|------|---|
| Trained  | 4-4 | 22 | 11 | 13 | 13  | 0   | 3   | 1    | 2 |

Equipment: Bangbom (4), Hacking Device

Skills: Courage, Dodge (+1"), Hacker, Hidden Deployment, Infiltration, Martial Arts L2, Mimetism (-3), Stealth, Super-Jump, Surprise Attack (-3), Terrain (Total)

| Weapon Name            | ≤8 | ≤16                  | ≤24 | ≤32 | ≤40    | ≤48 | ≤96" | PS | B | Ammo   | Traits |
|------------------------|----|----------------------|-----|-----|--------|-----|------|----|---|--|--------|
| D-Charges [CC]         | CC | [MA Att./Opp: +3/-3] | 6   | 1   | AP+Exp |     |      |    |   | Anti-materiel, Disposable (3), Improvised  |        |
| D-Charges [Demolition] |    |                      | 6   | 1   | AP+Exp |     |      |    |   | Anti-materiel, Disposable (3)  |        |
| DA CC Weapon           | CC | [MA Att./Opp: +3/-3] | 6*  | 1   | DA     |     |      |    |   | Anti-materiel  |        |
| Discover               | +3 | 0                    | 0   | 0   | -3     | -3  | -6   | -  | - | *  |        |
| Light Shotgun          | +6 | 0                    | -3  |     | 7      | 2   | N    |    |   |  |        |
| Pistol                 | +3 | 0                    | -6  |     | 9      | 2   | N    |    |   |  |        |
| Viral Mine             |    | Small Teardrop       | 7   | 1   | N      |     |      |    |   | Intuitive Attack, Bioweapon (DA+SHOCK), Concealed, Disposable (3), Direct Template, Deployable |        |

| INFINITY WB Character | MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|-----------------------|-----|----|----|----|-----|-----|-----|------|---|
| 6-4                   | 25  | 9  | 14 | 15 | 1   | 3   | 1   | 2    | 2 |

Equipment:

Skills: CC Attack (AP), Courage, Dodge (+2"), Immunity (ARM), Martial Arts L5, No Wound Incapacitation, Stealth

| Weapon Name   | ≤8 | ≤16            | ≤24                  | ≤32 | ≤40 | ≤48        | ≤96" | PS | B | Ammo          | Traits                                      |
|---------------|----|----------------|----------------------|-----|-----|------------|------|----|---|---------------|---|
| Chain Rifle   |    | Large Teardrop |                      | 7   | 1   | N          |      |    |   |               | Intuitive Attack, Direct Template           |
| Discover      | +3 | 0              | 0                    | 0   | -3  | -3         | -6   | -  | - | *             |   |
| EXP CC Weapon |    | CC             | [MA Att./Opp: +3/-3] |     | 4*  | 1+1B, +1SD | Exp  |    |   | Anti-materiel |   |
| Flash Pulse   | 0  | +              | 3                    | +   | -3  | -3         | -6   | 7  | 1 | Stun          | BS Weapon (WIP), State: Stunned, Non-lethal |
| Pistol        | +3 | 0              | -6                   |     |     |            |      | 9  | 2 | N             |   |
| Tactical Bow  | +3 | 0              | -6                   |     |     |            |      | 8  | 1 | DA            | Anti-materiel, Silent (-6)                  |

| INFINITY DOMARU | HI Line | MOV | CC | BS | PH | WIP | ARM | BTS | VITA | S |
|-----------------|---------|-----|----|----|----|-----|-----|-----|------|---|
|                 | 6-2     | 24  | 12 | 14 | 13 | 3   | 3   | 3   | 2    | 2 |

Equipment:

Skills: Berserk, CC Attack (Shock), Courage, Dodge (+2"), Frenzy, Martial Arts L3, Stealth

| Name          | Device                | Attack/Opp. Mod | PSB | Target                     | Skill Type   |             |
|---------------|-----------------------|-----------------|-----|----------------------------|--------------|-------------|
| Carbonite     | Hacking, Hacking Plus | 0/0             | 7   | 2 TAG, HI, REM, Hacker, VH | short, aro   | DA A        |
| Cybermask     | Killer, Hacking Plus  | -/-             | -   | -                          | entire order | Replace the |
| Oblivion      | Hacking, Hacking Plus | 0/0             | 4   | 2 TAG, HI, REM, Hacker, VH | short, aro   | AP Am       |
| Spotlight     | Hacking, Hacking Plus | 0/0             | 5   | 2                          |              | short, aro  |
| Total Control | Hacking, Hacking Plus | 0/0             | 4   | 1                          |              | DA Am       |
| Trinity       | Killer                | +3/0            | 6   | 3                          | Hacker       | short, aro  |
|               |                       |                 |     |                            | Target s     |             |

| Name          | Device                | Attack/Opp. Mod | PSB | Target                     | Skill Type   |             |
|---------------|-----------------------|-----------------|-----|----------------------------|--------------|-------------|
| Carbonite     | Hacking, Hacking Plus | 0/0             | 7   | 2 TAG, HI, REM, Hacker, VH | short, aro   | DA A        |
| Cybermask     | Killer, Hacking Plus  | -/-             | -   | -                          | entire order | Replace the |
| Oblivion      | Hacking, Hacking Plus | 0/0             | 4   | 2 TAG, HI, REM, Hacker, VH | short, aro   | AP Am       |
| Spotlight     | Hacking, Hacking Plus | 0/0             | 5   | 2                          |              | short, aro  |
| Total Control | Hacking, Hacking Plus | 0/0             | 4   | 1                          |              | DA Am       |
| Trinity       | Killer                | +3/0            | 6   | 3                          | Hacker       | short, aro  |
|               |                       |                 |     |                            | Target s     |             |