
CORVUS BELLI
INFINITY
THE ROLEPLAYING GAME
MYRMIDON
MODIPHIUS ENTERTAINMENT™
GAMEMASTER'S GUIDE
AP2O™

THE POWER OF INFINITY LAID BARE!

To the average citizen of the Human Sphere, daily life is a neon-infused saunter along physical and quantronic highways that blur the borders between actual reality, augmented reality, and virtual reality. Even the commonplace technologies of humanity's bright future would likely overwhelm the mind of an inhabitant of 21st century Earth.

Corvus Belli's rich and detailed *Infinity* setting has been fused with the 2d20 system to provide a roleplaying experience that perfectly recreates the wonders, intrigues, and nuances of the 1st century of the New Calendar. Choosing to run any roleplaying game, however, can seem as daunting as attempting to interpret the code that governs the Human Sphere's benevolent AI, ALEPH.

The *Infinity RPG Gamemaster's Guide* decodes the mysteries of the Gamemaster's role, offers insightful advice for organising groups, designing campaigns, and running games, and introduces optional rules designed to offer new layers of immersion in the quantronic age.

- **Twelve comprehensive chapters designed to offer advice and tips to GMs both old and new, with topics ranging from establishing a group to warfare amongst the stars.**
- **An in-depth look at NPCs and adversaries, including their role as both friends and enemies to the PCs.**
- **Stats for eight major players drawn from across the factions of the Human Sphere, from Achilles to Van Zant**
- **Advanced rules for vehicular and starship combat, plus options for running battles that encompass entire regiments and divisions on the battlefield.**
- **Practical advice for Heat, Zone creation, and the three aspects of conflict — Warfare, Infowar, and Psywar — plus a deeper delve into Maya and Arachne**

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INTRODUCTION

CODE: INFINITY TRIAGE

If you are holding this tome, it's more than likely a fact that you have chosen to, or are currently running, a series of adventures in the Human Sphere. If so, well done! Deciding to become a Gamemaster is an accomplishment in itself. For any number of reasons, stepping across the divide and separating yourself from the players is not a step that everyone can make. You have chosen to put yourself in the spotlight, become the arbiter of the rules, and run every aspect of the game that the players do not. The triple layers of conflict involved with the *Infinity RPG* and the complex tiers of the Wilderness of Mirrors within the default setting can add to the daunting prospect of running a game. Much like a Father-Knight helping a lost pilgrim back onto the path of salvation, this is where the very guide you're holding steps in.

The *Infinity Corebook* should be any aspiring GMs first port of call, not least because the core rules are there. Part V: Gamemaster of the corebook also contains many of the foundations upon which this book has been built. If you haven't already done so, it his highly recommended that you begin there before delving deeper into this book.

ADVENTURES IN THE HUMAN SPHERE

It's intentional that the heading of this sidebar appears within the very first sentence of this guide. If you are searching for a mission or campaign to run, the *Adventures in the Human Sphere* anthology contains several excellent standalone adventures, though they could just as easily be inserted into an ongoing campaign or be used to springboard your very own. Adventures in the Human Sphere is available as a physical copy via your FLGS, or online as a pdf.

PULLING ASIDE THE CURTAIN

This GM's Guide is more. More than a sourcebook. More than a campaign guide. More than a collection of powerful NPCs. It has been lovingly crafted to explore many of the aspects that a GM might face after taking the decision to run *Infinity the Roleplaying Game*. Below is a primer of the topics you can expect:

CHAPTER 1 – LEVELLING UP

There are many aspects to GMing, and many arts to master when seeking to become a successful one. The first chapter for this guide covers many of the theoretical aspects of GMing, from task and responsibilities, to an alternative means of enabling action and drama. There is plenty in here for every GM, new or old, to consider.



CHAPTER 2 – IN FOR A PENNY

From the theoretical to the practical, the second chapter looks at the practical aspects of running a game. Topics such as table etiquette are explored, as are pre-game preparations, and improvisational tools. Finally, the chapter offers a table of random events that can be used as a catalyst for instant and enjoyable encounters.

CHAPTER 3 – ASSETS & OTHER REWARDS

Assets are deliberately a tenebrous quantity. This chapter has been written to provide some insight into their material value across the Human Sphere and offer advice for using them as a reward during play. Other types of non-monetary reward are also discussed including allies, contacts, and XP.

CHAPTER 4 – IN-GAME PROPS

Unarguably, the biggest prop that a GM has at their disposal within the game are the NPCs that bring the setting to vibrant life. This chapter explores topics such as NPC design, archetypes, characteristics, and special abilities, which includes advice on designing Heat spends. A selection of sample NPC agent handlers round out the chapter.

CHAPTER 5 – ULTIMATE ADVERSARIES

On the back of In-Game Props, this chapter takes an in-depth look at designing the most ultimate of adversaries that the PCs will face, Nemesis-level opponents. Intended to be at least a match for any single PC, these powerful adversaries can be a daunting prospect when it comes to design, though this chapter goes a long way to easing the process. It finishes with example adversaries drawn from across the factions of the Human Sphere, from the mighty Achilles to the stoic Roger Van Zant.

CHAPTER 6 – CAMPAIGN CREATION

Having discussed the creation of NPCs, its time to consider their playground. Creating a campaign can grow from seemingly random seeds. In discussing topics such as campaign design, flow, and personalisation, this chapter will bring some order to the chaos.

CHAPTER 7 – BEHIND THE VEIL

The intrigues of the Wilderness of Mirrors are enough to befuddle even the most avid of its travellers. This chapter, however, has been designed to dispel the illusion of some of its many reflections. Subterfuge Intensity is discussed in more detail, plus plenty of optional rules for dealing with intrigue are discussed.

CHAPTER 8 – TRI-ASPECT CONFLICT

The triple-layered battlefield of the *Infinity RPG* offers plenty of scope for action and drama. The influence of character traits and Heat are covered, zones are explored, and a simplified Psywar system is offered as an alternative.

CHAPTER 9 – BEYOND THE PHYSICAL

Both Maya and Arachne can be strange and daunting places that sometimes seem behind the bounds of our own modern minds to comprehend. This chapter takes a walk through both with a view to assisting GMs through more descriptive elements of each.

CHAPTER 10 – LARGE SCALE WARFARE

What if a player wants to directly oversee a large scale defensive action in the jungles of Paradiso? Or, perhaps the group wants to direct teams of hackers in assaulting the technological systems of an enemy in support of the physical conflict. Now they can with these optional rules that tie directly in to the main mechanics.

CHAPTER 11 – VEHICULAR COMBAT

The rules introduced within the *Infinity Corebook* are further expanded upon. New statistics for many vehicles from across the Human Sphere are also presented.

CHAPTER 12 – STELLAR WARFARE

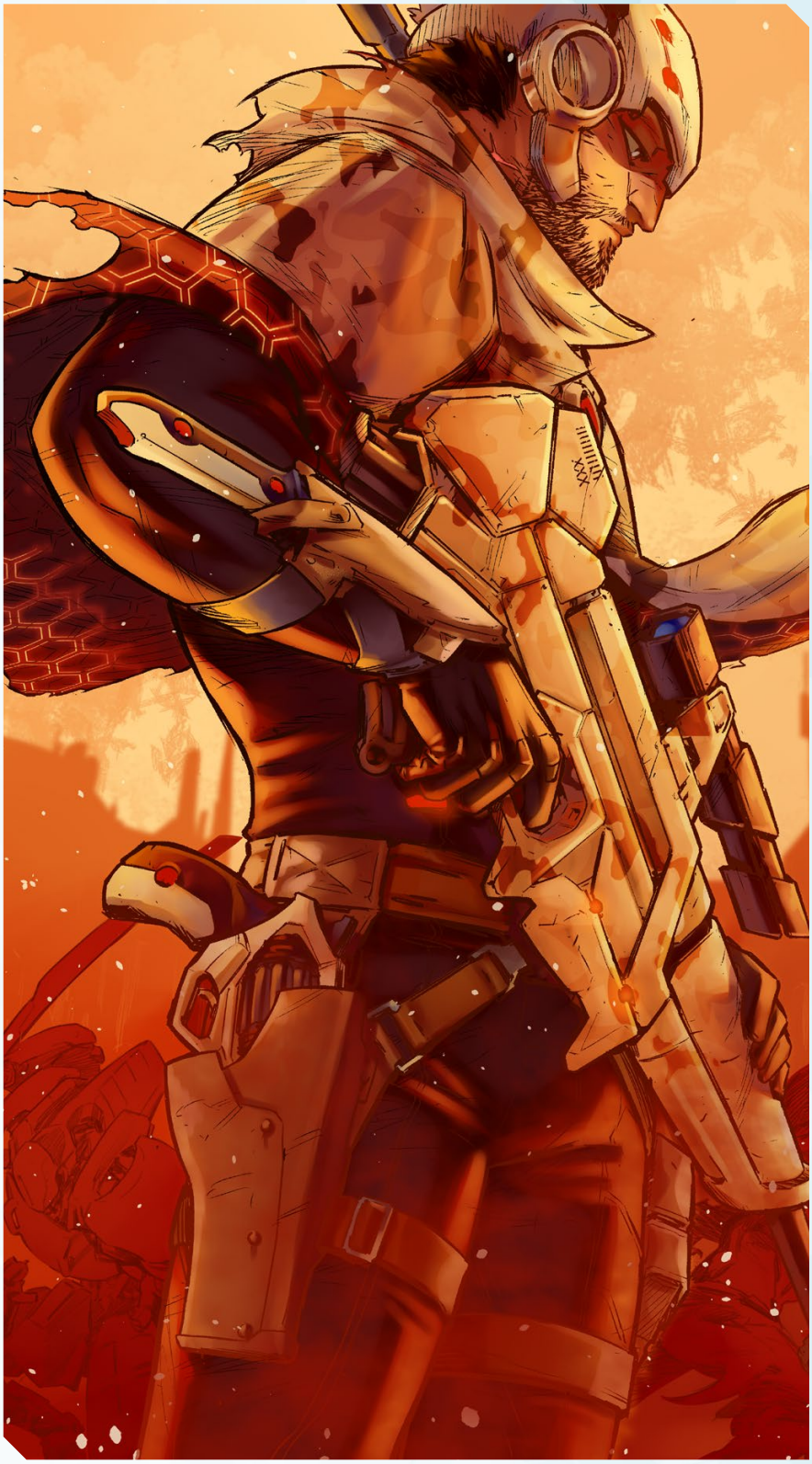
With humanity spread across the stars, conflicts no longer take place just on the ground. This chapter introduces ship-to-ship combat, with several sample ships also provided.

I'll tell you what I think. Something they don't teach you in your Paradiso briefings. The aliens envy us. They envy our freedom of will. So much so that they will do anything to crush and devour it. That makes them weak. That makes them predictable. Fearing them is to fear your own freedom. Are you afraid to be free?

Achilles to his command in "The Masquerade", third episode of the second season of "Myrmidon Wars: The Animated Series."

CHAPTER 1

LEVELLING UP



Becoming an *Infinity* GM is a daunting task, on the surface at least. The core *Infinity Corebook* teaches the basic concepts required to run the game, and this section expands upon those, adding some new options and suggestions for the new GM.

GAME MASTERY OF THE WILDERNESS

The *Infinity* RPG is a collaborative game between a group of players and the Gamemaster, or GM. The GM is responsible for not only depicting the Wilderness of Mirrors, but also bringing it to vibrant, neon-infused life. This chapter is designed to provide an overview of the many descriptive tools available to the GM that can be used to lift games out of the alphanumeric realms into the visual and visceral.

THE GAMEMASTER'S CONTRACT

Much like the player characters when accepting a mission, a GM essentially enters into a contract with their group when agreeing to run a game of *Infinity*, and much like any standard contract within the Human Sphere, this also brings with it several duties and responsibilities.

The GM's role encompasses that of player, adjudicator, and narrator. It is their responsibility to portray the cast of characters that the group will be required to interact with, to make final decisions concerning rules, and to present the storyline that binds the game together. Although the final arbitrator of the rules and the ultimate author of the narrative, GMs should keep in mind throughout every game that the group have gathered to enjoy themselves; a game of *Infinity* should be fun and immersive for everyone, including the GM.

GMing a game can sometimes be a fine balancing act along a Teseum-edged blade. Remaining aware of the player character's desires and abilities, adjusting the storyline and scenes to their actions, stepping back to allow them to shine, stepping in to frame new scenes and present fresh content, reacting appropriately to unforeseen circumstances, and ultimately creating a fun environment for the benefit of all present are just some of the burdens and responsibilities of the GM. Taking up the role

can at times feel daunting and overwhelming, but with patience, practice, and the collaborative input of the players, it will always be rewarding, not just for the GM, but for everyone at the table.

BASIC REQUIREMENTS

There are a few basic requirements that every GM should understand or acknowledge prior to running a game, especially as a bad experience for either themselves or the players can literally make or break the game:

- **Know the Rules**: The GM should understand and be familiar with the rules, including those for any special situations that might arise during the current gaming session. They should also be prepared to be the final arbitrator of any rule queries.
- **Know the Plot**: The player characters will likely be stealthily or blatantly threading their way through the complex and oft-deadly complexities of the Wilderness of Mirrors. The intercorporate shenanigans of the hypercorps, deadly predations of the Combined Army and unfathomable intentions of the Tohaa are just some of the innumerable themes that the players may encounter. The GM should strive to provide depth and credibility to the plot applying engaging settings, immersive narrative, a complimentary cast of allies, rivals, and innocents, and a perilous scheme or two that must be prevented or overcome.
- **Know their Limitations**: Technology has become more prevalent at some gaming tables, but – lacking this – it may be necessary for the GM to procure traditional pens, paper, dice, and other accoutrements. It may also be prudent to nominate one or two players as rulebook researchers, so that time spent referring to manuals is minimised for the GM.

TASKS & RESPONSIBILITIES

As already discussed, GMs fulfil a more in-depth role than the players and have a few tasks and responsibilities that must be met in order for the game to make sense and flow. The following headings are by no means exhaustive, but will provide a solid foundation for potential GMs to plan and run games of *Infinity*.

DRAMA & PLOT

Adventures and campaigns should offer moments of drama and an engaging plot. After all, most roleplaying games are designed to offer some form of escapism, so it is highly unlikely that the players will be seeking to play corporate drones where every session of play deals with their daily grind at the office. The Gamemaster, therefore, should offer storylines that speak to both the players and the characters, which is where knowing the goals of both will pay dividends. If a character detests the Combined Army and is seeking to single-handedly destroy the EI, present them with the opportunity to gain a major victory against this alien threat at some point, or if another character hopes to found their own mercenary company and vie for contracts on the War Market, make sure that this is somehow catered for throughout the campaign – even if only by allowing them to collect relevant assets for a future campaign. The overarching plot may be the polar opposite of anything that the player characters would usually become involved with, but they will rapidly become engaged and motivated if it can be tied into their own aspirations and beliefs somehow.

No plot, of course, would be complete without moments of drama, from adrenaline-fuelled fire fights to emotionally charged negotiations. Drama can also be layered and compounded to provide added intensity to pivotal moments. Damaged lighting as a result of stray rounds during the fire fight can add to the tension, as can the hair-trigger temper of an opposing faction during negotiations. Heat (*Infinity Corebook* p. 32) and complications (*Infinity Corebook* p. 30) are a key element to layered drama as they allow the GM to introduce additional dynamics adding to the already challenging difficulties and problems being faced. A jammed gun, for example, can suddenly change the dynamics of a scene by forcing a character to bring a knife to a gunfight.

PLAYERS AS SUPERSTARS

Intertwined with both the drama and the plot is the fact that the players should be the focus of the narrative. Events and actions take place around them of course, but they should usually be able to influence them in some way without feeling powerless or helpless. As mentioned under the previous heading, tuning into the player characters' motivations and goals will enable GMs to keep them at the forefront of the action. GMs should also remember that – unlike skirmish games – there is no winner or loser. A collaborative game is not a case of the GM vs the players. Problems and difficulties are there to be overcome, not end the game, and each new complication should open several more doors on new tasks or challenges that must be faced. Otherwise, games will rapidly grind to a halt.

CONNECTING THE DOTS

Campaigns and adventures very rarely take place within only one or two locations. The players will often be moving from planet to planet, room to room, ship to ship, or any variation of these and more. The GM will have the task of connecting these scenes and locations together by including

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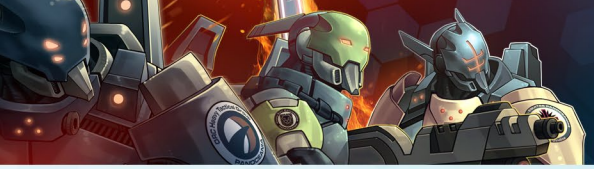
The concept of the Wilderness of Mirrors in terms of the *Infinity RPG* are first introduced on p. 26 of the *Infinity Corebook*, then further expanded upon as a tool for the GM on p. 412. **Chapter 7** of this guide, Behind the Veil, provides further advice and options concerning the unending machinations, retaliatory actions, and dazzling reflections of the factions and agencies that operate in the Human Sphere.

"A respected Field-Marshall from 19th Century Earth once said something along the lines of no plan ever surviving first contact with the enemy. That doesn't mean we shouldn't plan in the first place, you imbecile!"

Mercenary Captain Juan Ronandez, Foreign Company, addressing former Mercenary Lieutenant Chin Tsong in the wake of a much-publicised rout that has since received the most views to date of any piece relating to the mercenary company, both in Arachne and Maya.

CAMPAIGNS & ADVENTURES

Most roleplaying games, *Infinity* included, operate on the premise that several interlinked and successive adventures will together form one whole campaign. An individual adventure may take several sessions of play to complete, whilst a campaign could feasibly run for several months, or even indefinitely. **Chapter 6: Campaign Creation** provides in-depth guidance on structuring and evolving a campaign.



such things as a description of the time and place, means of travel, other individuals present, and what exactly is happening as the characters enter. Providing the answers to these will allow the characters to decide what actions, if any, they will take when entering the scene.

PLAY THE STOOGE

Another important aspect of the GM's role, which is again intrinsically tied into the previous headings, are the NPCs that fill out the scenes and locations that will be visited by the player characters. The GM must wear many guises throughout even just one session of play, so should be ready to interpret the reactions of the NPCs as they are interacted with. For instance, a desperate Tohaa Diplomat hoping to arrange an escort will clearly react differently to an Imperial Agent who is seeking answers on the whereabouts of his next target for instance. Taking a brief moment to place oneself in the NPC's shoes in the context of the current scene can really help to frame their response.

RULES APPLICATION

The GM is the final arbiter of the rules, but knowing when to apply a rule is just as important as knowing how to apply a rule. These cases will often likely be obvious, such as applying the combat rules once a trigger is pulled, but occasionally there can be a choice over their application. The rules exist as a guide and a framework to give the GM and the group the means to resolve risky or difficult actions and should be able to handle a wide range of circumstances if employed with a little common sense and imagination.

It is important to remember, however, that the GM does not have to adhere perfectly to the rules. Sometimes, a strange situation may occur that does not quite fit to any of the rules as written. At other times, the GM may not remember the precise rule for a situation. Whatever the situation, it is far preferable to improvise something on the spot and keep the gaming moving rather than bring everything to a halt while the GM searches the rulebook for an answer. The rules exist to support the game, but keeping the game going is more important than strictly applying them.

SETTING THE SCENE: MOOD & TONE

The *Infinity RPG's* background is a rich one. From the jungle battlegrounds of Paradiso to the shadowy Wilderness of Mirrors of Bureau O-12, the GM can make use of moods and tones to deepen the experience.

In a game focussed upon the Wilderness of Mirrors, it is one where no-one is exactly who they seem and everyone has their own agenda. NPC friends become enemies at the drop of a hat, factions manipulate the PCs, and the PCs themselves may be working against one another. A GM running this campaign may focus on the fact that everything is shadowy, the PCs always have the sense of being watched, and everything they do may be for a reason as yet undisclosed.

A GM can convey mood in a variety of ways from simple descriptions to adventure plotlines and interactions with NPCs. In a warzone setting such as Paradiso, the Combine Army can appear to be undefeatable and relentless This lends itself to a bleak future. One where the PCs are doomed to the meat grinder of Paradiso, destined to face the horrors of war. One where the GM has created a sense of alienation by the PCs hearing of defeats or where they are plunged into conflict with little or no support. There is a very real chance that PCs die in the game, possibly against insurmountable odds. Even in the event of a victory, the Combine Army rumbles on.

Or a GM could imply there is one small chance the EI can be defeated. In this option the PCs are more heroic, winning victories against the EI and actually make a difference. The PCs have a chance to show their quality. They may ultimately halt the EI advance into the human sphere, but it will be a hard-won victory.

Generally, the GM should assess the players expectations: a group that looks forward to combat would be quite at home in a Paradiso warfare setting, but would find the Wilderness of Mirrors frustrating and vice versa.

Death is not the end in *Infinity*, with Resurrection and Lhosts (see p. 392) providing a way to cheat death and even turn it into a business. A PC killed in combat is merely inconvenienced for a time. This likely makes humans slightly blasé regarding their mortality, and their approach to both the Combine Army and dealings with rival factions in the Wilderness of Mirrors.

Unless the GM is using a published *Infinity RPG* campaign or adventure, it is a good idea for GMs to create adventures with the PCs of their group in mind, giving a personal appeal and investment to their players. The GM can then tailor the adventure to the group's strengths and create specific plotlines unique to the PCs. The GM will also manage **Player (and GM) Expectations** (see later in the chapter). Every PC should have the chance to shine in an adventure. Of course, there's no reason a GM could not tailor a published campaign to their own group with a little work.

DESCRIPTIVE SCENES: FRAMING THE ACTION

There are several useful tools a GM can use when setting the scene in describing it to the players. Lighting is important in a scene, not just for combat purposes. It can convey a mood. Stark white light suggests a clinical atmosphere, one designed for utility, not comfort. Darkness suggests mystery and intrigue where anything could be lurking in the shadows. Flickering lights suggests a sense of decay, where things are held together by repairs and duct tape. The dappled sunlight through the canopy in the Paradiso jungle may make it hard to spot the danger.

Weather can influence the mood of a game. Rain — often overused — suggests a downbeat atmosphere and is ideal for a Bureau Noir meet. An overcast sky suggests at sinister goings-on. A bright, sunny day will likely engender a certain amount of PC paranoia upon meeting a Tohaa dignitary. The stark brutalist architecture of the Revere Line against the Antipodes, bristling with weaponry appearing almost black in the snow. There is the biting cold of an Ariadnan winter, the oppressive heat of the Paradiso jungle.

What do the PCs hear when they enter a Scene? A battle scene on Paradiso will have the deafening thunder of vehicles and artillery. The night club they enter has a pounding subliminal techno beat. The Circular craft thrums with motion as it prepares to depart. Sights, sounds, smells all give the players a sense of their environment and act as a visual aid to the players imaginations.

When describing a scene, a GM needs to cover the detail, but not overdo it. The NPC may be sitting at the bar when the PCs arrive, but the players might not need to know what they are wearing, eating, or drinking unless they ask. This is especially true in a combat situation. The players need to know where any cover is, where the exits are, and how many enemies there are, etc. In some cases, a picture or floorplan may be available and could be shown to the players. For that reason, having a copy of the image to show PCs (in digital or hard copy) is very useful, especially regarding zonal movement. Aliens may have also have a different sense of aesthetics to humans, as well as a different level of perception. Other visual aids can come in the form of *Corvus Belli's Infinity* range of both miniatures and scenery.

There is also the concept of scale: a GM can use this to create both a sense of wonder or of fear. Many of the aliens in *Infinity* will tower over PCs.

MATURITY & CONTENT

The *Infinity* setting resembles an amplified 21st Century Earth in certain ways: racial intolerance, war, corruption, psychological manipulation (PsyWar), deception, genetic manipulation, exploitation, and worse still exist. The EI's Combined Army is also an alien army with no "rules of engagement" and very little empathy with the Human Sphere.

Some GMs and players may want to incorporate these darker aspects into their games, particularly if the premise of the campaign is built around eradicating one of these practices. If any of these darker elements are to be used, the GM should get the full agreement of the group: the horror does not need to be seen in order to be felt. Any player or GM who feels uncomfortable with these aspects should make their voice heard within their group. Everyone else involved should respect that voice and adjust accordingly.

A group playing in a public space such as local gaming shop, convention, or café should be aware that such content may not be age-appropriate for a public venue, and may make other patrons concerned if they hear it being discussed in-game. A GM's discretion is advised in these situations.

The Circular crafts between worlds move across entire solar systems in the Dark Between and are themselves colossal behemoths like the Leviathan of old Earth legend.

When entering Infowar and the quantronic zones substrate, the user plunges into a vibrant dizzyingly world, where towering structures are constantly being reassembled by Augmented Reality, where the user can fly through clouds of metadata. It is a place of wonder... and horror. There are things dwelling there — Intrusion Countermeasures that can shred your avatar, skulking in the shadows around the constructs.

For beginning GMs and their players, describing the Psywar/Metanoia aspect of *Infinity RPG* may be confusing as it is more of a concept best served by the existing mechanics. Metanoia is not used in day-to-day conversations. Psywar is designed to create a psychological conflict, an actual physical assault on the target, and is capable of use on the battlefield (a PsyOp) but not normal social interaction. As discussed on p. 132 of the *Infinity Corebook*, it is worth the GM discussing with their group and setting some boundaries concerning PCs being attacked through Psywar.

For more conventional combat, a beginning GM may want to ask the players what they are doing when attacking Nemesis-level adversaries. Nemesis adversaries can acquire an Infinity Point by spending 3 Heat. This means the GM can also create story declarations, just like the PCs, but in a structured fashion rather than an arbitrary decision. This can also allow significant NPCs to escape the PCs at the last minute, activate their super-weapons, and so on.

NPCS ARE PEOPLE TOO!

The NPCs of *Infinity* make the world come alive to the PCs. The *Infinity Corebook* has a wealth of NPCs drawn directly from the setting. Each NPC should have a name and a background, however basic. Having a list of names handy, rather than using stock names like "Red shirt #1" or "Bob" maintains immersion. Ideally, each NPC should have their own mannerisms. An Ariadnan Wulver is constantly struggling for control and scowling at any threat. A Tohaa diplomat sways to unheard music, and is highly tactile — perhaps disturbingly so. An O-12 agent may deliberately seat themselves in such a way to view all available sight lines and exits. A Shasvastii Speculo Killer moves like a predator when revealed, circling and stalking its prey before attacking.

Some GMs feel compelled to detail every aspect of combat when the PCs attack an opponent. That can quickly become laborious for a GM describing every shot or blow exchanged for Troopers or Elites, especially in fireteams. When a member of these groups is hit, they go down, they stay down. They are not at the same level as the PCs. Nemesis-level adversaries can take on, and even kill, PCs.

CINEMATIC SCENES

Cinematic scenes are a visualisation tool adding significantly to a scene. It adds a filmic quality that is entirely optional but can certainly add to a GM's toolkit. The GM describes a scene as if it were being filmed as part of a movie, illustrating the "shots" and visual effects. This works well for combat scenes, especially for uses of Momentum, and can give players a real sense of heroism.

For example, rather than:

GM: *OK, you approach the edge of the clearing and spot a Morat patrol ahead of you. What do you do?*

Player 1: *Right! I shoot them with my MULTI Rifle.*

Player 2: *I charge and attack with my sword.*

Player 3: *I'm taking a round to aim.*

Consider the following demonstration of a Cinematic Scene as an alternative:

GM: *OK, you approach the edge of the clearing and spot a Morat patrol ahead of you. It's a close-up shot of your boots crunching on the leaves, shot in slow motion. The screen splits to show the Morat turning to face you.*

Player 1: *Right! I open fire with my MULTI Rifle.*

Player 2: *I run forward with my sword.*

Player 3: *I'm going to take some time to aim!*

GM: *The camera dollies around the Morat in a full 360 degrees, showing their reaction as they bring up their weapons, and also showing Player 2 hurtling towards them in real-time. There's a close-up on Player 1's rifle firing. Then the shot cuts to one where we follow the bullet towards the Morat. The scene cuts away to a long shot of Player 3, watching the scene from a treetop sniper post. There's a close-up of his face as sights down the sniper scope, as the screen splits to show the cross-hairs settling on a Morat...*

With several concepts available for running a cinematic scene, they can add to the GM's workload so would best restricted to combat scenes (apart from **Cutaways**). Film fans will already be familiar with some of the concepts introduced here, but may find it a useful reference nonetheless in applying them to Cinematic Scenes in *Infinity RPG*.



CAMERA SHOT DESIGNATIONS

The following lists some of the basic camera shots. The basics are listed here for the GM to use in their Cinematic Scene descriptions.

Extreme Close Up (XCU): These shots are often used to show only a small part of the face only, or another small region such as a finger pulling a trigger.

Close Ups (CU): Frequently called head shots, they are exactly that. They are usually used to show the face and head. They can also be used on other parts of the body, like feet walking.

Medium Shots (MS): **They** are often used to show figures from the waist up, and for conversation shots. Medium shots can also be used for cockpit views, someone working at a console, etc.

Long Shots (LS): "Full shots" are often used to show full figures or subjects such as buildings or vehicles. Sometimes they are used as "establishing shots" to show the action has moved to a new location.

Extreme Long Shots (XLS): **These shots** are used to show crowds or multiple locations. They can also be used to show mass battle scenes.

CAMERA MOVEMENTS

Camera operators have number of options and techniques. These are only some of the basics.

Zoom: The shot moves from one shot designation to another, such as from a long shot to a close-up. It can also be used to target a shot in or out of focus.

Pan: The camera turns left or right, or tilts up or down. They are often used to reveal a scene.

Dolly: The camera itself moves, toward, away, around or past the subject of the shot, bring the subject closer or further away while remaining in focus.

SCENE TRANSITIONS

Editors have different ways of transitioning between shots other than straight cuts.

Wipe: The original scene physically slides away to be replaced by the next scene. A wipe is used to show the passage of time in many cases.

Fade: The scene darkens to a colour, usually black or white. These are often used for dramatic effect.

Dissolves: Like fades, dissolves are a gradual transition from one scene to another.

OTHER USEFUL TOOLS FOR CINEMATIC SCENES

There are also a few other useful GM tools for cinematic scenes.

Cutaway scenes: Cutaways are when the action abruptly shifts to another location. In cinematic scene terms, they allow the GM to reveal scenes or information not otherwise available to the PCs at the time. They can also be used to escalate tension by revealing the plans of the PCs' enemies or plot points the PCs may have missed.

Cliff-hanger Endings: These are best used when the GM considers it a suitable juncture to end a session or an adventure. They are perfect for moments when the PCs are about to enter combat, but the session is out of time.

In Media Res: Latin for "in the middle of," this means putting the PCs directly into the action from the outset. The PCS are plunged directly into an ongoing battle or chase sequence.

Previously in...: The GM summarises the events of the previous session at the start of the next session, prefacing it with "Previously in...". As well as being cinematic, it also allows players to catch up if they were unable to attend, reminds the players what happened, and also correct any misconceptions (perceived or otherwise).

HURDLES & TIPS FOR A NEW GM

There are a number of challenges a new GM will face — some are already detailed in the *Gamemastering 101* section of **the** *Infinity Corebook*, p. 400–401. Most can be resolved quickly and easily, provided the GM has readied themselves for them.

GAME OBSTACLES

Absent players: Unfortunately, sometimes real life will mean some players are unable to attend for a specific session. There are several ways to deal with the control of their character:

- Give control of the PC to another player to run.
- The missing player's PC is called away, perhaps on Wilderness of Mirrors business (using a cinematic **cutaway**).
- The GM can take control of the PC — although they have enough work already. Or maybe the GM can



- Technology has evolved enough that a player can join online via webcam and speaker. This works best with small groups.
- Finally, have another player on standby to "sit-in" on the session and play.
- Of course, sometimes players are regular no-shows. At that point the "Standby" player gets a regular role, or the GM may have to find a new player to keep the game going.

Broken Game: Sadly, sometimes a campaign may come to an early end, possibly due to **TPKs**, failing in **Retaining Player Interest**, or **GM Burnout**. This results in a Broken Game, requiring the GM to end it immediately or wind the campaign up. In these cases, it is best to create a big dramatic finish to the campaign rather than just ending it. If it is the result of **Player Conflict**, the GM may need to start again with a new group as there may still be resentment, particularly if there was outright hostility between the players, rather than PCs.

Dice Hoarding: The GM and players should make sure that are enough dice available to both the GM and players. Remember at least two d20 dice will be needed by the GM. It is worth investing in extra d6s and not having to constantly borrow and retrieve dice from the players.

GM Burnout: In some cases, a GM will lose their enthusiasm for a campaign and running the game ceases to be fun for them. This is GM Burnout, and often happens to the GM running a game constantly. A break away from the game for a few sessions, or asking the players to run a game of *Infinity RPG*, possibly a one-off game, can prevent burnout.

Going off the Plot: No matter how well the GM has plotted an adventure, there is always the chance the PCs do something unexpected. For example, the PCs mission fails, and they get captured, or they choose to do something unexpected like breaking into a local vehicle pound for planetary security, perhaps even leaving the main plotline behind. Sometimes it is better to **Follow Where the PCs Lead**, and try **Winging It**, than railroad the players back onto the plot. This also allows the scene to be resolved without disrupting the campaign timeline. In fact, the GM can work it into the campaign. Local security recalls the PCs boosting the vehicle pound later in the campaign, for example. It is less of a problem in sandbox campaigns, as they usually consist of **Follow Where the PCs Lead** challenges.

Player (and GM) Expectations: What do the players want from the game? Intrigue in the Wilderness

of Mirrors? Battle the Combined Army in Paradiso? When creating a campaign, it is a good idea for the GM to have a rough outline of events, and also consider how often — and how long — they can run *Infinity RPG* for their group. Weekly is a challenge, requiring a lot of effort for the GM and players if they have other time commitments, or if the availability of a venue is questionable. Fortnightly gives a GM a chance to plan ahead, or reschedule. By only having a rough outline, the GM can also tailor it to the player expectations.

Player conflict: At some point, either a player or PC will conflict with another player or PC. This can make a game session tense, or escalate to tempers fraying. At this point, it is wise for a GM to call a time-out, possibly reminding the group that it is a game. For the GM, the best approach is to be diplomatic and remind the players of Infinity points. If the players are becoming outright hostile to each other, the group may become **a Broken Game**. At that point it is best for the GM to stop that particular session and ask the conflicting players to take a "Time-out."

Players vs. the GM: There is a tendency to focus upon a perceived adversarial relationship between a GM and their players. This is not the case. An RPG is a collaborative game; the GM may present challenges to the players, but they are not the enemy. They are there to enjoy the story, just as much as the players. Although some players often suspect the GM is targeting them, this usually is a result of bad rolls.

Retaining Player Interest: This is critical if a GM wants to survive. Many new campaigns fail after a few sessions. Unlike **A Broken Game**, it is essential that the GM keeps the players hooked on the plot in the first sessions. Enthusiasm from the group is always a good sign, particularly if they are still talking about the session after the game. The first sessions are the most likely for players to drop out of the game as other commitments may have their time instead of their regular gaming slot. It also helps to have a regular time scheduled in advance to run the game.

TPKs: TPKs (or Total Party Kills) where the entire group of PCs is wiped out, should be something of a rarity in *Infinity RPG* if not impossible. Judicious use of Infinity points by the PCs, Resurrections, and Lhosts (*Infinity Corebook*, p. 392–394), should not see the entire party wiped out. Death is not the end in *Infinity RPG* and can even be used a plot device. Alternatively, the GM can have the group roll up new characters, perhaps as replacements for the dead PCs.

TIPS AND SOLUTIONS

Complications as Motivators: Complications can make plot devices to move the PCs along, especially with Skill Test Complications. For example, a PC gains a Complication on a Tech Skill Test to disable and stop the countdown on a bomb. The GM could choose that the device is now counting down faster, or is disarmed but still "live" leaving the PC with an active bomb in their hands.

Everyone Has a Turn: The GM makes sure everyone has their moment and their turn, not just the most vocal or loudest player. As the PCs act first, it is worth a GM getting a quorum from all the PCs before resolving any PC actions. Asking the quietest player their thoughts is a good way to get them more involved.

Fish out of Water Sessions: "Fish out of water" sessions or scenes usually take the PCs out of their comfort zone, especially in regard to their abilities and skills. For example, PCs with no skills in diplomacy are sent to negotiate a treaty, or guard an ambassador; or PCs with no stealth skills suddenly find themselves required to commit a heist. This can be fun for the players, and great fun for the GM, but when overused by the GM, it will quickly frustrate the players.

Follow Where the PCs Lead: Often used in sandbox campaigns, the GM is more reactive than proactive in these cases, but it can happen in planned campaigns, too. In these cases, it is best for the GM to have a collection of stock NPCs (like those listed in the *Infinity Corebook*). Heat and Momentum use are critical to both PCs and GM, as is using **Complications as Motivators**. The concept of Imminent Peril (discussed earlier in this chapter) can be a great tool for moving the game forward.

GM as Referee: Life may not be fair, but the GM needs to be. If a GM makes a ruling on a specific situation they should apply the same rule to all future situations to be fair at least for that session. If the GM makes a mistake, it is worth admitting to it, and learning from it. All GMs have made mistakes.

GM on Foot: Most GMs prefer to stand, rather than lurk behind their GM screen (if they use one) when they are describing the scene. This has a couple of advantages: voice projection is better since they are standing, and gives more of an air of authority. It is not a good idea for the GM to lean over the players as they can find it intimidating or uncomfortable, an invasion of their space, and is not always easy if space is limited. A GM signals the players to discuss their plans by sitting down once setting the scene, as it creates a natural "full stop."



Heat, Momentum, and Infinity points: Regarding Heat/Momentum and Infinity points, it is always worth the GM reminding players they do have them, and that they are there to be used. They can add elements to a story, and also prevent the entire party being wiped out if the event should arise. While not a "free pass," they do allow PCs an extra level of freedom. In the case of Momentum, it is there to be used and becomes a dwindling resource as each scene passes.

Keep Your Eye on the Time: This is a vital requirement in convention games, as there is usually a strict time slot assigned to play in. It also gives a good indicator of when to finish. Should combat be about to begin and there is little time left, it is best to leave things on a cliff-hanger than trying to pick up where combat had left off in a later session. It also helps in **Retaining Player Interest** so they have reason to return.

Keeping on the Heat: Momentum and Heat are the best ways to keep a group moving on if they are dithering. There is also the concept of imminent peril, where the PCs are constantly at risk, to such an extent that they actually become fearful for their PCs. It can be a challenge for the GM coming up with new ideas, and possibly improvising the scene (see **Winging It**), but is quite an experience.

Modern Technology: While the ability to look up rulebooks and other reference material is of considerable benefit, mobile phones and their ilk will cause disruption at the gaming table if they are constantly going off. Some GMs can — and do — ask that mobile phones and other devices are set to silent. If the GM is using a laptop to run the entire game, a full charge or having the laptop plugged into a power socket will help prevent the game being disrupted by "Low Battery" warnings.

PC Downtime: As PCs require downtime as a time to heal, Resurrect, or spend experience points, it is best for the GM to keep the amount of time as abstract as possible. In that regard, it is best to use the time between adventures to allows PCs to spend experience points, rather than just at the end of a session.

Speaking to the Group: While a GM may not be used to speaking to a group, it is important the GM speaks to all the players clearly, not just one single individual. Rather than read a wall of text to the players, the GM should break it up and take a breath, giving the group time to process it. If there is an interruption by one of the players while the GM is speaking, the GM ideally should keep going and ask the player to wait for them to finish. Everyone then gets the information. It is also a good idea to have a drink close by as GMing a game dries out the throat from a lot of talking! Convention and other games in public often have to vie with the background noise, so the GM may need to repeat himself as well.

Ways to Run Infinity: There are number of ways to run the *Infinity RPG*. One is "sandbox" mode where the GM defines the world by the actions of the PCs. It can be a challenge for a GM to run games of this kind, and they are often required to improvise. It can be highly rewarding for the GM nonetheless. A planned/plotted game is often easier where the PCs only have a certain amount of interaction with the existing plot.

Winging It: Improvising, or "winging it," is a useful skill for the GM to learn. Sometimes, the plot takes an unexpected turn — something happens to a critical NPC, a PC spends an Infinity point to advance the plot, or there is a **TPK**. "Winging it" is the only way to keep the game going. If the GM isn't confident in their ability to improvise and instead try to shoehorn the PCs back into the plot, there will be complaints. Heat can be used to generate a Complication or Invoke a Trait (*Infinity Corebook*, p. 33–35). Alternatively, the GM can be frank and tell the group they will need to give time to work on it, perhaps ending that session. Improvisation skills can be improved by borrowing liberally from the media. It is a skill learned, rather than taught.

CHAPTER 2

IN FOR A PENNY...

This chapter deals with the logistics of running a game of the *Infinity RPG* and provides some tools and suggestions for the GM new to running both RPGs and *Infinity*.

FORMING AN INFINITY RPG GROUP

Every group needs a GM. Every GM needs a group. This section applies to all participants in an RPG, both players and the GM. What *is* important is the group itself. There are a number of ways for a group to form, and where there is a will, there is a way. There are several ways to get a group together.

For those already playing *Corvus Belli's Infinity* tabletop game, it is a relatively simple affair to start playing the *Infinity RPG*, but there is an "*Elevator pitch*" involved (see below), just as with bringing in new players to the *Infinity* universe. *Infinity* began existence as an RPG, and the transition is a simple one, at least regarding familiarity with the rich background lore of the *Infinity* universe.

SEARCHING LOCALLY

So, how to go about finding players or a GM (if you want to be a player)? The first places to look are local gaming clubs and see if anyone is playing *Infinity* – either the tabletop game or RPG. A web search engine should turn up any local clubs in the area, especially in population centres. Local gaming shops (sometimes called FLGS – Friendly Local Gaming Shop) may stock *Infinity* products, will likely be happy to help someone find a group, and may even offer to host the game. Many have a noticeboard setup for exactly that purpose, and is worth checking to see if any other groups are looking for players or a GM. Some may not have played *Infinity* and may be looking for a game of any sort: a golden opportunity for a GM.

FOOD ETIQUETTE

The GM and players may bring their own snacks, or order in food if they wish, and it is considered good manners to share the costs. If a venue sells food and drink, the group would be wise to purchase the food and drink from the venue – otherwise the venue is quite within their rights to ask a group to leave. Avoid having food around the character sheets or books though, in case of accidental spills.

In fact, it would be practical to halt play and take a break while players eat more substantial meals, as it will certainly serve as a distraction from the game.





SEARCHING ONLINE

Online forums exist on the internet for both RPGs and *Infinity* itself, although one should familiarise oneself with each specific forum's etiquette, rather than deluging topic threads with requests for players. A modicum of caution is required: always take care to avoid revealing personal information such as telephone numbers or addresses, especially if they belong to other people. Some forums also have a Play-by-post (PbP) section where GMs run their game via the forum itself.

Social media platforms are a fantastic way to recruit players, because there are thriving communities of fans and prospective players already in place. They provide a way to find a group or GM in the local area or for online play. As is the case with online forums, caution needs to be taken regarding personal information, especially in public groups.

Online, there are various sites providing a virtual tabletop. These are ideal for the GM if distance is an issue or players are only able to attend online. Some GMs make use of collaborative or conferencing software too. Web cameras and microphones are very affordable, and with internet speeds faster than ever, online RPG sessions are thriving.

THE FIRST GAME: BAPTISM BY FIRE

Usually it falls to the GM to organise the first session of an RPG, which includes finding players and a place to play. It's not necessarily that way all the time, but it is usually the GM who winds up planning and coordinating game sessions. The GM is not necessarily the host of a game venue and need not be responsible for providing food and drink for other players unless they want to.

ADVERTISING THE GAME

It is beneficial for the GM to create a quick summary of their campaign and setting, ideally making it sound as grandiose as possible. Only a couple of paragraphs long, it is designed to hook the reader and prospective players and should show how unique the GM's campaign plans to be. Some call this the "Elevator Pitch," and it is handy to use online or in adverts for players.

SESSION 0: THE PRELUDE

Some GMs prefer to get straight into running a game, with the players creating their characters in advance beforehand. Other GMs like to get to know their players first and help the players create their characters and connections (such as relationships to other PCs, faction handlers, ideas for possible NPC contacts or adversaries) either in, or before, the first session. There is no right or wrong way to do this. Running a Session 0 or Prelude (as such sessions are sometimes called) allows the GM to manage their players' expectations and head off any potential problems within the group that may result from conflicting viewpoints.

HOUSE RULES

It is also a good opportunity for the GM to clarify any custom rules, or "house rules." These may not be game rules, but can also define the group's behaviour, or a code of conduct as it were. For example, once an action is declared, there is no "take back." Or the GM can ask players to switch their mobile phones to silent unless they are on call for some reason. First sessions are opportunities for the GM to have some idea of what the players want from *Infinity*. Let them fill in the possible gaps in the campaign like their motivations and relationships with the rest of the group.

WHEN & WHERE TO PLAY: LOCATION, LOCATION, LOCATION

When to play is as important a factor as where. Most groups settle on a specific day and time and adhere to it. RPG groups tend to play in the evenings or at weekends, simply as that is the only time they are free from work or other commitments. A good rule of thumb is for the game to either take place weekly or every fortnight, as this leaves time for the GM to prep their session. Communicate the ending time of the game early on. Most RPG sessions last around four hours, but some GMs may prefer to run longer or shorter games. Most convention games last three to four hours, and a GM in those situations is expected to hit the ground running — in every sense of the word.

A group of 4–6 players is the normal size for an *Infinity* RPG session. More than six players is a challenge for most GMs to maintain game balance, and fewer than four means a person's absence for any reason can be disruptive. Larger groups also allow for attrition if for example a player has to drop out of the game. The GM should have an agreed means of contacting their players in some way (by phone, email etc.), and to be punctual for their games. They should expect the same from their players. After all, communication is a key part of being a GM. The group should also respect the hosting venue, whether it is someone's home or not, and treat it as such.

Finding a venue is a challenge in itself. In recent years more and more cafes are adopting games, and local gaming shops are often keen to get players – and potential customers – in the door. Ideally, the venue should have comfortable seats, a table that everyone can sit around, and be well ventilated. It also helps if it is well-lit and away from major sources of noise, although this is not always possible in some public venues. A clean space for the GM to lay out their notes and books, roll dice, and store any other physical materials, is also required. Food and drink should be kept away from the play area and books, perhaps laid out on a side table. If the GM plans on using laptops or other electronics, knowing the location of power sockets and wireless access can prevent delays later in the game.

FEEDBACK

Finally, a GM should always get feedback from their players. For example, what went well, what went less well, and was there anything that could have been done better? And of course, what did they enjoy?

Feedback can be garnered in written or verbal form, or even a combination of both; use whichever means is most preferable and least worrisome for the players. In today's age, there are also plenty of electronic platforms – such as private social media groups – that can also be used to support feedback. Offering a platform for the players to provide feedback will allow the GM and the group to tackle both in-game and table matters that might otherwise remain unaddressed. Encouraging and enabling feedback will ultimately benefit everyone involved.

PREPARING FOR INFINITY: THE GM TOOLKIT

Much of the GM's time outside of running sessions of the *Infinity RPG* will be taken up in preparation. Even with published scenarios and campaigns, the GM still needs to make sure they have enough time to prepare – even more so when creating their own material. What follows are some basic requirements for running the *Infinity RPG*.

ADVENTURE PRINTOUT

Print out and read the adventure. Even if a GM is comfortable improvising ("winging it"), they need to read through the adventure, ideally with a quick skim read as a refresher just before play. Adhesive notes are great for marking pages, adding notes, what-if suggestions, and *Corebook* page references.

DICE & TOKENS

There should be enough dice for players and the GM. Official *Infinity RPG* dice are available from Modiphiüs Entertainment. Poker chips and other tokens can be used for Heat, Momentum, and Infinity Points. Two or more d20s are needed for each player, and a dozen d6s or more for the Damage Dice.

HANDOUTS

Maps, diagrams, letters, and other printed material can used as props or provide information. It may also be worth printing out some of the illustrations from published modules to show the players during play.

RULEBOOKS

Ideally, the GM should have their own copy of the *Infinity Corebook* (printed or digital format), and the players either the *Infinity Player's Guide* or their own copy of the *Infinity Corebook*. It is wise for a GM to only take the books they need to a session. Huge piles of books can be tiring to haul about, but digital copies can be stored easily.

SCRAP PAPER

Provide paper for note-taking and map-making for both the players and yourself. Scrap paper is also very useful for passing Wilderness of Mirrors notes to the GM!

SPARE CHARACTER SHEETS

Character sheets are essential for playing *Infinity*, and good practice to have some blank sheets on standby. Have a copy of each player character, just in case a player forgets their character sheet or needs to replace it.

INFINITY PROPS & TOOLS

As well as the basic kit listed previously, several other useful accessories exist for a GM to use in their games.

DICE TRAY OR TOWER

A tray or tower to roll dice in is not essential but is useful to keep dice from being lost or miniatures from being chipped by bouncing dice. They are also convenient for storing tokens like Heat or Momentum pool.

CONVENTION QUICKSTART

Having a few copies of the Quickstart rules is very useful for providing a quick introduction to the system, which is particularly the case when running demonstration games at conventions. Printing multiple pages of the Actions and Momentum spends available will help to keep such games slick.

EXTRA BOOKS

Having extra copies of the *Infinity Player's Guide* or *Infinity Corebook* is incredibly advantageous, particularly if the GM has to keep referring to the main rulebook. It also allows the players to look things up during the game if they have forgotten their copies.

FLOOR & ZONE PLANS

Modular floor or zone plans are a great way to reveal terrain, a room, or Zone without revealing the entire map, and can also be used with miniatures to visualise Action Scenes. Some GMs split maps up into smaller sections, creating a "fog of war." Modiphiüs Entertainment publishes a selection of floor tiles for the *Infinity RPG* that a GM can also use. Corvus Belli also makes terrain that can be integrated into a scene or used as a visual aid.

GM SCREEN

As well as the official *Infinity GM Screen* available from Modiphiüs Entertainment – a sample of which can be seen below – some GMs may choose to make their own with their own charts and reference material. GM screens are used to keep information such as the plot or maps hidden from the players, as well as to conceal any rolls the GM makes.

GM TECHNOLOGY

As well as the online virtual tabletop, there are a few useful resources GMs can use to store setting information online. Wiki sites can be used to store setting information or game rules. Modiphiüs Entertainment also has an online character generator at http://infinity.Modiphiusapps.hostinguk.org/. Tablets and phones make great reference devices. Technology such as tablets or laptops can also be used for looking up material, delivering handouts or other visual aids. While technology is useful, it can be distracting if smartphones are constantly alerting their owners to new messages that may not be game-related. Despite this, applications like instant messaging or SMS can be used in a variety of ways, such as notifying a player of a Covert Objective (see **Paranoia Notes** in **Chapter 7: Behind the Veil**). If the GM plans ahead with these messages, they can usually avoid any sudden distraction mid-game.

TAKING ACTION

- The gamemaster and player determine the relevant SKILL and the DIFFICULTY
- Difficulty determines the number of SUCCESSES required to perform the action
- SKILL EXPERTISE is added to the base ATTRIBUTE to determine the TARGET NUMBER (TN)
- Roll 2d20, counting each die rolled separately
- Each roll equal to or less than the TN is a success
- Players can roll additional d20s by paying HEAT, spending MOMENTUM, or using RESOURCES
- A roll equal to or under the SKILL FOCUS is worth two successes
- Any extra successes become MOMENTUM
- No more than three additional d20s may be rolled for one test
- Some TALENTS allow additional dice, or rerolls, automatic successes, or generate additional Momentum
- Results of 20 cause COMPLICATIONS. A skill test for an untrained skill becomes a Complication on a 19 or 20

TEST DIFFICULTY

NAME	SUCCESSES	EXAMPLES
Simple (D0)	0	Opening a slightly stuck door. Researching a widely known subject. Hitting a stationary archery target during practice.
Average (D1)	1	Overcoming a simple lock. Researching a specialist subject. Shooting an enemy at optimal (medium) range.
Challenging (D2)	2	Overcoming a complex lock. Researching obscure information. Shooting an enemy at optimal range in poor light.
Daunting (D3)	3	Overcoming a complex lock in a hurry. Researching basic historical information. Shooting an enemy at long range in poor light
Dire (D4)	4	Overcoming a complex lock in a hurry, without the proper tools. Researching esoteric historical information. Shooting an enemy at long range, in poor light and heavy rain.
Epic (D5)	5	Overcoming a complex lock in a hurry, without the proper tools, and in the middle of a battle. Researching purposefully obscured historical information. Shooting an enemy at extreme range in poor light and heavy rain.

DIFFICULTY MODIFIERS

CONDITION	EFFECT
Combinations	If there are multiple elements that individually are not enough to warrant a penalty, the combination of conditions can collectively apply +1 difficulty.
Lighting	Increasingly dark conditions impose progressively higher difficulties to Observation tests and other tests reliant on sight. A bright, moonlit night may apply +1 difficulty, a dimly lit interior +2 difficulty, and complete darkness +3 difficulty. Conversely, extremely bright light, or moving from an area of darkness into bright light (or vice versa) can impose increased difficulties. Bright light can impose similar difficulty increases to Stealth tests.
Difficult Terrain	Moving into, within, or out of a zone with difficult terrain requires an Acrobatics or Athletics test, with failure halting the movement. Examples include slippery floors, sheer surfaces, deep snow, dense foliage, or even dense crowds. At the GM's discretion, difficult terrain can increase the Difficulty of movement-related tests.
Disruption or Distraction	The interference of enemies may impose an increased difficulty, depending on the severity of the interference.
Distance	All skill tests suffer +1 difficulty.
Deafened	If a skill is useable at a distance, each range category beyond Close will usually impose +1 difficulty.
Equipment	A character performing a task without the proper tools suffers +1 difficulty. In some cases, performing a skill test outside of a proper environment (a workshop, laboratory, archive, etc.) may also inflict +1 difficulty, but, if failed, the test can be retried within that environment later on.
Gravity Zones	High-Gravity environments inflict +1 difficulty to Acrobatics, Athletics, and Close Combat tests. Low-Gravity applies -1 difficulty to Acrobatics and Athletics tests to jump, climb, and resist falling damage, to a minimum of Average (D1). Zero-Gravity changes how a character moves. Attempting an Acrobatics, Athletics, or Close Combat test in non-standard gravity reduces Expertise and Focus to match that of Extraplanetary (if lower).
Noise	Loud noises can hinder a character's attempts to be heard or to hear other noises. Moderate noise (such as a crowd) inflict +1 difficulty, loud noise (an angry mob, a battle) +2 difficulty.
Poor Weather	A character exposed to severe weather (wind, rain, snow, fog, etc.) may suffer from +1 difficulty.
Random Motion	Being on a speeding vehicle, strong winds, crashing waves, and the like are often enough to hinder a test. Skills relying on concentration or a controlled environment suffer +1 difficulty when used in an environment of random motion, such as a ship in choppy waters.
Social Factors	Social tests when interacting with a character that does not trust you, who is of a rival faction, or who thinks you have committed some slight or social faux pas, increase in difficulty by one or more steps (refer to Psywar tables)
Unfamiliarity	Performing complex or specialized tasks, or tasks in which the character has little experience, increases the difficulty. This is subject to gamemaster's discretion and varies by situation and conditions. For example, a Tohaa diplomat may have little experience with hacking devices, while a Dog-Warrior frontiersman will struggle to decipher ancient texts

SUMMARY OF ACTIONS

ACTION	EFFECT
FREE ACTIONS	
Adjust	Moving within Close range or in and out of Reach.
Drop Item	Dropping an item held in one or two hands.
Drop Prone	Dropping prone to the ground.
Simple Task	Any small task requiring no skill test or a Simple (D0) test.
Speak	Speaking without using a communication skill.
MINOR ACTIONS	
Absterge	Ridding self or an item from an ongoing condition.
Draw Item	Drawing an item or weapon.
Movement	Moving within Medium range.
Stand	Standing from prone position.
Swap Ammo	Swap between ammo types for weapons capable of doing so.
STANDARD ACTIONS	
Assist	Granting an ally a bonus with a skill test.
Attack	Attacking a foe.
Brace	Steadying an Unwieldy weapon for an attack.
Exploit	Observing foe to discover a weakness, to exploit immediately.
Ready	Holding another Action to perform later.
Recover	Attempting to recover lost Vigor or Resolve.
Skill Test	Attempting a skill test.
Sprint	Moving to any point in Long range.
Treat	Treating an ally within Reach to recover Vigor or Resolve.
Withdraw	Withdrawing to Close range to avoid a Retaliate Action.
RESPONSE ACTIONS	
Covering Fire	Expend a Reload to support an ally.
Defence	Parrying, blocking, or otherwise avoiding an attack.
Guard	Defending an ally from an attack.
Retaliate	Attacking a nearby foe when an opportunity is presented.
Return Fire	Make a ranged attack in response to being declared the target of one.

COMBAT

DECLARE THE ATTACK

- Choose attack type: WARFARE (Melee or Ranged), PSYWAR, or INFOWAR
- Choose attack TARGET
- Choose a WEAPON (for WARFARE), an INTERACTION (for PSYWAR), or HACK (INFOWAR)
- Target chooses whether or not to make a DEFENSE Reaction

MAKE A SKILL TEST

Attacker makes a SKILL TEST to attack: AVERAGE (D1), or a FACE-TO-FACE if target takes a Defence Reaction
If the skill test or Struggle fails or is defeated in the Struggle, the attack ends
If the attacker succeeds, then the attacker rolls DAMAGE

ROLL DAMAGE

- Roll COMBAT DICE based on the attack type and bonus damage
- Each 1 or 2 rolled applies that much DAMAGE
- Each 6 rolled creates an EFFECT. Effects activate QUALITIES
- Qualities might cause additional damage or other conditions
- Momentum can be spent to increase damage by +1 per point
- Total the damage

ARMOUR AND SOAK

- The defender determines SOAK when damage is determined
- Soak is a combination of fixed value (Armour, Morale, or BTS) and dice (Cover, Morale, or Interference)
- Roll any Soak and add the total rolled to the fixed value
- Reduce Soak by any effects rolled by the PIERCING Quality
- The result is the character's total Soak
- Subtract Soak from the attack's damage

STRESS AND HARM

- Any damage remaining is removed from STRESS
- Remove physical damage from VIGOR, mental from RESOLVE, quantronic from FIREWALL
- For every 5 points of Stress, the target takes 1 HARM (Wound, Metanoia, or Breach)
- Suffering 5 Breaches or Wounds destroys a quantronic system or kills a character
- Suffering Metanoia may result in panic or flight

HIT LOC.

D20	LOCATION
1–2	Head
3–5	Right Arm
6–8	Left Arm
9–14	Torso
15–17	Right Leg
18–20	Left Leg

ATTRIBUTES

TYPE OF ATTACK	ASSOCIATED ATTRIBUTE
Infowar	Intelligence
Psywar	Personality
Melee	Brawn
Ranged	Awareness

BONUS DMG

ATTRIBUTE	BONUS
8 or less	None
9	+1
10–11	+2
12–13	+3
14–15	+4
16+	+5

ACTION SCENE MOMENTUM

SPEND	COST	EFFECT
Bonus Damage	1	A character can increase the damage inflicted by a successful attack, regardless of the type of attack. Each Momentum spent adds +1 damage.
Confidence	1	The character gains 1 Morale Soak per Momentum spent (maximum 4) until the start of his next turn.
Penetration	1	The damage inflicted by the current attack ignores an amount of Soak equal to twice the Momentum spent.
Reroll Damage	1NR	The player may reroll any number of damage dice from the current attack.
Second Wind	1	The character chooses a type of damage, and recovers one point in the associated capability for each Momentum spent.
Secondary Target	2	A second target within Reach of the primary target is also affected by the attack, and suffers half the attack's damage, rounding down (to a random hit location, if physical)
Subdue	1	The attack gains the Nonlethal quality.
Stealthy	2	Reduce noisy action to sneaky or sneaky action to silent.
Swift Action	2NR	The character gains an additional Standard Action, increasing the difficulty by one step on any skill test that action requires. This may only be done once per round.
Withdraw	1	The character leaves the Reach of an enemy without triggering any Retaliate Reactions.

BASIC ATTACK TABLE

NAME	DAMAGE TYPE	RANGE	DAMAGE	QUALITIES
Intrusion	Quantronic	Reach/Close	1+2	Unforgiving 1
Threaten	Mental	Reach/Close	1+2	Stun
Thrown Object	Physical	Close	1+2	Stun, Subtle 1
Unarmed Strike	Physical	Reach	1+2	Stun, Subtle 1

DAMAGE TABLE

DAMAGE TYPE	PERSISTENT SOAK	CONDITIONAL SOAK	STRESS	HARM	RECOVERY	TREATMENT
Quantronic	Security	Interference	Firewall (Intelligence + Hacking)	Breach	Hacking	Tech
Physical (Creature)	Armour	Cover	Vigour (Brawn + Resistance)	Wound	Resistance	Medicine
Mental	Morale	Morale	Resolve (Willpower + Discipline)	Metanoia	Discipline	Psychology
Physical (Object)	Armour	Cover	Structure	Fault	–	Tech

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LIGHTING & SPECIAL EFFECTS (SFX)

Variable lighting in a room and a laptop with a link to sound effects can add a whole level of immersion — and urgency — to an Action Scene, to mimic events such as a "Red Alert" situation, for instance.

MINIATURES

Corvus Belli, the makers of the *Infinity* tabletop skirmish game, produce a high-quality range of miniatures for the *Infinity* universe, and some GMs may wish to use these in their games, together with floor plans.

MUSIC

Music really adds atmosphere to an Action Scene, but care needs to be taken that the volume is not so high that the players cannot hear the GM or disturbs others in the venue. Anything too intense will drown out the GM. Ambient or classical pieces work best as vocals can be distracting (with the exception of choral work). While film soundtracks are not always ideal, as they are tailored to specific scenes, video game soundtracks are often a good alternative. A GM can build playlists for different types of scenes such as action, infiltration, and briefings. For the technically-inclined, set the EQ to accommodate the human voice: adult males typically range from 85–180 Hz, adult females from 165 to 255 Hz, so cut frequencies by 1–3 db to make room for voices. The ability to change tracks is vital along with a cut/boost volume, in case the GM needs to make adjustments. The GM controls the music rather than the players as a result.

PLAYER CAMPAIGN GUIDE

Some GMs create a campaign guide (or campaign journal as they are sometimes called) for their players, listing significant NPCs and places, session summaries, house rules, maps and handouts, or anything they think the players may need in the form of background information.

IMPROVISING AT THE TABLE

For some GMs, the concept of a completely player-driven campaign is an enticing one. Such GMs often have to improvise Action Scenes on the go, running ad hoc scenes where the Threat Intensity and Paranoia Level are made up on the spot. If this is the case, the following props and tools will be of use. Other GMs may also find them handy should they need to "wing it" when running a plot-driven game, such as when an Infinity Point is used to advance the plot. Using Randomius Factoria within the Wilderness of Mirrors is detailed in **Chapter 7: Behind the Veil**, p. 41. The following play aids can be hugely beneficial.

IDEAS BOOK

Ideas books are small notebooks that the GM can note down his ideas in as inspiration strikes. Small enough to fit in a pocket, they are perfect for jotting down ideas for plots, NPCs, and goals.

NPC NAMES LIST

A list of NPC names for each faction is useful when the group interacts a lot with NPCs. Having a list of names also makes each of the NPCs unique, rather than "Red Shirt #1."

PICK-UP SCENARIO

A pick-up scenario is one the GM runs easily with little or no preparation, perhaps as a result of having run it before. It is beneficial to have one of these if the GM forgets their original scenario or needs to run a simple game. The *Infinity RPG Quickstart* is also useful for this.

STOCK NPCS

Stock NPCs are groups such as local law enforcement, merchants, or other NPCs the PCs may interact with, especially in an Action Scene. Usually Troopers or Elites, sample fireteams of these are useful in the event of confrontation or interaction.

RANDOM & SIDE EVENTS

The *Infinity* setting is a living, breathing, dynamic one. There is always something happening in a location, sometimes not immediately obvious to the PCs. While often connected to the Wilderness of Mirrors, sometimes chance — or fate — can intervene. These random events are known as Randomius Factoria. The GM may wish to prepare some of these to add flavour to an area.

RANDOMIUS FACTORIA EVENTS

This section provides some simple events a GM can use to add some colour to their *Infinity RPG* sessions, especially if they are playing in a "sandbox" setting where the plot may be loosely defined. They can also be used to provide further incidents to add to the Paranoia Level in the Wilderness of Mirrors.

RANDOMIUS FACTORIA EVENTS

2D20	EVENT
2	Crashed Vehicles
3	Runaway Train
4	Traffic Jam
5	Dog-Bowl Game
6	Local Festival
7	Riot
8	Terrorist Attack
9	Digital Bomb
10	Stakeout
11	Power Cut
12	Heist
13	Psyop
14	Sabotage
15	Fame
16	Gas Leak
17	The Other Guys
18	Old Friends, Ancient Enemies
19	Hacking Attempt
20	Drive-By Shooting
21	Stop in the Name of the Law!
22	Mugging
23	Escaped Animal
24	Dissident Protest
25	Religious Festival
26	Brawl
27	Bōsōzoku Racers
28	Framed!
29	Dead Body
30	Quiet, Too Quiet
31	Maya Star
32	Faction Security
33	Submondo Punishment Beating
34	Police Raid
35	Being Watched
36	Extraction Attempt
37	Raiding Party
38	Viral Outbreak
39	Space Debris
40	Speculo Killer

The GM may want to pick an incident or even roll randomly using 2d20. In some cases, the PCs may only be indirectly involved, or even hear about them later, but the events could still feed into the Paranoia Level, and possibly into Covert Missions. These events may even happen off-world; the PCs hear about these events on the Maya networks, and have no further involvement. Each Event has a number of hooks into the Wilderness of Mirrors or can be used as complication in an action scene.

BEING WATCHED

One of the PCs has a sensation of being watched. Perhaps they sense someone is following them or look up to see drones hovering overhead. Of course, it could be nothing, but in a universe of advanced technology, Quantronic Zones, and AI, there is always be someone watching.

WILDERNESS OF MIRRORS HOOKS

- The PC is indeed being watched — by their own faction, who suspect them of being duplicitous or a double agent.
- The PC is being stalked as a potential victim by a serial killer.
- The PC is under surveillance using tech, rather than an agent.
- Another faction is engaged in a Surveillance Covert Operation on the PC or the group.

BŌSŌZOKU RACERS

The PCs get caught up in an illegal Bōsōzoku race taking place on the local streets. The streets were supposed to have been closed off, but that does not seem to be the case. Crowds of people have gathered to watch, and powerful engines roar nearby as the race prepares to start.

WILDERNESS OF MIRRORS HOOKS

- The PCs find themselves travelling the wrong way — into the race, with high-powered vehicles hurtling towards them.
- Local law enforcement officers are already waiting in ambush as part of a "sting" operation. And the PCs may have just blundered into it.
- The PCs join the race for fun or Assets, or as part of a Covert Operation.
- An NPC known to the PCs invites them to the race.

BRAWL

The PCs are passing or perhaps enter a bar or a nightclub. Within, there is the sound of breaking glass and furniture as a fight erupts between opposing factions, and the fight spills out onto the street. It may be opposing mercenary units, corporate security, or just a normal Saturday night.

WILDERNESS OF MIRRORS HOOKS

- The fight is a diversion for a Covert Operation, like an Extraction.

- Someone pulls a gun at a fistfight, and events go rapidly downhill.
- One or both sides of the brawl are allies of the PCs.
- Local law enforcement turns up in riot gear, and the situation escalates.
- An NPC known to the PCs is involved in the fight and calls upon the PCs for help or targets them specifically.

CRASHED VEHICLES

A collision between two or more vehicles blocks the street ahead. When the PCs arrive, tempers are already flaring as to whose fault it was. Traffic is piling back when the PCs turn up, as the vehicles block all traffic from passing.

WILDERNESS OF MIRRORS HOOKS

- It is a diversion for a covert operation, such as an Extraction or Assassination.
- The PCs are delayed, if they are on a time-sensitive operation.
- One of the vehicles has spilled it cargo into the road, allowing the PCs to quickly appropriate some type of gear it was carrying (possibly weapons or Reloads).
- As tempers fray further, a crowd gathers, spilling out into a brawl as people push back.

DEAD BODY

The group discovers a corpse lying in the street, vehicle, or their lodgings. Whomever the corpse belongs to has not been dead long — the body is still warm, and they have obviously been murdered.

WILDERNESS OF MIRRORS HOOKS

- The killer is still in the building, and the PCs may be able to catch a glimpse of them.
- The PCs are being framed for murder. Local law enforcement is already arriving on the scene.
- The body belongs to a NPC known to one or all the PCs, perhaps their handler or another ally.
- A timed incendiary device has been left to destroy the body and has been activated by the killer.
- The methodology of the killing is brutal, but bears relation to a specific faction-preferred method of execution.

DIGITAL BOMB

Within a nearby Quantronic Zone, someone or something detonates the equivalent of an Augmented Reality bomb, damaging the Zone.

WILDERNESS OF MIRRORS HOOKS

- Any nearby PC or NPC Geists are damaged in the explosion.
- The technology involved is Voodoo Technology (VoodooTech, *Infinity Corebook* p. 307).
- The bomb is specifically designed to damage a local HighSec security system.
- Local Intrusion Countermeasures (IC) react with hostile intent towards anyone in the targeted zone, treating any survivors as attempted hack attempts.

DISSIDENT PROTEST

The PCs encounter a group protesting against the establishment, outside one of their buildings. There is large crowd gathered and security forces are maintaining a cordon in case the protest gets out of hand. Although traffic is moving slowly, the street is still traversable.

WILDERNESS OF MIRRORS HOOKS

- Anarchists have infiltrated the protest and are looking to inflict as much damage as they can upon the establishment's buildings with home-made bombs, setting fires, and the like.
- An over-zealous security guard strikes a protestor, creating a backlash as the protestors surge forward.
- The protestors are ordered to disperse, but fail to do so. The security forces use gas and other means to try and break up the crowd, also sweeping up any onlookers.
- A loud bang is heard, similar to a gunshot. This creates a panic as the security forces believe themselves to be under attack and open fire.

DOG-BOWL GAME

An important game (at least to their large fan base) of Dog-Bowl is about to take place between two popular teams. The streets are thronged with fans heading to watch the game on the Mayasphere or at the Dog-Bowl stadium.

WILDERNESS OF MIRRORS HOOKS

- Both teams are bitter rivals and the fans are the same, with violent scuffles often taking place.
- An impromptu Dog-Bowl game takes place on the streets nearby, disrupting traffic.
- There is a terrorist plot to detonate a bomb at the stadium.
- Match fixing is taking place but has been difficult to prove in the past.

DRIVE-BY SHOOTING

A vehicle passes by on the street, and a hail of gunfire strafes the nearby pedestrians. As the victims slump to the ground, the vehicle quickly speeds away leaving carnage behind.

WILDERNESS OF MIRRORS HOOKS

- The PCs or a known NPC are the target. It appears to be a random attack, but it is not.
- The vehicle used belongs to an opposing faction.
- The players can give chase in vehicles of their own, creating an Action Scene.
- The attackers use VoodooTech to prevent pursuit, or hack pursuing vehicles.
- Although they appear to be gangers, the shooters are part of a Private Military Company (PMC).



ESCAPED ANIMAL

There is panic on the streets as a dangerous animal such as a Shrike Tardigrade (*Infinity Corebook*, p. 491) roams free after escaping confinement. The creature is large, hungry, and mad as hell.

WILDERNESS OF MIRRORS HOOKS

- The creature has adapted to its environment and is an accomplished ambush hunter. It has made its lair in an abandoned industrial complex.
- The creature has been brought in as prey for hunters from a faction's rich elite, in an urban safari. The creature may well be hunting them, though.
- The creature is infested with a particularly nasty parasite which may seek a new home in the bodies of the PCs if the host is killed.
- The creature is one of a mated pair — there are two of them. Perhaps a faction is attempting to breed them.
- The body of the creature shows signs of surgery and implanted biotechnology. A faction is trying to turn these creatures into weapons.

EXTRACTION ATTEMPT

A transport screeches to a halt outside an apartment block. Armed troops in tactical gear rush inside and bring out a struggling individual, a bag concealing their features. The troops are trying to force the individual into the transport.

WILDERNESS OF MIRRORS HOOKS

- The person being extracted is from the PC's faction, but the Extraction is being faked for the PC's benefit.
- The prisoner appears to be a friendly according to background check.
- Actually a double agent for another faction, the prisoner is carrying out an Assimilation covert operation.
- The prisoner has vital information or knowledge critical to the PCs.
- It is a trap, designed to force the PCs to reveal their true allegiance.

FACTION SECURITY

The security forces of a rival faction are carrying out a routine patrol when the PCs encounter them, or so it appears.

WILDERNESS OF MIRRORS HOOKS

- The security team are specifically looking for the PCs to detain them and interrogate them.
- The security team are the last people the PCs expected to see in the location.
- The rival faction has a secret facility nearby.
- A double agent has betrayed the PCs' identities to the security team — and the team has been briefed on the PCs' capabilities.

FAME

Fame or notoriety? One of the PCs receives a request for an interview with a Mayasphere reporter. The journalist claims to have footage of the PC in action, and is looking to research a piece on O-12 Agents.

WILDERNESS OF MIRRORS HOOKS

- The PC is ordered to sever all ties — with extreme prejudice — by their handler. Dead men tell no tales, nor does their Cube….
- The other PCs have also been caught "on camera."
- The reporter has a contingency plan for "outing" the PC as an O-12 agent. A data burst of information regarding the PC will be sent to a number of Mayasphere journalists if the reporter suffers an "accident."
- The reporter is under the control of a faction, looking to coerce the PC.

FRAMED!

One of the PCs is framed by a rival faction for a crime they did not commit — or do not think they did.

WILDERNESS OF MIRRORS HOOKS

- There are signs that the PC's mind and memory has been tampered with, possibly with neural scarring as a result.
- The PC has a genetically engineered, physical double that committed it.
- The PC was responsible, actually did commit the deed, and are covering it up.
- A rival faction is looking to implicate the group in a crime.

GAS LEAK

A gas leak billows out and envelops a location close to the PCs or their lodgings.

WILDERNESS OF MIRRORS HOOKS

- It is nothing more than smoke and a diversion — a covert operation is taking place.
- The gas has mysteriously escaped from a secret faction facility and is highly toxic.
- A faction is testing a new toxic gas — possibly hallucinogenic or lethal.
- An industrial facility has had a leak in its infrastructure, possibly as the result of sabotage.

HACKING ATTEMPT

A PC is alerted to an attempted hacking attempt on their gear. Maybe it's nothing, a drive-by hacking attempt, but still….

WILDERNESS OF MIRRORS HOOKS

- A nearby wannabe hacker is targeting passers-by at random. The PC, with a little work, may be able to locate them.

- The PC is being deliberately targeted, in an Infowar.
- A malfunctioning hacking tool is active in the Quantronic Zone.
- Someone has brought back a Sepsitor-corrupted device (see *Infinity Corebook*, p. 308) from the warzone — and unintentionally switched it on.
- A faction studying Sepsitor VoodooTech has had their experiment escape them.

HEIST

It may be a bank robbery, art theft, data theft, or even identity theft. Whatever it is, it is a criminal enterprise, and the PCs are right in the thick of it. They may even be responsible for it.

WILDERNESS OF MIRRORS HOOKS

- The heist involves the PCs as participants, or instigators, perhaps at the behest of their handler.
- The PCs are accidentally involved in the getaway or confrontation with security.
- The PCS are actually blind-testing the security of the facility where the heist takes place.
- The PCs are not the only team carrying out the heist. Another faction has the same idea and are attempting the same.

IT'S QUIET, TOO QUIET

The streets seem strangely empty, and those the PCs pass hurry by and refuse to make eye contact.

WILDERNESS OF MIRRORS HOOKS

- The PCs are about to get ambushed by a rival faction.
- The local gang has the residents terrified and are watching the PCs from the shadows.
- The area has been evacuated for some reason.
- The GM is trying to make the players paranoid and increases the Paranoia Level.

LOCAL FESTIVAL

It only happens once a year, but whether it is a religious or cultural festival, it's quite a party! The streets are thronged with people, vendors are selling spiced food to anyone with the money, and it is somewhat overwhelming.

WILDERNESS OF MIRRORS HOOKS

- There is an attempted assassination attempt on a local dignitary — or even the PCs.
- Terrorists strike.
- A drunken festival-goer latches on to the PCs, possibly becoming something of a liability — especially if the PCs are trying to keep a low profile.
- A brawl erupts.

MAYA STAR

A famous (or infamous!) Maya star is rumoured to be visiting a nearby night club, and the street are crowded with fans.

WILDERNESS OF MIRRORS HOOKS

- A psychotic fan attempts to shoot the star — and the PCs are in the way.
- The PCs get swept up in the crowd as the star arrives.
- The Maya star takes a liking to one (or more!) of the PCs, and they get an invitation to join the Maya star and their entourage in the club's VIP area.

MUGGING

An old-fashioned street robbery with menaces is taking place when the PCs appear.

WILDERNESS OF MIRRORS HOOKS

- The mugging is staged: as soon as the PCs arrive, the victim and their "attackers" have their hidden accomplices attack the PCs.
- The victim is actually a data courier, carrying vital data belonging to a specific faction.
- The PCs are mistaken for the muggers when the local law enforcement arrive. The victim is unconscious and unable to exonerate the PCs.

OLD FRIENDS, ANCIENT ENEMIES

It may have been a "just" a face in the crowd, but a PC may have just seen an old enemy, back from the dead, either on Maya or on the street. Not a big deal in itself in *Infinity*, where death of the physical form is not the end, but still....

WILDERNESS OF MIRRORS HOOKS

- The enemy is back from the dead and looking for revenge, either directly or indirectly.
- The death was faked, perhaps as part of a covert op, and the adversary has a whole new skill set.
- The adversary had a twin, now working for a rival faction.

POLICE RAID

The PCs are relaxing in a bar or nightclub (or engaged in a Covert Operation) when the police burst in as part of a raid. They may be looking for drugs, illegal sex workers, or specific individuals.

WILDERNESS OF MIRRORS HOOKS

- Any PC with a criminal past will be thoroughly interviewed by the police and arrested if there are warrants outstanding.
- The local criminal underworld uses the club as a front and responds with violence, and the PCs are caught in the crossfire.
- A rival night club has paid off the police to raid it.
- The police are corrupt and run a protection racket. The club owner refused to pay and now these corrupt officers are planning to teach them a lesson.


OFF WORLD

POWER CUT

The locality is plunged into darkness, as the power inexplicably cuts out. Those in Quantronic Zones are jolted out of Augmented Reality. Inexplicably, the emergency and redundant power supplies have also failed.

WILDERNESS OF MIRRORS HOOKS

- Darkness hides dark deeds — criminals and factions use the opportunity to carry out criminal or covert operations.
- Power has been cut deliberately, perhaps to disable security as part of a heist.
- When the emergency power is restored, lighting is reduced making visibility difficult.
- The darkness is prelude to a raid by a faction — or even the Combined Army.

PSYOP

The PCs find themselves embroiled in an ongoing psyop, perhaps at their handlers' behest. They are required to drop whatever operation they are currently involved in.

WILDERNESS OF MIRRORS HOOKS

- The PCs are being brought in after a previous team failed.
- The attack is being carried out off-world, and the PCs may be required to travel off-world.
- The psyop is being carried out on a known associate of the PCs, perhaps even a family member as a test of loyalty.

RAIDING PARTY

A hostile faction such as the Combined Army or Antipodes attacks — they are a small group, but still dangerous.

WILDERNESS OF MIRRORS HOOKS

- Someone or something has disabled the civil defences.
- The raid is merely a probing attack, a prelude to a far larger assault.
- The raid is a diversion for something more sinister such as an infiltration by Shasvastii Speculo Killers.
- There is chaos on the streets as the raid takes place.

RELIGIOUS FESTIVAL

For the devout, a religious festival is a place of reflection and contemplation. For others, it is an excuse to show their moral superiority.

WILDERNESS OF MIRRORS HOOKS

- One of the PCs becomes embroiled in a minor act of blasphemy, perhaps set up by a rival faction.
- During the festival, extremists attack the congregation.

RIOT

A crowd takes to the streets, setting fires and smashing property.

WILDERNESS OF MIRRORS HOOKS

- Mysteriously, the property belonging to one faction is untouched.
- The PCs hear that an agitator, a skilled demagogue whose words can inflame the masses, was responsible. The PCs are ordered to get the agitator onside, or silence them permanently.
- A facility the PCs are guarding comes under attack by the mob.

RUNAWAY TRAIN

A train or other large transport is out of control and approaching the PCs location at rapid speed on a collision course.

WILDERNESS OF MIRRORS HOOKS

- The PCs are actually on the train.
- The train is carrying highly explosive or flammable materials.
- An NPC vital to the PCs' cause is on board.
- A faction has set the collision to destroy another faction's property.

SABOTAGE

A faction carries out an act of sabotage on a facility or property. It may be a bombing or fire, or an armed assault.

WILDERNESS OF MIRRORS HOOKS

- The PCs happen to be in the facility when it is attacked.
- The faction has deliberately sabotaged their own property to cover something up.
- The PCs are the saboteurs — they may not even know it, carrying a concealed bomb.
- The attack is subtler, taking place in a Quantronic zone.

SPACE DEBRIS

A chunk of debris crashes down in an open space some distance from the PCs.

WILDERNESS OF MIRRORS HOOKS

- Scavengers are already on the way to the site, and fights break out for the pieces of debris.
- It is a crashed satellite, perhaps with technology or information useful to the PCs faction, possibly even a spy satellite.
- The debris has not crashed. In fact, it is not debris at all but a Shasvastii Seeder ship.
- A number of other pieces of space debris crash down, leading to speculation about it being a deliberate attack.



SPECULO KILLER

A Shasvastii Speculo Killer acquires its target and reveals itself!

WILDERNESS OF MIRRORS HOOKS

- The target is one of the PCs or a close associate.
- The target's security detail was withdrawn at the last minute.
- The Speculo Killer will cause as much devastation as possible and does not die easily.
- The Speculo Killer attacks the PCs or target while they are on the move, perhaps in a vehicle.

STAKEOUT

Local law enforcement or security services are keeping an individual or location under surveillance. Those PCs with similar training may notice the watchers.

WILDERNESS OF MIRRORS HOOKS

- The PCs themselves or an NPC are under surveillance.
- Someone has bribed the watchers to watch the individual or building.
- The PCs are ordered to run interference, distract, or remove the surveillance team.

STOP IN THE NAME OF THE LAW!

A fleeing thief collides with one of the PCs as they abscond from a local law enforcement officer, sending them crashing to the ground. The officer promptly arrests the thief and thanks the PC.

WILDERNESS OF MIRRORS HOOKS

- The thief hides something on the PC, like a data storage, or other easily-concealed item. They plan to collect it later.
- The thief deliberately crashes into the PC in order to steal something, plant a bug, or a locator. If the PCs ask about the officer involved, local law enforcement has no record of an officer of that name.
- The PC later discovers some of his personal gear is missing.

SUBMONDO PUNISHMENT BEATING

A group of lowlifes are laying into one of their own, administering some Submondo street justice.

WILDERNESS OF MIRRORS HOOKS

- The victim is a known intelligence gatherer and freelance informer. If the PCs step in, they may gain themselves a new contact, or they might sell out the victim first chance they get.
- The attackers are off-duty police, moonlighting as criminal enforcers for a local crime lord.
- It becomes obvious to the PCs that the attackers are going to kill the victim and won't let up.

TERRORIST ATTACK

The PCs become caught up in an act of terror: a bombing, hijacking, or shooting. While the terrorists may call themselves freedom fighters, zealots, or revolutionaries, they are definitely terrorists in this case.

WILDERNESS OF MIRRORS HOOKS

- The PCs are warned of the attack in advance and are ordered to prevent it — or provide tactical support.
- The terrorists have links to the PCs, perhaps the PCs supplied them weapons or other gear.
- The terrorists target a civilian facility of some value to the PCs.

THE OTHER GUYS

The PCs find themselves left out in the cold regarding assignments. Further investigation reveals there is new team, "The Other Guys," and one that rivals that of the PCs in every respect, getting the pick of the assignments.

WILDERNESS OF MIRRORS HOOKS

- The Other Guys are double agents, and plan to use their elevated security clearance to steal secrets.
- Enemies of the PCs make up The Other Guys, having since been given a clean slate or pardons.
- The PCs are sabotaged or upstaged at every turn by The Other Guys on any assignment they are given.

TRAFFIC JAM

Various vehicles choke the street ahead, making travel impossible.

WILDERNESS OF MIRRORS HOOKS

- The street is being closed off at both ends prior to an attack of some kind, such as an assassination or extraction.
- The PCs are required urgently at their destination.
- An unplanned event of some sort is happening ahead — but no one can see what is happening… yet.

VIRAL OUTBREAK

The PCs learn of a deadly viral outbreak.

WILDERNESS OF MIRRORS HOOKS

- A facility owned by a faction has been compromised, and a bio-engineered weaponised virus has been released. The faction tries to cover it up.
- An apocalyptic cult has released the virus. The PCs must learn how and where it was created.
- An agent of the Combined Army is responsible.

CHAPTER 3

ASSETS & OTHER REWARDS

Bringing players to the table for a game of the *Infinity RPG* and running a successful game are rewards in and of themselves, but of course, the players will also be seeking their own rewards, both in terms of character advancement and story development. This chapter begins with advice on the tangible rewards that can be provided to PCs, mainly in the form of Assets, before examining system rewards that are integral to the game, such as XP, story rewards, contacts, and allies.

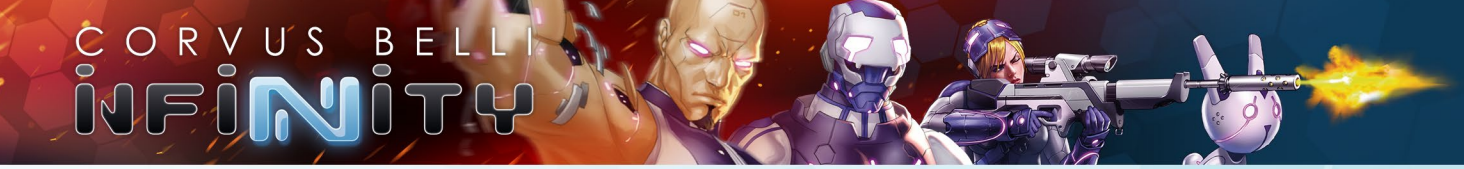
ASSETS

Whether cash, items, or favours, Assets have a value that supplements and enhance a character's Earnings. They are a source of income readily at hand that can be used to boost the potential for a purchase.

SIMPLICITY OVER INTRICACY

Assets, and their value towards Earnings, are introduced on p. 39 of the *Infinity Corebook*, then further expanded on within the Gear section (see p. 328). Some brief examples of these abstract resources are offered, which is fully in keeping with the light and flexible feel that the system is designed to offer. This is particularly appropriate for the Human Sphere, where cash and credit are fluid funds that can evaporate or manifest instantaneously. Most people have little need to catalogue every item of value, as they have geists or lesser AIs to take care of such mundane tasks. The Assets and Earnings system has been designed to also free the PCs of such laborious bookkeeping tasks. Occasionally, however, it may be necessary or prudent to note a description against a particular Asset – especially if the Asset or Assets in question represent something other than cash value, for example contacts, information, or data.





ADDITIONAL ASSETS

Rules are provided for the supplementary use of Assets both prior to and post purchase (*Infinity Corebook* p. 329 Acquisition Test and p. 331 Asset Management) to create additional funds beforehand and recover from costs after, but it also makes sense to provide some additional value to Assets as *part* of a purchase. After all, what use is it having a pile of cash and contacts lying around if they can't be used to enhance an acquisition at the very moment of procurement. Consider also that only 3 Assets may be used prior to the acquisition test as a potential means to temporarily increase a character's Earnings – remembering that any test can only ever benefit from three bonus d20s, including the acquisition test.

Rather than undertake multiple tests before, during, and after a purchase in order to jiggle funds, as an optional rule to be used with GM approval, PCs may spend Assets during the Cost application of the acquisition process to help offset the Total Cost of an item. Assets may be used on a two-to-one basis in this manner, i.e. 2 Assets will provide an additional effective Earnings increase of 1. To reflect the instantaneous impact of this liquidation on a character's wealth, Assets used for Asset Management post-purchase only restore 1 Cashflow for each Momentum spent, instead of the usual 2, when employing this optional rule. The net result means characters can readily use their cash at hand to assist with purchasing and may make more substantial purchases relevant to their readily available wealth, but the PCs recover slowly from flashing said wealth around.

THE VALUE OF ONE

GMs and players should keep in mind that a single Asset can represent a great many things, each of a differing value in a monetary sense. An Asset may also have a high representative value in a certain scenario, setting, or situation, but next to no value in others. This is particularly the case between factions and systems; a Cube 2.0, for instance, carries a high value in both social and fiscal terms for PanOceanians, but is of little interest to most Ariadnans. Maintaining Assets as an abstract item, therefore, can greatly vary and enhance their situational use. It's a straightforward process to ascribe more detail to Assets for those that wish it, but GMs and PCs should be forewarned that doing so can limit their utility. That said, the personalisation and flavour brought to the table through this may well outweigh the cost for some.

Even the Cube 2.0 example given previously can be taken further, particularly on planets such as Dawn, where fiercely individualistic nationalities place a high value on their own customs and traditions over anything their neighbours may have to offer. Bearing in mind that these items will usually have a slightly different value outside of their own systems or factions, some descriptive examples of Assets drawn from across the Human Sphere that can be labelled with a value of one Asset – plus an occasional 1N variable, possibly more outside of their own factions – might include:

ARIADNA

- Caledonian ten-year single malt whisky, Rodinian triple-distilled vodka, straight bourbon from USAriadna, or lesser-quality red from Merovingia
- A USAriadnan battle bag or Commerce Agents paper transaction book (blank – dependant on contents, notated copies fetch considerable amounts on the black market)

HAQQISLAM

- An embroidered prayer mat from a fashionable Haqqislamite designer
- An intricate arm bracelet or arm band for either gender made from precious metals and semi-precious gemstones

NOMADS

- An article of TextileTouch clothing two or three years behind the current fashion
- A session to gain a small tattoo or minor piece of body jewellery from a respected tattoo artist

PANOCEANIA

- A subscription to a moderately popular news or music channel on Maya, valid for the duration of six Sol months
- A moderate quality wrist bracelet for a comlog that is several years older than current models

YU JING

- A bottle of báijiǔ or sake from a traditional and respected brand
- A set of moderate craftsmanship chadōgu, essential for hosting a successful tea ceremony

ALEPH

- An appointment for a full physical and psychological evaluation and assessment to determine the most viable and optimal upgrades and augmentations
- A six-month subscription to additional secure data storage

RESTRICTION & TARIFF

Two factors that control the availability and cost of an item are Restriction and Tariff. Where required, the *Infinity Corebook* provides statistics for both of these elements within each gear table, but that doesn't mean that the numbers presented need to be strictly adhered to. It has already been mentioned that a particular scenario, event, NPC, or setting can affect both supply and demand of goods or services, which will also create a proportional influence on the Restriction and Tariff ratings of any affected items. Restriction and Tariff, therefore, are two areas that a GM can influence to provide regional and situational fluctuations concerning the cost of an item.

Adjustments shouldn't be overdone, especially as the *Infinity Corebook* listings provide fair ratings and avoid the need for on-the-fly adjustments, but there are obvious occasions when a Restriction of Tariff fluctuation is called for. No more than two factors should be allowed to influence a purchase. These two values should also never be adjusted needlessly either – as means to punish the players, for instance, or to siphon off their characters' wealth – as doing so will lead to disgruntlement. Although by no means exhaustive, use the **Acquisition Adjustment Table** as a guideline for providing situational adjustments to either Restriction or Tariff:

ACQUISITION ADJUSTMENT TABLE

Event or Situation	RESTRICTION ADJUSTMENT	TARIFF ADJUSTMENT
Regional glut of an individual item due to regional dislike.	–1	-
Regional scarcity of an individual item due to regional popularity.	+1	+1
Economically poor region	-	–1
Economically rich region	-	+1
War or similar event	+1 or more	-
High population density	–1	+1
Low population density	+1	–1

ASSETS AS INCENTIVE

It is inevitable that some player characters will pose the age-old question: What's in it for me? As discussed in previous chapters, the players will be deriving their own personal rewards from the game – social interaction with friends, escaping to different worlds, or exploring a beloved setting through a different medium – but their *player characters* will often have very separate goals and expectations. Not every PC will be a mercenary seeking financial recompense for their involvement of course, but money talks and opens doors that might otherwise remain closed to the PCs.

Even the default setting for the game, with the players acting as O-12 agents, should occasionally involve some financial reward for the dangers the players face and the calamities they avert. Although its agents are supposedly beyond such concerns, the Bureau understands that bonus payments in the form of danger money is a sure way to avoid disgruntled operatives seeking payback against seemingly uncaring employers.

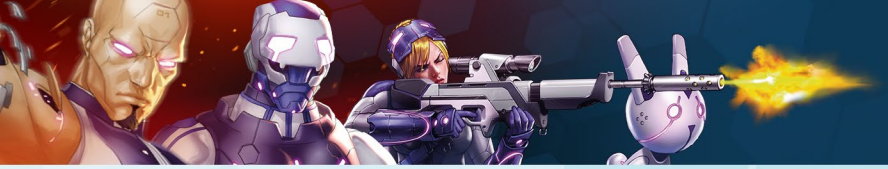
THE RIGHT PRICE

Amongst other things, Assets represent purchasing power. Finding the right starting point for a mission that offers Assets as an incentive can be a tricky initial prospect, although practice will allow the GM to fine tune the process. If the PCs have an abundance of wealth at hand, then Assets are being overused, and vice versa. Not every mission needs or should include an Asset incentive. They may also

O-12 INVESTMENT

Bureau Noir aims to ensure that their agents live comfortably, both on and off mission, and seek to provide a salary that attracts the best in their respective fields. As a suggested starting point for the default setting, each PC begins play as a Bureau Noir agent with a minimum Earnings rating of 2+1  . Characters who already have an Earnings rating higher than this via character creation instead increase their Earnings rating by 1.





ASSET INCENTIVES TABLE		
RELATIVE PC EXPERIENCE	**EACH SUCCESSFUL SECONDARY MISSION (ASSETS)**	**EACH SUCCESSFUL PRIMARY MISSION (ASSETS)**
Novice (Less than 5 successful missions)	0–1	0–3
Recognized (5–10 successful missions)	1+1 NU	5
Seasoned (More than 10 successful missions)	2+1 NU	10

alternatively include Assets in a more solid form, though these options are discussed later within this chapter.

Firstly, the GM should consider the relative experience and expertise of the PCs: note PCs, *not* players! Within the first game of the default setting, the PCs are wide-eyed raw recruits – fresh meat for the Bureau grinder – meaning they will likely be appreciative of their employment opportunity (and increased Earnings if the O-12 Investment sidebar has been utilised). As the game progresses and the PCs become seasoned campaigners, with all of the associated skills and disillusionment that this can bring, the GM can begin to include bonus payments for particular secondary objectives and/or mission fulfilment. The following table can be used as a rule of thumb:

SOURCE OF INCENTIVE

The source of the mission incentive need not be obvious, which is particularly the case when employing the Wilderness of Mirrors objectives. In the default setting, O-12 have a right to expect their agents to undertake a mission for nothing more than the continuing sanctity of the Human Sphere – the job is a reward in and of itself. If the GM wishes to provide less overt means of offering Assets as rewards, particularly within the remits of the default setting, then agent handlers or other interested parties can be utilised to provide financial incentives. The PCs should take care to cover their trail, however, as the acceptance of a bribe in any form is a sure way to end up on the receiving end of disciplinary action.

PROVISION OF ASSETS

Assets as an incentive will not suit every campaign or PC, although most players will still enjoy upgrading their characters' gear and weaponry. Alternative means to provide additional Assets within the game can be offered through expenses or seizure.

EXPENSES

Most corporations provide a means for their employees to obtain the necessary tools to complete their task. An expense account is a handy means to offer this facility. The GM can draft guidelines for incidental expenses, the reasonable costs involved with an agent's daily personal upkeep when on mission. More costly expenses can be handled as a submission to the Bureau or relevant corporation, with the GM having final veto based on a PCs performance, success rate, connections, and so on. In the quantronic age, requests for additional funds to complete a purchase can be placed instantaneously (although an answer may not be immediately forthcoming).

When petitioning for equipment, PCs should offer valid reasoning for the request. GMs should also not refuse petitions out of hand, or GMs might even want to consider requesting additional goals that need to be met before the expense is granted. (For example, not on this occasion, but take care of this mission, and we'll see what can be done.) Fulfilment of the request may also take a different form than that expected by a PC. If a PC asks for finances to purchase an upgraded Hacking Device, for instance, the response might not provide the requested funds, but may instead direct the PC towards a nearby safehouse to collect the equipment directly.

SEIZURE

The seizure of Assets or equipment takes place within the mission or campaign itself. The GM can construct an alternative method to provide the characters with Assets through scenarios and encounters, rather than provide incentives up front. Requisitioning gear from opponents and scenes can provide immediate upgrades, or else noted as Assets that have been harvested as an equivalent to loot or seized finances, for instance. Asset seizure should follow similar guidelines to those presented in the Assets Incentive Table, with minor encounters or scenes providing an opportunity for the PCs to gain a small number of Assets (if any), and major encounters and scenes providing the bulk of the mission's opportunity to gather Assets. Though even then, said Assets may be spread around, rather than held in one place.

Outside of the default setting, this type of reward can be a good way to further the PCs' own agendas. Take, for instance, a mercenary campaign in which the PCs are seeking to establish their own profitable mercenary company. If they begin seizing every weapon and piece of ammo from their vanquished

foes, they will soon have a considerable amount of wealth in the form of hardware to further their overall goal. In this case, not every weapon or bullet needs to be noted, just a simple number of Assets will suffice.

SOLID REWARDS

Both Assets and the cost of goods offer fluidity when dealing with the purchase or sale of items. GMs can offer fixed incentives as rewards for successful missions, rather than an incentive that can potentially fluctuate. Instead of offering intangible Assets for completing a mission, for instance, a permanent car could be provided to the team, or a mercenary outfit might acquire a new starship following a particularly successful contract. In a setting that offers virtual immortality, even Cube upgrades, Resurrections, and Lhosts can be offered to the PCs.

Fixed rewards at particular milestones, also called story rewards, allow the GM to regulate the progression of the PCs in material terms, which is one factor on its own that can cause game imbalance in the players' favour. A mix of Assets and fixed rewards will offer variability for the players by sometimes allowing them to choose the final use of their Assets while still providing the GM with the ability to refine their capital growth.

ALLIES & CONTACTS

Allies and contacts are optional tools to provide further depth, flavour, and realism to games of the *Infinity RPG*. The two types of NPC can provide valuable assistance to the PCs and their group during play, which also allows the GM to use either type of acquaintance as a potential reward during missions and campaigns. In fact, gaining a specific ally or contact can serve as minor or major plot points within the overall story arc. Not every ally or contact will require a successful test, as some may be gained following excellent roleplaying or completion of key milestones. Some associates, contacts in particular, might be noted and never spoken to again. Regardless, the PCs or group will gain a sense of accomplishment from having found a new fixed connection within the wide and dangerous universe.

ALLIES

Allies are the GM controlled NPCs who are friendly and supportive of the PCs and their goals. They will likely be, though are by no means restricted to, old comrades-in-arms, immediate family members and relatives, and organisations that share a common goal. These are not the contacts offered by the Network talent from the Lifestyle skill tree, who can be dragged from beneath the nearest rock when required. They are instead close friends and trusted associates who offer a tangible connection to a part of each PC's — or even the entire group's — life outside of the objective or campaign.

By their nature, allies require a little more thought and depth than other contacts. In return, however, their help should have a larger impact on the game. The number of allies that can be called upon should be limited. They are background intensive and can rapidly overpower a game, not to mention the fact that the players and their characters are the superstars, not the supporting cast. Note that allies are not henchmen, bodyguards, or employees of the PCs, but rather an asset that can be called on infrequently to assist when faced with a particularly daunting challenge that they might not otherwise be able to overcome. Allies have their own lives and concerns to take care of but will take time out to address the PCs' request.

CONNECTIONS

Each ally should have a close connection to a PC or their group, a reason for providing assistance that might not always require something given in return. If the PCs begin play with allies, the GM should work with the players to agree on their scope, the impact they can have within play, and how their connection was initially established. It should normally be obvious through play how a PC or group establishes a connection with an ally during a session.

CAPABILITIES

For most campaigns within the *Infinity* RPG, two tiers of ally are more than sufficient: **minor** and **major**. Minor allies possess attributes and abilities similar to Elite adversaries, whilst major allies relate to adversaries from the Nemesis category. In fact, the GM and PCs can save time and effort by drawing their ally's abilities from the closest relevant statistics from the Adversaries chapter of the *Infinity Corebook* (see p. 415). In a similar vein, a minor ally can be called upon to solve problems or provide solutions that offer minor impact to the session or campaign, whilst major allies can provide an influence that will have further reaching effects. Although by no means exhaustive, some examples of minor and major allies and their effects on the campaign are listed below. With GM approval, players may also offer alternative effects to those listed below, so long as the effect is similar in influence to those already listed.

ANCIENT HISTORY

Each and every person makes connections and creates bonds as they move through life. Even following the advent of Maya and the quantronic revolution, which made socialising in person an unnecessary obligation for some, *Infinity* player characters are no different. As an optional rule, each PC can begin play with one minor ally drawn from a significant event or phase of their background. A single Life Point may be spent to either upgrade the ally to major or allow a PC to detail another minor ally.



ALLY TABLES	
MINOR ALLY	**GAME EFFECT**
Beat Cop or Detective	Pull a rap sheet or provide inside info
Doctor	Provide medical records or treat injuries
Low-Placed Activist	Create a minor disturbance
Minor Corporate Executive	Provide a minor contact to another organisation
Minor Submondo Member	Provide access to illegal goods
MAJOR ALLY	
High-Placed Activist	Create a major disturbance (local riot, etc)
Lobbyist or Politician	Present a diplomatic argument or pull strings
Senior Corporate Executive	Provide substantial corporate assistance
Senior (Great) Detective	Detain a person or alter records
Submondo Gang Leader	Quietly move items or people

COST, FREQUENCY, & TIME

To represent the time, resources, and personal cost involved for an ally to provide the requested effect, calling on their assistance requires the expenditure of an Infinity Point and a **Simple (D0) Persuade test** that *must* be rolled. Each minor ally can provide assistance once per session, major allies once every other session (provided that any previous request has been fulfilled).

The GM should establish the amount of time required for the ally to fulfil the request, which might only require hours or minutes, but could be as lengthy as days or weeks. Each Momentum generated on the test can be used to reduce the amount of time required by the ally to provide the requested effects by one unit of the original time required, to a minimum of one unit of the original time required. For example, each Momentum spent on a timescale rated in minutes would reduce the time by one minute, to a minimum of one minute, or by one hour for a timescale in hours, to a minimum of one hour.

FULFILMENT

The GM has final veto on the possibility of an ally providing the requested assistance. This should be discussed prior to the expenditure of the required Infinity Point and the rolling of the requisite **Persuade test**. Although some requests can be completed within hours or days, some will require longer to produce their effect. Unless obviously unable to affect the requesting PC's current situation – a submondo contact on Bourak attempting to source illegal goods for a PC hidden in the depths of the jungles of Paradiso, for instance – location should have little impact on the outcome of the request but *will* affect the length of time required to fulfil the task. As an example, a PC who has an activist contact on Acontecimento is currently stationed on Varuna. The PC believes that having some Ateks create a diversion will help them further their goal and asks the GM if this is something their ally could assist with. The GM agrees but informs the player that the distances involved will affect the amount of time required to set the diversion up. Something that would have taken hours to put into place on Acontecimento will require days on Varuna.

If the **Simple (D0) Persuade test** made as part of the request produces a Complication, then the ally requires something in return from the PC on this occasion. This could be something as simple as time spent in the PC's company to reaffirm the friendship, or it could be as involved as a complicated return favour based upon the PC's skills like roughing up an enemy, hacking a rival's data, or clearing the name of another of the ally's friends.

NEW ALLIES

Gaining new allies can be a major incentive for the players as a reward for good roleplaying or completing major scenes or plot arcs. This can really allow the players to experience the lives of their characters evolving and developing. Of course, the additional opportunity to call in a favour is also very handy! Minor allies for multiple PCs can be sprinkled throughout a campaign but gaining one should always require vested input from the PC or group. Major allies should be few and far between, whilst gaining one might involve a complete side adventure of its own.

CONTACTS

Contacts are also GM controlled NPCs, but unlike allies – who will often help out of nothing more than friendship or mutual respect – they are more mercenary in nature. They can be called upon for a favour but doing so will *always* involve a cost (see **Cost, Frequency & Time**, below). Because of their *quid pro quo* nature, however, they can be called upon more frequently than allies. Contacts hold similar roles and positions to allies, but it is the nature in which they provide their help and the cost involved that make them different.

Contacts won't necessarily need the same depth and detail as allies, as their connection to a PC or group is much more superficial than their counterparts. That said, there is nothing wrong with providing as much information as possible to also make them living and breathing components within the worlds that the PCs are connected to. The more depth provided, the more authentic the setting appears. Unlike allies, contacts may choose to serve as aides, bodyguards, or employees for a short period, though such service comes at a cost of course.

CONNECTIONS

Each contact should have a tangible connection to the PCs or group, though such a connection does not need to be provided with the same depth that an ally will require. Taken from the **At Your Service** sidebar, the mechanic might be the regular vehicle maintainer for a PC, the bouncer someone who a PC worked with on another job, and the journalist an old acquaintance from school. Little more needs to be noted other than some way for the connection to be present. Contacts can be gained and lost readily during play, with little more than a footnote required to note their profession and means of association.

CAPABILITIES

Being bit-part extras who occasionally help to resolve smaller issues, most **minor** contacts can equate to adversaries of trooper status, **major** to adversaries of elite. Again, the GM and PCs can save themselves some time by finding relevant statistics within the roster of adversaries in the *Infinity Corebook* (see p. 409) to satisfy the contact's abilities. In terms of direct assistance that can be provided, **minor** contacts can help with trifling problems while **major** contact can provide direct support to larger issues. The following tables provide examples of the two tiers of contact and the support they can provide.

As with the sample list of allies, above, bear in mind that the list of contacts, their status as **minor** or **major**, and the type of support they can provide is in no way exhaustive or fixed.

COST, FREQUENCY, & TIME

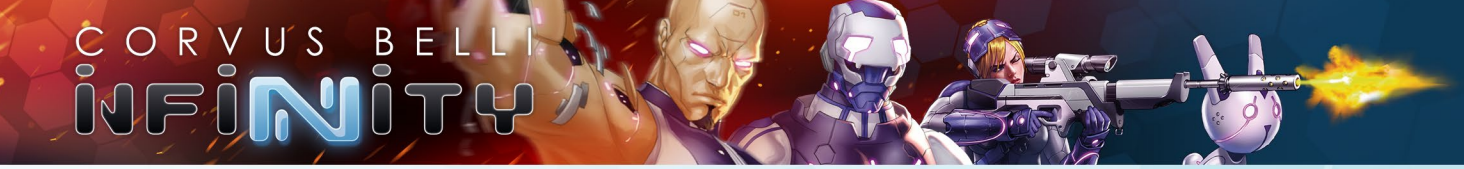
Calling on a contact requires at least an **Average (D1) Persuade test**, though this can be affected by the nature of the request. Asking a vehicle engineer to take care of a service before their other customers might only require the standard difficulty, for instance, while asking the same engineer to rebuild a damaged vehicle – a task requiring weeks to complete – ahead of their customers might add +2 difficulty. The GM should weigh the request against the contact's normal role, including any financial and material impact, then adjust the base difficulty accordingly.

Unlike allies, contacts may be called upon as often as the GM deems reasonable, though doing so might affect any other requests that have already been made. For example, the vehicle engineer in the previous paragraph might also be able to make a minor repair to a PC's interim vehicle, though doing so will add a requisite amount of time to the vehicle that is already being rebuilt. Additionally, each contact will also always require something in return for their assistance. This might be something as simple as cold hard cash in the form of Assets,



CONTACT TABLES

MINOR CONTACT	GAME EFFECT
Beat Cop	Access to superiors
Bouncer	Guest access to a venue
Minor Corporate Executive	Access to superiors
Nurse	Treat minor injuries
Vehicle Engineer	Priority repairs at reduced cost
MAJOR CONTACT	
Bodyguard	Provide close protection
Club Owner	VIP access to a venue
Doctor	Treat injuries
Journalist	Provide exposure
Senior Corporate Executive	Arrange boardroom-level meetings



though should always be something suitable to the contact's role. Most cops would prefer a tip-off on criminal activity, for instance, rather than a bribe (though there are exceptions).

The GM should work with the player or group to establish the amount of time required for the contact to fulfil the request, which might only require hours or minutes, but could be as lengthy as days or weeks. Momentum can be spent in exactly the same way as with allies on reducing the amount of time required.

FULFILMENT

The GM has final veto on the possibility of a contact providing the requested support. This should be discussed prior to the rolling of the requisite **Persuade test**. Although some requests can be completed within hours or days, some will require longer to produce their effect. Due to their lesser supporting status and roles, contacts have a much more localised sphere of influence. Unless obviously unable to affect the requesting PC's current situation, meaning that location should have more impact than with allies on the outcome of the request. This means that the PCs will likely need to build a network of contacts in a variety of places if they travel frequently. Established contacts can be used as a means to provide the name of a new contact within another location, so long as the location is on the same planet or within the same system and could feasibly support the new contact. A cop providing in the city of Livingstone on the Lux continent of Neoterra could feasibly provide the name of another cop in the city of Sybaris on the Pax continent of the same planet, for instance, but it would be a far stretch for them to provide the name of someone on Shentang. The GM has the final say in this matter.

If the **Average (D1) Persuade test** made as part of the request produces a Complication, then the contact will assist on this occasion, but will cease to provide support once the task is complete. The PC or group will need to either work hard to regain the contact's trust, or else establish themselves a new contact.

NEW CONTACTS

Any NPC encountered within the game can become a contact, but not every NPC met within the course of a campaign or mission should be recorded as a contact. Some NPCs appear as a means to add little more than flavour or depth to a scene, and that's all they need ever provide. Others will clearly be able to provide usefulness beyond the immediate scene, provided the PC or group can convince the NPC to accept them as potential accomplices in future endeavours.

Establishing a new contact should be roleplayed and allowed to develop naturally as much as possible. If hard and fast rules are required, then the Psywar rules for Persuasion should be employed (*Infinity Corebook*, p. 123), with the acting PC required to inflict at least one Metanoia in order to convince an NPC to act as a future contact.

PROMOTION & DEMOTION

Given time, contacts that enjoy frequent interaction and a certain sense of camaraderie with a PC or group can transition into allies. Likewise, connections to allies can wane due to infrequent interaction or a shifting of previously common goals, causing them to become contacts rather than allies.

Promoting a contact to an ally will require a fixed objective established by the GM, which will include a certain amount of investment in time and personal sacrifice. Promoting a cop contact to an ally, for instance, might require a PC to spend several weeks walking the beat with their potential ally, allowing them to establish a relationship on a more personal level, assist with policing, and align goals. The ultimate transitioning point for the contact might happen following the PC stepping into harm's way to protect the contact or vouching for the contact's proficiency against hostile superiors, thereby earning the contact a promotion. As with establishing new contacts, this can either be roleplayed, or taken care of with the Psywar rules and a Metanoia.

Demoting an ally to a contact should happen infrequently. Demotion can happen as a consequence of a PC's actions, such as a PC purposefully distancing themselves from an ally for personal reasons or taking antagonistic action in direct opposition the ally's own goals and agenda. But, it can also occur due if a PC or group ever fail to deliver the price requested for the ally's help following the result of a Consequence on the **Simple (D0) test**. If this happens, the ally has become aloof at the one-sidedness of the relationship, though they might be won back over in the future.

AWARDING XP

In addition to the other types of rewards discussed here, there is one fundamental reward available to every PC following each and every session, XP.

XP allows the players to evolve their characters in new and exciting ways, which in turn allows the game to progress in fresh and challenging experiences. This system of double growth is a tangible reality that can be seen and felt by the GM and players as the game progresses.

AT YOUR SERVICE

The average person in every walk of life has a number of people they can call on when needs are pressing. From vehicle engineers who can squeeze a much-needed service in or the bouncer who will make an exception, to a journalist who will actually take the time to read the message when it drops into their inbox, the list of possible contacts is virtually limitless. As an optional rule, each character can begin play with three nominated contacts. Additionally, a Life Point may be spent to either nominate three further contacts or provide the option to nominate the original three contacts during play as and when required.

ALLIES VS. CONTACTS

Some allies also appear within the two tiers of contacts, which has been done intentionally to highlight the differences between the depth and type of support that can be provided between the two. After all, an ally has a friendship or level of trust with a PC that a contact does not. To put this in further perspective, an ally will put themselves or their positions on the line to help, while a contact will not, the difference between a bodyguard companion who will take a bullet for their employer, and the hired gun who will not

The **Gaining Experience Points** heading (see *Infinity Corebook,* p. 73) provides some guidelines on how much XP should be awarded to each player following a session of play, though some elaboration will help GMs to decide how and when to factor in such rewards. Bear in mind that XP should always be rewarded, never deducted; gaining XP is a reward system, not a punishment tool.

ENCOUNTERS, SCENES, & MILESTONES

If possible, GMs should spend a few minutes prior to a gaming session deciding exactly how far they intend the PCs to progress in the campaign during the course of the sitting. Ideally, with plenty of prep time, the GM can break a campaign or mission into manageable slices that fit neatly into their group's expectations. In an increasingly connected world in which we all lead progressively busier lives however, this will not always be the case. Either way, taking time to note the intended expectations of the session will provide the GM with a baseline to begin assigning XP.

Breaking a session down into predicted encounters, scenes, and milestones will allow the GM to establish the basic XP reward. They can then consider establishing a few additional goals which serve to increase the base award. Each PC will always receive a base XP award of 300 XP, even if the group fail to reach the predicted number of encounters, scenes, and milestone.

ADJUSTING THE BASIC AWARD

Once the group's predicted progress has been established, the GM can further expand each encounter, scene, or milestone as means to evaluate their success. Succeeding well against a tough encounter or uncovering every clue at a scene might net an additional 50 XP to the base award. The GM should note a few conditions that can be met to grant additional XP to the base award, including progressing beyond the achievements predicted for the session. The **Base XP Award Adjustment Table** provides some guidelines.

Each session should never award more than 500 XP, so multiple achievements that take the XP award beyond this are either discounted, or else result in another type of award like additional Assets, allies, or contacts.

FACTION GOALS

Faction goals should be achieved only once by each PC during each mission. They are fixed objectives personal to each PC with a specific set of requirements that must be met to succeed. The amount of XP awarded by each Wilderness of Mirror objective should be provided when the mission is handed to the PC. The PC then receives the XP award at the end of the session in which they completed their objective. In the case of two PCs working towards the same faction goal, both PCs receive the full XP award, i.e. it is not split between them. This award is supplementary to the base award, meaning it can take the total beyond the 500 XP maximum. (As the award happens only once each *mission*, the effects of exceeding the maximum each time this occurs are negligible.)

BONUS AWARDS

Bonus awards are perhaps the most contentious area of XP for a GM to navigate, as they can become a minefield of hurt feelings and simmering resentment. That said, they are also a great way to reward individual achievements that aren't faction goal related and encourage roleplaying. If bonus awards are to be used, it is recommended that a reason is found to grant every PC a bonus award, no matter how minor their contribution. What constitutes an individual award is left for the GM to relate to their PCs, but typical 25 XP bonuses include: roleplaying to character, achieving a personal character goal, performing a personal sacrifice relevant to the character or story, overcoming a character flaw, and establishing new allies.

BASE XP AWARD ADJUSTMENT TABLE

ACHIEVEMENT	ADJUSTMENT
Overcoming a difficult encounter	+25 XP
Exceeding the objectives of an encounter or scene	+25 to +50 XP
Progress Beyond Predictions	+25 to +50 XP
Excellent Teamwork	+50 XP
Primary Mission Goal Accomplished	Maximum award of 500 XP

CONTACTS VS. CAST

From supporting cast to main villain, the players will meet many NPCs within the course of their campaigns and missions. On the surface, contacts appear no different to the myriad members of the varied supporting cast available to the GM during play. If a player asks for the nearest vehicle engineer, for instance, the GM can simply hook them up with a random engineer who will fix a vehicle at the normal cost within a specified time, including any waiting time. Having a vehicle engineer as a contact, however, means that the PC's vehicle will jump the queue. Though the PC likely pays the same cost, their rapport with the contact means they gain some benefit from drawing on their connection.



CHAPTER 4

IN-GAME PROPS

SUPPORTING CAST

Up until now, this guide has dealt with the running of the game from the GMs perspective, from real-world hurdles to in-game quandaries. Some of the advice has touched upon physical props that can make a GM's role easier and their sessions smoother in operation. This chapter, however, focusses on the one in-game prop that can provide both of those benefits and more: NPCs.

The PCs are — and should always remain — the driving force of the game. Their actions decide the ultimate outcome of the missions and campaigns they take part in. Swirling around them like motes trapped in sunlight, however, are the hundreds, perhaps even thousands, of NPCs that form the large supporting cast involved in serving up the tension, action, friendship, hatred, laughter, and bitter-sweet memories required to bring the plot to its conclusion.

DIVERSITY

In their role as the living and breathing components of the *Infinity* universe, an unlimited variety of NPCs can make appearances within a mission or campaign. They hail from all walks of life and fulfil any and every role required to bring the universe to bright and colourful existence, with the only limit to their boundaries being the GM's imagination. Some NPCs exist merely to provide substance and realism to a scene; beyond a descriptive element of the setting, they might not even require a name. Others serve to act as roadblocks, support, or enigmas to the campaign or mission. Most will be used once or twice then discarded, while others will become recurring annoyances or favoured allies. Regardless, they should all serve to further the narrative and three-dimensional composition of the setting in some way.

GMs should also take into consideration the fact that NPCs allow them to interact directly with the PCs. They are the platform that provides the GM with the opportunity to talk directly to the characters, influence the dialogue, put on their quirkiest voices, and take a break from narrative to interact in first person. They deserve a moment of respect and consideration exactly because they allow the GM to do these things.

THE ART OF DESIGN

Although there is still some advice to be offered beyond the details provided, the **Adversaries** chapter on p. 415 of the *Infinity Corebook* largely deals with the mechanical procedures involved with the stat creation of NPCs, while the **Denizens of the Human Sphere** chapter on p. 419 offers a plethora of sample characters and critters drawn from across the entire setting. The statistics and descriptions presented, however, are the standard examples of their type, but each setting or scenario can often require the GM to go beyond the standard fair offered. Despite numerous examples, not every type of NPC required for a homebrew mission or campaign will be covered within the *Corebook*.

INITIAL SUSPECTS

Although a GM can essentially complete the **Core Elements** list in any order they wish, there is one crucial question that should be answered before any others are considered: what is the desired role of the NPC? Answering this first will aid the GM in pairing the list down as necessary. It has already been mentioned that NPCs can fulfil any and every role conceivable in terms of their relevance to the Human Sphere. In this case, however, the GM needs to consider what role the NPC fulfils in terms of the campaign or mission. There are some standard roles that NPCs can undertake in terms of the story:

ANTAGONIST

Each mission and campaign will feature its share of antagonists. After all, the characters will need to overcome some degree of conflict to achieve success. Although GMs should not consider a role-playing game to be a game of winners and losers that is played out via their NPCs and the players' PCs, the antagonists are the GM's means of taking direct action against PCs.

Dependent upon their influence on the overall story, most antagonists can be suitably described as either **minor** or **major**. Much like their ally counterparts who were introduced in **Chapter 3: Assets & Other Rewards**, p. 25, minor antagonists are the trooper or elite level adversaries, the goons and minions of the ultimate villain, whilst major refers to those most influential of opponents, Nemesis-level adversaries.

LONG SHADOWS

It can be tempting to create beneficent and powerful NPCs that have as much or more impact within the game as the PCs themselves. Whilst the PCs are by no means the biggest fish in the pond so far as the disparate population of the Human Sphere is concerned, they still need to remain the superstars of the game and feel like their actions have an impact. NPCs that overshadow everything the PCs take part in will lessen the enjoyment of the players and can leave them feeling that the actions of their characters offer little beyond a supporting role. Long shadows can be cast by NPCs through antics such as continually saving the day in tense firefights, providing every resource the PCs need, and delivering solutions that take the victory out of the PCs' hands. GMs should try to find subtler and rewarding ways for the PCs to solve critical setbacks than always having an NPC on hand to offer deliverance.

THE POWER OF THREE

It has been known for millennia that there is a powerful significance in three compositional elements to a greater whole, from triple-aspect Celtic deities to the Holy Trinity of Christianity amongst others. Even the multiple battlefields of the *Infinity* RPG are divided into the three unique aspects of Warfare, Infowar, and Psywar. Mission and campaign construction can also be thought of as three compositional elements, all serving to create one greater representation: Setting, Supporting Cast, and Story. Without each one of the three, the grand tapestry of the campaign or mission suffers.



Although almost every antagonist will have some reason for crossing Teseum-edged blades with the PCs, not every antagonist will be villainous or malevolent in nature. Most minor antagonists will be in the employ — whether knowingly or not — of a major antagonist, which means that their involvement in the story might boil down to nothing more than money or business. On the other hand, major antagonists should always have a solid motivation or objective that places them in contention with the PCs.

When creating villains that could be deemed as evil in nature, consider providing valid reasoning for their immorality. Even most real-world villains often have a misguided belief that they are serving the greater good or are a product of their environment. Providing plausible grounding for villainy will provide depth and believability to NPCs, whilst also setting the stage for potential resolutions to their story arcs beyond their immediate annihilation, such as the PCs seeking their redemption for instance. Unless they're on a par with such shining examples as the Myrmidons of ALEPH, most heroes and villains of the Human Sphere should be portrayed in shades of grey rather than stark black and white.

BENEFACTOR

The PCs should rarely have to go it alone. The Human Sphere is a vast entity full of numerous minor factions and agencies. At any one time, several of these organisations and their members will be allied with one or more of the PCs' goals. Some benefactors will also be acting alone, though they are likely still part of a larger outfit. Regardless of their associations, if any, the benefactor's purpose within the mission or campaign is to provide assistance or agency in some way, though this is also often limited by circumstance or environment. The benefactor may sympathise with the PCs' cause but have their hands tied by their own organisation's tenets, for instance, or might only be willing to provide indirect assistance for fear of reprisal.

Benefactors are similar to allies in the fact that they provide some form of beneficial aid to the PCs, which could consist of many things, such as access to hidden

BREWED TO TASTE

Rather than rely on published scenarios and campaigns, many GMs like to create their very own by either starting from scratch or by borrowing elements from official products. Much of the advice offered within this very guide deals with presenting advice on how to accomplish these feats. Irrespective of how the end result is achieved, GM-created missions or campaigns are often called homebrew or unofficial.

VILLAINOUS POTENTIAL

Antagonists — particularly Nemesis-levelantagonists — allow the GM the opportunity to be both creative and ingenious and either deceitful or direct. The PCs should already be hopefully enjoying the game, but these villains are the GM's opportunity to have a bit of fun.

data, the provision of specialised gear and weaponry normally unavailable to them, or even training in a specific skill or talent. When creating a benefactor, also consider how they are to be introduced, which could be as simple as a chance meeting, or may perhaps involve either party searching the other out. Unlike antagonists, who are frequently mercenary or outright malicious in nature, benefactors are normally considerate, or at least sympathetic towards the PCs or their cause. Even though they might wish to keep their involvement or agenda hidden, they generally provide their assistance out of a willingness to help. That said, as with bad rolls where seeking an ally's assistance is concerned, the support of some benefactors might involve a significant cost that could be financial, material, or even moral in nature.

Rather than fight shoulder-to-shoulder with the PCs, most benefactors provide their support indirectly. They might still provide minions and subordinates to aid the PCs, but rarely will they take steps to become directly involved. The reason for this is two-fold, with the first being those **Long Shadows** mentioned previously (see the sidebar on p. 34), whilst the second reason incorporates those limiting factors mentioned previously. When used sparingly as a plot device, however, the intercession of benefactors can be used as a last-ditch deliverance from game stoppers such as total party kills (TPKs), which will be much more satisfying and believable for the players than bending the plot to accomplish this.

COMPANION

Unlike benefactors, who often remain aloof, mysterious, and separate from the action, companions are more directly involved in the mission or campaign. They accompany the PCs during specific scenes or missions and provide support in their resolution. Companions don't necessarily need to be a physical person either, as the quantronic age allows for any number of travelling confidantes in the form of limited AIs and favoured geists (which might be preferable over human company to some).

Companions can be present from the outset or discovered as part of the overall plot. They might even be acting on the benefactor's behalf as their physical representative. Like benefactors, they are often sympathetic of the PCs' cause or goal but could just as easily be mercenaries hired specifically to help complete a task.

In their role as direct assistants of the PCs, these companions will benefit from an in-depth development that allows for rich interaction. Though their motivations and background might be revealed over time, there is nothing wrong with letting the PCs control certain aspects of a companion's involvement, such as rolling tests to determine the success of their actions, or even choosing their actions for them, in which case the companion's key statistics will certainly need to be clear.

CONNECTING THE DOTS

The best games of *Infinity* will unfold like a quality novel or movie; the GM is unveiling a plot and telling a story, after all. These facts might seem obvious but are often unspoken. In a similar manner, consideration is rarely given to the efforts of the actors and writers who bring the movies and novels to life, both of whom must ensure that they know how each piece of their script, each character in a scene, and the overall plot interact with each other. The same is true for the best RPG sessions, where the very game itself will gain much from a GM taking the time to read the plot and devices. Inadditiontothis, movieplotsand novels benefit greatly from character development by their writers, which helps the actors and readers to understand motivations and reactions; a well-crafted NPC is no different.



BLURRED LINES

The average person in life rarely fits neatly into one simple category or role, which will also be the case for many NPCs. Although some NPCs — especially those with minor bit parts at best — will never need more than one category, blurring the lines between specific roles will breathe additional life and realism into the setting and its denizens. Every NPC requires a main role, with others then blended into this.

Antagonist: Canny and devious antagonists can pose as virtually any other role or might be forced into a role by circumstance. A subversive and deceitful antagonist could readily pose as a sponsor or companion to work at tearing down everything the PCs have built from the inside. Also, the enemy of my enemy is my friend, right? Enemies of the PCs that suddenly become the victim of a larger foe who is opposed to both might seek to become benefactors, companions, or sponsors of their former rivals. Also consider antagonists who can be swayed from their paths, thereby allowing them to switch roles within the mission or campaign.

Benefactor: There are many reasons for a benefactor choosing to aid the PCs, but one of the simplest is that they are already a victim of one or more antagonists that are integral to the plot. Previous advice also counsels against benefactors having a more direct role within the game, although a powerful benefactor occasionally serving as a companion can be rewarding for the PCs — so long as it serves the story and doesn't overshadow their own actions. One example of this could be a large-scale battle across multiple arenas, where the PCs take responsibility for one arena while the benefactor guards their back in another. In this way, the PCs remain the stars of the show and control the action in their own yard without being overshadowed, but have a powerful companion working alongside them.

Companion: This is one of the easiest categories to blur with others, particularly as not every companion needs to provide direct assistance to the PCs. For instance, some companions may double as victims who require escorting to safety. They might be injured and unable to provide any meaningful assistance but serve as a constant reminder of the need for compassion and mercy in a universe constantly balanced on a knife-edge thanks to politicking and the predations of the Combined Army.

Sponsor: As agents for change — hopefully, but not always, for the better — sponsors can readily integrate their roles with others. Beneficent sponsors are usually seeking to improve the lives of themselves and their allies, allowing them to also assume the role of the benefactor of the PCs to achieve these ends. On the other hand, as discussed under antagonists, villainous sponsors can be acting to deceive the PCs about their purpose, perhaps to entice them into acting against their own morals or unwittingly perform some heinous deed to further the antagonist's true agenda.

Victim: Though easy to think of as casualties of the antagonist's plans and actions, this doesn't always need to be the case. As with companions, the victim's role is fairly easy to switch up. Consider the Submondo agent smuggling VoodooTech from Paradiso. When they suddenly become the prey of the Combined Army and need rescuing, they also become victims in addition to antagonists (possibly benefactors and/or companions too). Some NPCs might also become victims due to the actions of the PCs, which can result in them becoming future antagonists.

SPONSOR

The sponsors are the individuals or organisations that request the assistance of the PCs in completing the objectives of the mission or campaign. In the default setting, this role will largely be fulfilled by O-12's Bureau Noir and the PCs' handler. The muddied reflections of the Wilderness of Mirrors will also provide sponsors in the form of agent handlers and other subversives who seek to further their own agendas through the PCs' actions. In this way, a PC or group might acquire several sponsors who each require different outcomes to the same scenario; walking the razor-edged shards of the Wilderness of Mirrors is anything but easy!

VICTIM

Whether casualties of circumstance, conflict, or the direct actions of the villains, victims are the NPCs who have suffered loss that is related to the scenario, mission, or ongoing campaign in some form. From the helpless refugees seeking shelter and deliverance to vengeful individuals who have been harmed or disfigured in some way, victims will always benefit from any assistance they can be given.

CORE ELEMENTS

While the *Corebook* provides the basic steps for NPC creation, generating unique, interesting, and memorable individuals can be an intimidating task. Although the specific order can be adjusted to suit — or even added to or reduced — there are some fundamental steps required when creating NPCs. Not every step needs the same level of detail each time, but they should all be considered against the desired end result. A particular NPC might not even require each step to be fulfilled, but they should all be given due consideration before moving on. Broken down into core headings and pertinent sub-headings, and presented non-alphabetically in the standard format they appear within official stat blocks, the following list will suffice for almost every NPC design situation:

CHARACTERISTICS

- **Name**
- **Appearance**
- **Roleplaying Tips**
- **Background**
- **Key Information**

STATISTICS

- **Attributes**
- **Fields of Expertise**
- **Defences**
- **Attacks**
- **Gear**

SPECIAL ABILITIES

- Common Special Rules
- Special Abilities
- Heat Spends

DEFINING CORE ELEMENTS

The *Infinity RPG* uses a standard template layout to present NPCs. Though this layout can differ to

suit specific scenarios, the elements of the NPC template will largely be presented in a particular and logical format. The **Core Elements** list, above, follows this format. As already mentioned, once the NPC's role has been defined, the GM is free to pick any heading or sub-heading from the list as a starting point. Some of these questions may already have been answered for them, particularly if they are providing detail to an NPC that already has an established background or canon thanks to the large array of *Infinity* products available. Although the following explanations follow the standard format provided above, GMs can and should begin at the most suitable and logical place for the NPC they are creating.

CHARACTERISTICS

For the purposes of NPC design, **characteristics** are defined as the elements of the NPC that possess a more narrative-based quality. This doesn't necessarily mean that each characteristic will be read aloud, more that they serve to tell the NPC's story. These are the fundamentals that tell the GM – and through them, the PCs – exactly where the NPC has come from and what they are about. As explained later, although these elements will have had a bearing on their design, there is no statistical information to be found here.

NAME: It might seem obvious, but still warrants saying: a name can define everything about an NPC. Then again, it can just as easily act as a smokescreen. Carefully selected names can delineate an NPC's heritage, help translate their role to the PCs, and provide moments of comedy relief or mystique.

Take, for instance, the names Juan Ronandez and Chin Tsong that appear within the fluff sidebar on p. 5. Even the newest of scholars to the *Infinity* setting would hopefully be able to place the former as a PanOceanian name and the latter as Yu Jingese in origin. Adding in the titles – Mercenary Captain and former Mercenary Lieutenant respectively – immediately identifies their roles. Much can be said in a name, so it can certainly be worth careful consideration where crucial NPCs are concerned. GMs won't go too far wrong with a random list of names at hand either, for those times when the PCs ask the one question of the chance-met and inconsequential NPC that can bring a game to a grinding halt: *So, what's your name?*

APPEARANCE: In conjunction with their name – arguably perhaps even more so – an NPC's appearance can provide many clues about their personality, background, and current status. Appearances also generally prompt the PCs to draw first impressions. Of course, appearances can also be deceiving. From simple traits such as hair colour and posture to more focussed details such as items of jewellery and design of comlog, an NPC's affectations and veneer deserves some thought. Minor NPCs might require little more than a line or two, though major NPCs will benefit from more meaningful descriptions of three or more lines. These two levels of description can then be used to unobtrusively translate an NPC's relevance to the story without breaking the game's abstract realism, as the players will understand that short descriptions equate to NPCs with a minor or trifling part to play, and vice versa. This can and should be used to shake the game up on occasion however, just to remind the PCs not to believe everything they see. The vagrant that the PCs strolled past because they barely warranted a description is in possession of a crucial clue, for instance, while the minor Maya celebrity who received an in-depth depiction serves as nothing more than an irritating distraction once all is said and done. Lastly, some physical traits such as blindness, disfigurement, or a pronounced limp will have in-game rules aspects that require consideration.

ROLEPLAYING TIPS: In the standard format offered within most *Infinity RPG* scenarios, the roleplaying tips consist of two or three brief bullet points used to identify the essential qualities that allow the NPC to be represented at the table by the GM (or any PC that steps in to run them). There are no firm rules when creating roleplaying tips for an NPC, but GMs might want to consider the following:

- Try to include one simple physical action that can be performed while playing the character at the table. Maybe they tap their ear, for example, or constantly wear a creepy smile, arch their eyebrow, speak with an accent or affectation, clap their hands and rub them together, snap their fingers and point at the person they're talking to, or make a point of taking a slow sip from their drink before responding to questions. The permutations are endless, but will serve to make an NPC unique, memorable, and hopefully enjoyable to play.
- Round the physical action out with personality traits and general attitude. Are they friendly, hostile, greedy, ruthless, or any combination of those? Do they use a favoured negotiating tactic, will they always offer a drink, and will they fly into a rage if insulted? Any one of these can tie into the physical action (pointing vigorously when negotiating aggressively, for instance).
- As much as possible, this section should be kept simple and straight to the point. GMs – or players if running the NPC as a companion – should be able to glance at this section, process the information almost instantaneously, and start playing the character. Avoid full-blown psychological profiles as they are unnecessary for play and are time-consuming!

NAMING CONVENTIONS

Unless obfuscating an NPC's ancestry, draw on the lore of their faction and research the naming conventions of their ancestral countries of origin for inspiration. There are plenty of online resources available in our current timeline that can provide random names based on various factors, including country of origin. In addition, take inspiration from the names of characters that appear amongst the many quotes sprinkled throughout the various *Infinity* products. Much like humanity, languages evolve over time as conventions change and popularity of spellings wax and wane, so don't be afraid to give the names a little twist.

BACKGROUND: This section is narrative in nature but should rarely be read aloud verbatim to the players. It contains an NPC's history, motivations, agendas (both plain and hidden), and current place within the setting. To reduce the amount of work required, the GM should keep this section relevant to the NPC's impact to the session and the PCs. When creating information for this section, consider each inclusion against the following criteria:

- Is it something that will directly influence the decisions the NPC will make?
- Is it information that the PCs are likely to discover about the NPC?
- Is it an interesting story that the NPC might tell about themselves and/or will it serve as context for explaining the NPC's decisions or traits?

The balancing act here is keeping the background section minimal whilst still providing enough depth and key information. One paragraph or a even a few sentences is likely more than enough for minor NPCs, whilst major NPCs with key roles within the story will probably need two paragraphs, possibly more. Even minor companions may need as much attention as major NPCs.

KEY INFORMATION: This optional section is generally used to highlight the specific clues the NPC is supposed to deliver within a scenario, mission, or campaign. This section should be considered as a flexible tool that highlights key information that the GM must not forget while the NPC is in play. If the NPC doesn't require a unique stat block, the GM can also place a note here to point themselves to the relevant sourcebook and page.

STATISTICS

Much of the formulaic guidance required to produce a stat block is contained within the *Infinity Corebook* beginning on page 415. Creating a stat block, however, can be part science, part art. There is nothing wrong with creating a stat block for a particular NPC, then using those stats to guide the description, although working in the reverse can provide equally satisfying results. GMs shouldn't be afraid to deviate from the allocated number of points for each section by one or two digits, though only if the description calls for it. If the GM feels that further increases are required, then they should consider upgrading the NPC to another category.

One set of stat blocks that isn't covered within the *Corebook* is the Trooper/Elite category. This composite set of stat blocks serves to provide a balance between its parents and works particularly well to minimise the number of different stat block required for certain NPCs. Consider the police example referenced earlier (see *Infinity Corebook* p. 449). The Trooper statistics suffice for a beat cop, and the Elite statistics for sergeants or other non-commissioned officers. Trooper/Elite attributes should total no more than 60 when combined and they receive 8 or 9 ranks of training for their Fields of Expertise.

SPECIAL ABILITIES

Special abilities are the unique capabilities that each NPC possesses. Some special abilities emulate and combine talents, while others can provide abilities that draw upon the rules in other ways. Alongside the rules for creating an adversary (see *Infinity Corebook* p. 417), an NPC's description and background can be used to guide the selection of special abilities. An important step to remember when considering special abilities is to check whether another NPC also possesses a similar special ability to the one a GM has in mind. Repurposing, recycling, and reworking saves time and effort.

COMMON SPECIAL RULES

Define an NPC's background and description (see *Infinity Corebook* p. 417), common special rules should also be considered as means to satisfy rules requirements that make an NPC something greater than human in capabilities. Consider the Khawarij entry on p. 440 of the *Infinity Corebook*, for instance. Their background information clearly describes the benefits of the Runihura program, which serves to boost their physique and metabolism to superhuman levels. This has then been reflected in the common special rules with the Inured to Disease, Poison, and Pain, and Superhuman Brawn 2. Unless extremely justified in their background (such as via freak mutation, experimentation, or alien intervention), Troopers should never possess these rules, Elites only rarely, and Nemesis adversaries only if their write-up calls for it.

SPECIAL ABILITIES

The number of special abilities recommended for each category of adversary are defined under "Creating Adversaries" (see *Infinity Corebook* p. 417). They are approximately 0–1 for a Trooper, 1 or 2 for an Elite, and 3 or more for a Nemesis. As with statistics, however, these numbers can be adjusted upwards slightly to better reflect the description and background of an NPC if required. Creating a tagline or heading for each special ability will provide an insight in the content. Talent-based abilities should be kept separate from unique abilities that make use of the rules beyond anything a talent provides. In this way, multiple talents can be listed under a single special rule to make way for non-talent based special abilities under separate headings. The **Brutal Calculus** special ability of the ALEPH Aspect – Asura (see *Infinity Corebook* p. 419

OVERWORKED, UNDERUTILISED

NPCs that possess Nemesis qualities or crucial roles within the plot or campaign can require as much work as the PCs themselves, possibly more. Repeating this intense process for every NPC can soon become tiresome and laborious, so GMs should consider cutting corners where possible. If a bit-part NPC doesn't need a stat block, don't include one (or make a note pointing towards relevant stats for emergencies). With the smallest tweaks to the stat block in the *Infinity* Corebook, regional police can be created for any town or city visited, thereby avoiding the need to crunch the numbers every time. Statblocksshouldberepurposed, recycled, and reworked whenever possible. Even relevant special abilities can be rebranded, particularly if needed on the hop.

provides a good example of this, mixing two sets of talents under one special ability.

Non-talent based special abilities are slightly harder to define than talent-based ones, but they must always reference the rules of the game. Special abilities that affect defences are often straightforward (by applying bonus NJ, for instance), but consider the **Predictive Boxing** special ability of the Great Detective on page 428 of the *Infinity Corebook*. The writer has clearly associated the rule with a certain recent representation of one of fiction's most beloved detectives and has used the rules to reflect this by doing so.

HEAT SPENDS

Heat spends allow the GM to have a little fun with the rules, at a cost. Unless a GM is experienced at designed NPCs, relating the desired results of Heat spends to those that have already been published is highly recommended. (See "Spending Heat" *Infinity Corebook* p. 33.) Heat represents a finite resource for the GM, so if a special ability requires its expenditure, then a heat generator should be inserted into the scenario. For example, another NPC or a scenario specific cause can create heat, or the GM could provide the NPC with its own common special rules that produce Heat, such as Menacing or Threatening. Beware of overbalancing scenarios against the PCs when doing so, however.

FACTION AGENT HANDLERS

Every faction has their own senior agents, usually responsible for acting as superiors and contact points for their operatives. They act as filters for information between a faction's agents and also act as a security measure to compartmentalize an operative cell's membership from exposure.

Each faction has their own way of maintaining their intelligence networks via their agent handlers, along with their own contact protocols.

BONUS DAMAGE & STRESS

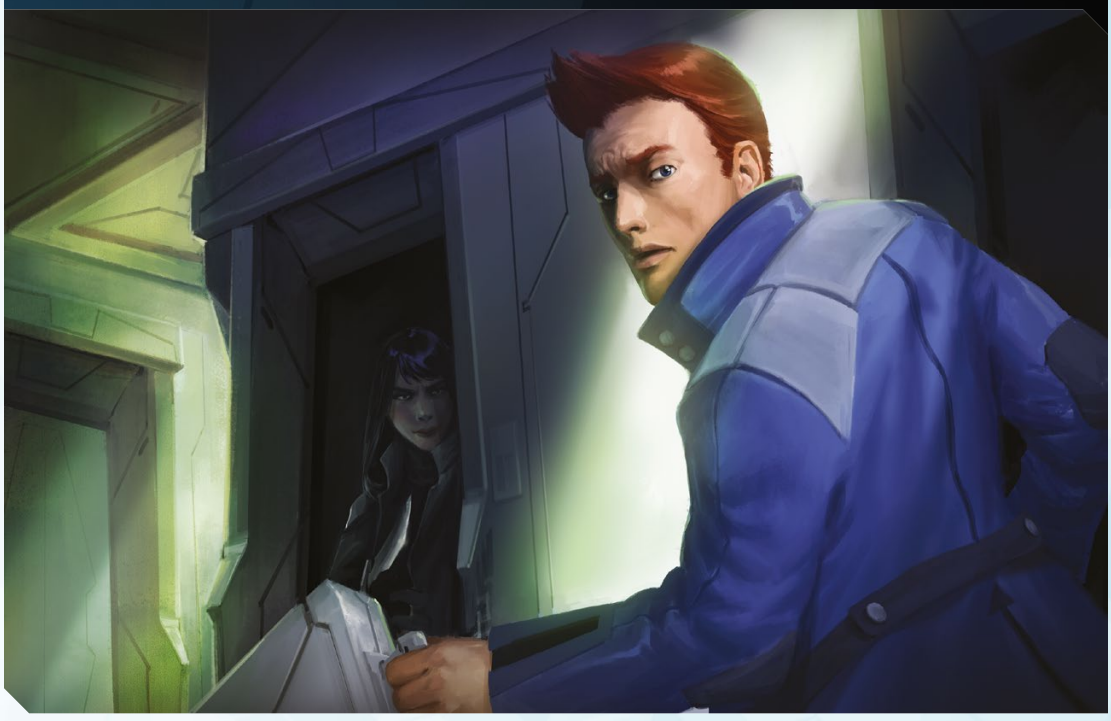
When creating agent handlers from Elite or Trooper categories, the GM will also need to recalculate any bonus damage and Stress (Firewall, Resolve, and Vigour) when updating them to a Nemesis NPC.

NEW SPECIAL ABILITY: AGENT HANDLER

The Agent Handler special ability allows characters interacting with the agent handler to benefit from one additional Momentum when making a skill test related to the handler's faction. This only works when using the handler as a proxy and only with the specific faction. Additionally, any Momentum generated by the handler while making tests on the character's behalf can add to the group Momentum pool. Some handlers may have multiple factions; they may be deep cover or simply playing both sides.

CREATING AGENT HANDLERS

The *Infinity Corebook* provides some excellent guidance for creating agent handlers. Sample handlers are offered here to offer both quick solutions and complete examples. To represent their skill and expertise, agent handlers should normally be of the Nemesis level category. Additionally, their training means they also receive two bonus points above the recommended norm, but may only allocate them to their Social and Technical Fields of Expertise. They have at least three Special Abilities as well as any additional bonuses to Fields of Expertise and Attributes. The Special Abilities section can be used to provide context for any bonus Morale Soak the agent possesses. (See "Creating Adversaries" *Infinity Corebook* p. 417.)



ALEPH HANDLER

ANERIS, ALEPH ASPECT

APPEARANCE

Named for the Greek Goddess of Harmony, Aneris is an immaculately dressed professional businesswoman of flawless appearance. She is disarmingly attractive, impeccably dressed, and immaculately groomed. Even in the middle of a warzone, no hair will be out of place.

ROLEPLAYING:

Aneris has a habit of clearing her throat politely when she believes an idea is ill-advised, which is usually followed up with a counter proposal. All offered without the slightest hint of scorn, of course (at least overtly).

Aneris is near-insufferably polite. She is non-violent, but quite happy to use deceit or blackmail to achieve her ends. Of course, if things get violent, she usually has a plan as a last resort.

Aneris always has an exit strategy of some kind. Her agents may not know it, but Aneris always has their best interests – usually survival – at heart.

BACKGROUND

Aneris has provided support and guidance for hundreds of O-12 and ALEPH operations over the years, though always from behind the scenes. She has saved dozens of lives in doing so, and more than one O-12 agent still hear a polite "Ahem, sir, but would one not find it better to perhaps..." or "Indeed, madam. May I suggest, however..."



NEMESIS

ANERIS

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	12	9 (1)	10	12 (1)	12 (1)	10 (1)

FIELDS OF EXPERTISE

Combat	+1	–	Movement	+1	1	Social	+5	2
Fortitude	+1	–	Senses	+3	12	Technical	+3	1

DEFENCES

Firewall	16	Resolve	12	Vigour	11
Security	2	Morale	2	Armour	2

ATTACKS

- **Assault Pistol (A Last Resort)**: Close Range, 1+5 (N) damage, Burst 2, Unbalanced, Close Quarters, Spread 1

GEAR: Defensive Hacking Device (SHIELD-3, GADGET-1, IC-3), Subdermal Grafts

SPECIAL ABILITIES

- **Common Special Abilties**: Inured to Disease, Keen Senses (Hearing, Sight, Smell), Night Vision, Quantronic Jump, Superhuman Brawn 1, Superhuman Intelligence 1, Superhuman Personality 1, Superhuman Willpower 1
- **Agent Handler**: ALEPH
- **Hidden Meanings (1–3 Heat)**: Aneris is gifted at reinforcing her intent without the recipient or those around her necessarily realising it. She can spend between 1 and 3 Heat when using the Imply action, which increases the difficulty to decipher the intent by an equivalent amount – maximum of Epic (D5). At her discretion, Aneris can exclude the intended recipient of the message from this effect, though they must still make the standard Average (D1) Psychology test to decipher her meaning.
- **Incontrovertible Mediator**: Although the intent is not always clear, Aneris seeks to harmonise humanity's efforts and is an expert in making sure this happens. Aneris can reroll one d20 when making a Discipline, Education, Lifestyle, or Persuade test, but must accept the new result. Additionally, she gains 2 bonus Momentum when making a Persuade test. Finally, she can use Persuade instead of Lifestyle when attempting to acquire goods or strike a bargain.
- **Teseum-Infused Will**: Aneris remains resolute in spirit and form. She benefits from a BTS and Morale Soak of 2.
- **Vedic Shield**: Aneris usually has at least one Sophotect on call at a moment's notice – see Sophotect, *Infinity Corebook*, p. 454.

GM TIP

CREATING ALEXANDRANOVA

Alexandranova was created from the "Police – Swat Officer" NPC, p. 449 of the *Infinity* Corebook.

ARIADNAN HANDLERS

Ariadnan faction handlers and their superiors are aware that they are far behind on surveillance tech and other advances in tradecraft equipment enjoyed by the other factions. They make up for this deficit by training to use local resources (including contacts) as much as possible, and they are skilled in improvisation. They prefer using dead drops and cut-outs as contact protocols. These "old-fashioned" methods are surprisingly effective, despite their archaism.

SVETLANA ALEXANDRANOVA

APPEARANCE

Alexandranova is a tall and lean individual, all muscle. She often wears dark glasses but has the disconcerting habit of looking straight through people she is talking with when she is not wearing them.

ROLEPLAYING:

- Very suspicious of non-Ariadnan agents.
- In temperament, she is a dour, taciturn individual.
- Caustic and sarcastic wit, as many agents have found out over the years to their chagrin.

BACKGROUND

As a Special Investigations Division (SID) agent, Alexandranova has a great deal of experience in dealing with undercover operatives, not just as a handler. Highly resourceful, she is also a crack marksman, often lending tactical support to wet-work (assassination) operations. As well as being a capable agent herself, she is also a former officer of the Kazak Police's special tactics unit.

NEMESIS

SVETLANA ALEXANDRANOVA

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	13	9	12	8	9	10

FIELDS OF EXPERTISE

Combat	+4	2	Movement	+3	1	Social	+3	–
Fortitude	+3	1	Senses	+2	1	Technical	+3	1

DEFENCES

Firewall	12	Resolve	13	Vigour	12
Security	2	Morale	–	Armour	3

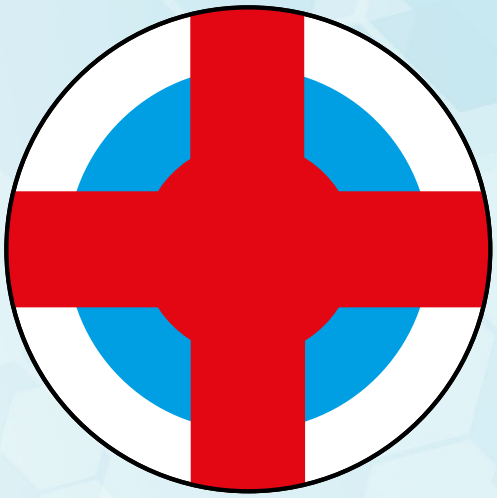
ATTACKS

- **Rifle**: Range M, 1+8 (N) damage, Burst 2, 2H, MULTI Light Mod, Vicious 1
- **Boarding Shotgun**: Range C, 1+9 (N) damage, Burst 1, 2H, Knockdown, Medium MULTI
  - *DA Mode (Secondary)*: Vicious 2

GEAR: Binoculars, Recorder

SPECIAL ABILITIES

- **Agent Handler**: Ariadna
- **Breaching Insertion (1 Heat)**: A former OMON officer, Alexandranova is trained in breaching and clearing rooms and facilities. A well-executed breach can leave enemies reeling and easy to pick off. By spending 1 Heat when Alexandranova arrives, the GM allows her to execute a Breaching Insertion. First the GM selects any zone within the current engagement zone for her to breach. Then Alexandranova can enter that zone through an obstacle and characters within the zone are affected.
- **Sharp Senses**: Alexandranova gains 1 bonus Momentum on Observation tests.
- **Tactical Training**: Alexandranova can reroll up to 2 (N) when making a ranged attack but must accept the new results. Additionally, she reduces the penalties for firing at a range other than a weapon's optimal range by one, to a minimum of 0.



CORPORATE HANDLERS

Sometimes referred to as a Mr or Mrs Johnson in tradecraft, the corporate handler is highly paid for his efforts with their corporation or company. Trained to be suave and charming, they are faceless individuals who usually appear with the appropriate financial restitution (or bribe), although they are often not above using coercion or torture to achieve their ends. Corporate handlers usually rely on private security, and their contact protocols usually necessitate a face-to-face meeting.

SANDRA RUSHMAN

APPEARANCE

Smartly dressed in the latest designer label suits, Rushman exudes confidence. She dresses well for both the boardroom and the battlefield.

ROLEPLAYING

- An eye on the clock, and time is money. Rushman does not like time-wasters.
- Used to getting her way.
- Company has her back if needed.

BACKGROUND

Rushman has worked for ArkaneTek since university. Swiftly climbing the corporate ladder, her superiors were impressed with her ruthlessness and dedication to the Company. Now promoted to Vice-President in charge of Acquisitions, Negotiations, and Research, she single-handedly makes deals with hardened mercenaries, crime lords, and faction representatives. Her ultimate ambition is to secure a piece of VoodoTech for the Research Division of ArkaneTek.

NEMESIS

SANDRA RUSHMAN

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	11	8	8	11	11	12

FIELDS OF EXPERTISE

Combat	+2	–	Movement	+2	–	Social	+5	2
Fortitude	+3	1	Senses	+3	1	Technical	+3	2

DEFENCES

Firewall	14	Resolve	15	Vigour	11
Security	3	Morale	–	Armour	1

ATTACKS

- **Defensive Hacking Device**: CLAW-0, SWORD-0, SHIELD-3, GADGET-1, IC-3 +2 (N) bonus damage
- **Nanopulser Necklace**: Melee, 1+4 (N) damage, Biotech, Disposable, Subtle 3, Torrent, Vicious 1
- **Swordcane**: Melee, 1+4 (N) damage, Unbalanced, Concealed 2, Non-Hackable, Parry 1, Vicious 1

GEAR: AR Eye Implants, AutoMediKit, Armoured Clothing (with Locational Beacon), Bespoke Firewall (+1 Security), Inlaid Palm Circuitry, Locational Beacon (implanted), Negotiator's Kit

SPECIAL ABILITIES

- **Agent Handler**: ArkaneTek Corporation
- **The Certainty of Wealth**: Any social skills test undertaken by Rushman benefits from 1 bonus Momentum. Additionally, any Momentum or Heat spent to add extra dice to a Social test will add two d20s to the dice pool, instead of one.
- Get the Big Guy! Rushman travels with a Corporate Security Unit bodyguard (see *Infinity Corebook* p. 427) and keeps them close. The GM reduces the Heat cost to summon reinforcements by 1. In addition, the Heat cost for a bodyguard performing a Guard Reaction against an attack targeting Rushman is reduced by 2 (to a minimum of 0).
- **Slippery Customer (1 Heat)**: Rushman can regenerate her Firewall by 2, at the cost of 1 Heat.

GM TIP

CREATING RUSHMAN

Rushman was created from the "Corp Exec" NPC found on p. 427 of the *Infinity* Corebook.

HAQQISLAMITE HANDLERS

Haqqislamite agent handlers have a strong penchant for the analytical process of intelligence, preferring to check and re-check the information they receive. They prefer to take a cerebral approach to problems and plan their operations carefully with attentions to every detail. With adherence to Haqqislamite balance and the Search for Knowledge, they prefer to use actual direct face-to-face contact as contact protocols with their operatives. Of course, their links with the Hassassins means sometimes their face is not their own – or will be remembered.

GM TIP

CREATING AL-GHAMDI

Al-Ghamdi was created from the "Great Detective" NPC found on p. 428 of the *Infinity* Corebook.

AALIYAH AL-GHAMDI

APPEARANCE

Al-Ghamdi is a short and somewhat stout individual who gives off a nervous energy when in conversation. She tends to favour nondescript clothes, favouring function than fashion.

ROLEPLAYING

- Happy to help. Al-Ghamdi's manner often appears obsequious to some.
- A finger in every pie. Al-Ghamdi knows much of the goings-on of *Tunguska*.
- Revenge is a dish best served cold. An offended Al-Ghamdi will do her best to seek revenge on the offending party.

BACKGROUND

Ostensibly a former Funduq Muhafiz, Al-Ghamdi currently works on a freelance basis for a number of private military contractors on the Nomad vessel *Tunguskua*. In actuality, she is still very much in the employ of the Muhafiz, in a deep cover role. She keeps regular tabs on events on the vessel through her agents and can call in her Hassassin contacts to deal with potential Nomad threats to Haqqislam security.

NEMESIS

AALIYAH AL-GHAMDI

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	11	9	10	11	10	10

FIELDS OF EXPERTISE

Combat	+1	1	Movement	+1	–	Social	+4	1
Fortitude	+1	1	Senses	+4	4	Technical	+2	1

DEFENCES

Firewall	13	Resolve	10	Vigour	10
Security	–	Morale	–	Armour	–

ATTACKS:

- **Pistol**: Range R/C, 1+6 (N) damage, Burst 1, 1H, Vicious 1
- **Unarmed Attack**: Melee, 1+4 (N), 1H

GEAR: Analytical Kit, AR Eye Implants, Disguise Kit, Forensics Kit 2

SPECIAL ABILITIES

- **Agent Handler**: Haqqislam, Nomad
- **Case Closed**: Al-Ghamdhi is street savvy and astute. She can reroll one d20 when making an Analysis, Education, or Thievery test, but must accept the new result. Additionally, when making a Persuade or Education test relating to or interacting with the criminal element, she gains 2 bonus Momentum.
- **Predictive Boxing**: When attacking with an Unarmed Strike, Al-Ghamdi can make her attack using a Senses test (instead of a Combat test). She has the uncanny ability to analyse and predict their opponent's blows and physical movements before they occur.
- **Network of Contacts (1 Heat)**: By spending 1 Heat, Al-Ghamdi can call in a specialist with a narrow focus in the area of expertise required by the current assignment. This specialist can assist skill tests associated with the assignment by rolling 2d20 (instead of the normal 1d20).



NOMAD HANDLERS

Nomad handlers keep off the radar if they can possibly avoid it, especially in regard to Maya. Their liberal nature and somewhat still-nascent emergence as a faction means they are still regarded as dangerous techno-anarchists by many in the other factions. As they are one of the smallest factions, their handlers often work through local agencies, sometimes through legal contracts and the Nomad missions. Of all the factions, they take an adaptive approach to their contact protocols, and they freely make use of mercenaries or private military companies as both operatives and hired muscle.

ERIC MCVIE

APPEARANCE

McVie is aging disgracefully as he approaches middle age, dressing in the latest clothes as worn by Maya stars. He has had some work done to hide the signs of aging, but the work was so good he appears as someone a fraction of his age.

ROLEPLAYING

- Cult of the Anonymous Celebrity. McVie has come to believe so much of the hype among the junior agents that he takes unnecessary risks.
- I can get it at cost. McVie goes out of his way to undermine his "competitors" and other rivals.
- Deal with me or deal with the consequences. McVie has a vindictive streak, and any slight (imagined or otherwise) may trigger a temper tantrum.

BACKGROUND

McVie has taken a great deal of effort to scrub his digital footprint over the years as one of the Black Hand. So much so, he has no presence on Maya, which suits him just fine. He does most of his clandestine dealing face-to-face with his agents, but rarely leaves Nomad ships. His anonymity has given him something of a reputation among the Black Hand's agents, and he has become something of an "urban legend" among many junior agents.

NEMESIS

ERIC MCVIE

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8	11	9	9	10	11	12

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	+5	2
Fortitude	+2	1	Senses	+2	2	Technical	+3	1

DEFENCES

Firewall	13	Resolve	15	Vigour	12
Security	–	Morale	–	Armour	–

ATTACKS

- **Assault Pistol**: Range R/C, 1+6 damage, Vicious 1

GEAR: Analysis Suite, Negotiator's Kit, Stylish Clothing

SPECIAL ABILITIES

- **Agent Handler**: Nomad.
- **Data Hound**: When searching for new information or trying to analyse new data, McVie increases his Technical Focus by 1.
- **Sagacious**: When making an Analysis or Psychology test, McVie can reroll any dice that did not generate a success on the initial roll but must accept the new results.
- **Key Contacts**: When assisting another character with a research-related task, McVie rolls 2d20 (instead of the normal 1d20).

GM TIP

CREATING MCVIE

McVie was created from the "Information Broker" NPC found on p. 440 of the *Infinity* Corebook.



GM TIP

CREATING VEGA

Vega was created from the Hexas Agent NPC found on p. 439 of the *Infinity* Corebook.

PANOCEANIAN HANDLERS

With their whole-hearted acceptance of ALEPH, PanOceanian handlers have the best technological "toys" and the best information network in the Human Sphere at their digital fingertips. Nonetheless, their superiors see to it their PanOceanian agents get the best quality of training via ALEPH, as well as the latest technology (legal or otherwise). Contact protocols among PanOceanian agents often take place in AR. More often than not, ALEPH itself is the handler (or at least a fragment of ALEPH, as an aspect of intelligence).

DIEGO VEGA

APPEARANCE

Vega is a well-groomed and handsome individual, quick to smile and highly tactile. In his early 30s, he dresses as Maya expects an ALEPH agent to look, suave and sophisticated.

ROLEPLAYING

- Smooth operator. Vega has a lot of charm and is quite aware of it. He trades on this shamelessly.
- Grace under pressure. Vega knows his way around and is almost preternaturally calm under fire.
- The ego has landed. Vega can be overconfident, and his somewhat elevated self-importance has led to some scandals (quickly hushed up).

BACKGROUND

Vega, or Hexas Operative 56954 as he is known within Hexas itself, has something of a roaming commission. He has not been planet-side for many years, instead spending his days roaming the spaceways on the vast Circular vessels. His assignment is to prevent threats before they happen, in as a clandestine way as possible. To do so, he often works through fake identities and middle-men such as private security firms and mercenaries, maintaining both his distance and plausible deniability.

NEMESIS

DIEGO VEGA

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	10	9	11	10	10	10

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	+5	3
Fortitude	+2	1	Senses	+3	2	Technical	+4	2

DEFENCES

Firewall	14	Resolve	12	Vigour	11
Security	1	Morale	–	Armour	1

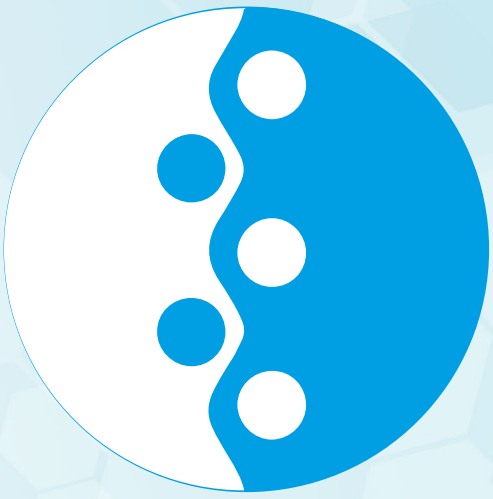
ATTACKS:

- **Silenced E/M Pistol**: Range R/C, 1+6 (N) damage, Burst 1, 1H, Breaker, E/M, Piercing 1, Subtle 1, Vicious 1
- **Paired Tonfa Bangles**: Melee, 1+4 (N) damage, 1H, Concealed 2, Parry 4

GEAR: Bespoke Firewall (+1 Security), Deflector-1, Hexas Armoured Clothing (Hidden Armour 2, Kinematika, Thermo-Optical Camouflage), Holomask, Recorder

SPECIAL ABILITIES

- **Agent Handler**: PanOceania
- **Danger Sense**: When making a face-to-face test to determine surprise, Vega can reroll any dice that did not generate a success on the initial test but must accept the new results.
- **Slippery**: This is not, in fact, his first rodeo. He gains 2 bonus Momentum on face-to-face tests to determine if they are lying.
- **Too Cool to Kill (1 Heat)**: Vega can increase his armour by 1, at the cost of 1 Heat.



SUBMONDO HANDLERS

The closest the Wilderness of Mirrors gets to the criminal underworld, *Submondo* agent handlers have many names. Fixer. Fence. Enforcer. Crime Lord. Godfather. The languages may change, but the nature of crime does not. Like the Nomads, they prefer to operate below the radar but react far more violently to threats and are usually in charge of small groups, barely known outside their geographical location. Generally in charge of criminal gangs or families, they are insular and secretive, and their contact protocols usually involve "by invitation only."

BLAIR LARSDÓTTIR

APPEARANCE

A tall and elegant Nordic-looking woman, Larsdóttir resembles the ancient vids view of the *femme fatale* when she wishes to. She prefers more practical clothing to better accomodate the daily maintenance of her empire and the removal of bloodstains.

ROLEPLAYING

- Black widow, killer queen. Larsdóttir is ruthless in the pursuit of power, using any means necessary – seduction, murder, or kidnapping being favourite.
- Momma bear. Larsdóttir is highly territorial and very protective of her extended criminal "family." Woe betide anyone who causes problems for her gang.
- Paranoid beyond measure. Larsdóttir goes to ridiculous lengths to keep her gang under her control, and her mercurial nature has them treading very carefully.

BACKGROUND

Larsdóttir is one of the criminal queens of the Cambados underworld. She rules the drug trade there, ruthlessly crushing any competition as bloodily as possible. Most of her agents make their living selling illegal performance enhancers and stims to the factory workers. She is also the right person to see for a gun, no matter the size or price – and no questions asked. She often recruits extra muscle from outside and plans to recruit further agents in other cities on Concilium Prima, expanding her network.

NEMESIS

BLAIR LARSDÓTTIR

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	9	8	9	12	11	12

FIELDS OF EXPERTISE

Combat	+3	3	**Movement**	+3	2	**Social**	+5	2
Fortitude	+2	2	**Senses**	+3	1	**Technical**	+3	1

DEFENCES

Firewall	15	**Resolve**	14	**Vigour**	10
Security	1	**Morale**	–	**Armour**	1

ATTACKS

- **Heavy Pistol**: Range R/C, 2+5 (N) damage, Burst 1, Unbalanced, Unforgiving 1, Vicious 1

GEAR: AR Eye Implants, Armoured Clothing, Grey Market Firewall (+1 (N) Security), Negotiator's Kit, Stims (×5)

SPECIAL ABILITIES

- **Agent Handler**: Submondo (Concilium Prima only)
- **Common Abilties**: Keen Senses (Hearing, Sight)
- **Demanding Partner (1–3 Heat)**: Negotiating with Larsdóttir is mentally draining. At the conclusion of the process, the GM may spend up to 3 Heat to reflect the draining nature of the deal. Anyone that participated in the negotiation must succeed at a Discipline test with a difficulty equal to X or suffer X Resolve damage at the conclusion of the deal, where X is equal to the amount of Heat spent by the GM.
- **Lie Detector**: Larsdóttir gains 1 bonus Momentum when making a test to determine if someone is lying.

GM TIP

CREATING LARSDÓTTIR

Larsdóttir was created from the "Arms Dealer" NPC found on p. 421 of the *Infinity* Corebook.

YU JINGESE HANDLERS

Yu Jingese handlers are trained to be cold, clinical, and efficient. For the Yu Jing agent handlers, the ends very much justify the means. The needs of the many justify the actions of one. However, there is often no blind obedience to the state, and instead a certain amount of self-pride in excelling at one's work. While much might be made of the apparent facelessness of Yu Jing bureaucracy, it works behind the scenes. Usually Crane rank, agent handlers of Yu Jing are already incredibly dangerous in the Wilderness of Mirrors, often with vast numbers of agents at their beck and call.

GM TIP

LI CHAU

Li Chau was created from the "Customs Agent" NPC found on p. 428 of the *Infinity* Corebook.

TONY LI CHAU

APPEARANCE

A usually harried-looking individual, Li Chau is older than he appears. Commonly dressed in overalls, he carries a slight paunch for his age, but remains in peak physical condition.

ROLEPLAYING

- Bureaucratic mind manager. Li Chai has an almost encyclopaedic knowledge of customs rules and regulations, and how to get around them.
- Getting in is the real trick. Li Chau knows a number of ways to bypass official channels for both items and people.
- One Man Army. As a Crane Rank Agent, Li Chau is a highly accomplished agent, and knows a number of Yu Jing military that owe him favours.

BACKGROUND

A Crane Rank (*Xian He*) agent assigned to the Yu Jing administration on Paradiso, former customs agent Li Chau has a wide area to cover with his network of agents, as well as a war zone. Charged with fighting corruption and graft within the Yu Jing faction there, he has a special hatred for the Triads. After losing his twin sister to Triad enforcers on Shentang, he has made it his personal crusade to stamp out organised crime on Paradiso. A lofty aspiration, but Li Chau is dedicated, and has a great deal of expertise to draw upon.

NEMESIS

TONY LI CHAU

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	11	8	10	11	9	11

FIELDS OF EXPERTISE

Combat	+3	1	Movement	+1	1	Social	+3	2
Fortitude	+2	1	Senses	+5	1	Technical	+3	2

DEFENCES

Firewall	14	Resolve	13	Vigour	10
Security	1	Morale	–	Armour	1

ATTACKS:

- **Stun Pistol**: Range R/C, 1+6 (N) damage, Burst 1, 1H, Biotech, Nonlethal, Stun
- **Submachine Gun**: Range C, 1+6 (N) damage, Burst 2, Unbalanced, Spread 1

GEAR: Armoured Clothing

SPECIAL ABILITIES

- **Agent Handler**: Yu Jing
- **Identity Scan (1–2 Heat)**: Li Chau has access to many unique identification databases. The GM can reduce the effective rating of a Fake ID by 1 by spending 1 Heat or by 2 by spending 3 Heat.
- **Keen Eyes**: Li Chau can reroll one d20 when making an Observation test but must accept the new result.
- **Network of Contacts (1 Heat)**: By spending 1 Heat, Li Chau can call in a specialist with a narrow focus in the area of expertise required by the current assignment. This specialist can assist skill tests associated with the assignment by rolling 2d20 (instead of the normal 1d20). Alternatively, this reduces the normal Heat cost to summon reinforcements by 1.
- **Stubborn**: Li Chau can reroll one d20 when making a Discipline test but must accept the new result.

CHAPTER 5

ULTIMATE ADVERSARIES

Whereas the previous chapter largely dealt with the design and planning of extras to support the plot, this chapter will delve more deeply into those NPCs that are fundamental to the overarching plot of the entire mission or campaign: Nemesis-level adversaries.



SINISTER MONIKER

Despite the implied meaning of the designation, a Nemesis-level adversary doesn't necessarily always refer to a villain. This fact has already been established in the previous two chapters with the introduction of allies in **Chapter 3: Assets & Other Rewards**, and the analysis of benefactors in **Chapter 4: In Game Props**. In saying that, consider also the reality that one person's hero might be another's foe, or the fact that circumstance can result in a powerful and beneficent individual having no other option than meting out justice on another virtuous individual or group.

The *Infinity Corebook* introduced dangerous adversaries under the title of antagonist (see p. 415). The previous chapter also dealt with antagonists in an NPC role, quantifying them as either minor or major in relation to their impact on the scenario. The word antagonist, then, is a catch-all term for the opponents that the PCs must overcome to achieve their goal. While the *Infinity Corebook* also ruminates on metaphysical antagonists — such as political ideals or executive orders — this chapter relates to those major antagonists that personally drive the plots and machinations of the Human Sphere: Nemesis adversaries.

CHAMPIONS OF PURPOSE

Whether a villain, hero, or somewhere in between, major antagonists all share one common trait: acting as the living embodiment of the ideal, cause, or scheme that the GM is seeking to represent at the gaming table. They will have their own complexities, of course, and will often have core concepts veiled under those initially presented to the PCs, but as in-depth NPCs acting as plot devices, the GM should always keep their core purpose in mind when considering their actions and reactions. Even if such responses are taking place 'behind the scenes.'



JOAN THE AVENGER

To better explain the context of the Sinister Moniker, consider a group of PCs who have hunted down and accepted the surrender of a genocidal villain posing as a Magister Knight of the Hospitallers in order to commit heinous atrocities. The villain taunts the PCs with the fact that he won't be incarcerated for long before he is freed to once again wreak untold havoc. Rather than allow this to happen, the PCs decide to dispense instant justice there and then. Unfortunately for them, the Human Sphere is only witness to a group of outlaws murdering a revered Father-Knight in cold blood. Because of the Father-Knight's status, none other than Joan of Arc herself is tasked with dispensing justice on the individuals who butchered a member of her own Holy Order. An undisputed force for good has now become an antagonist of the PCs unless they can clear their name. Even then, they might still face a trial for murder, as the villain had clearly offered surrender.

RANDOM ECHOES

Even if they're introduced randomly for only one scene, major antagonists should leave footprints or echoes of their presence. Referring back to the Joan the Avenger example sidebar, the PCs have been given a variety of potential options for the gathering of evidence to prove their innocence, but decide to take a route that the GM had not planned for: they head to the local Submondo crime lord for assistance. Although the crime lord wasn't one of the options and is only present for the one scene, the GM casts their shadow through subsequent scenes by having the PCs trailed their goons, or perhaps even has Joan cite it as further proof of their guilt once she catches up with them.

ANTAGONISTIC TRADEMARKS

Any self-respecting Nemesis needs to be more than just a collection of stats that only interact with the PCs at the culmination of a mission or campaign. Because of their representative influence on the setting, major antagonists should not only spring to life when they take centre stage within the game, but their sway should also insinuate itself into the very fabric of the scenes built around them. This is even true of any Nemesis-level NPCs introduced on the fly. Their introduction might be happenstance or unplanned, but their input should still be felt for a scene or two after their appearance.

To begin building their core beliefs and gain an understanding of their motivations, a strong concept is the first item on the list when designing an NPC. Although heroes, mercenaries, and neutral parties are given a heading here – each of which could rightly be given their own sub-headings – these concepts largely assume that the GM is creating a villainous antagonist. The opening heading of this chapter alluded to it, but as with all of the politicking and machinations that take place across the Human Sphere, lines are often blurred. The same can very much be true for antagonists, who might sometimes find themselves swapping between these roles or fulfilling several at once. There is no problem if this does happen, but the point of this stage of the exercise is to establish the *initial* core concept. What happens from there on out is down to the actions of the PCs and NPC.

DEVIOUS OFFICIAL

Power and prestige are seductive incentives. The more some people wield, the more they crave. Devious officials can include corrupt politicians advancing their party's cause no matter the cost, greedy executives climbing the corporate ladder, and even immoral military commanders working with politicians and corporate execs to ensure that war remains a lucrative business. If a position offers power and influence, the bittersweet taste of both can easily serve to distort the intentions of all but the resolute and pure.

Nature: Most devious officials work from behind the scenes through agents and enforcers to achieve their goals. Overtly, they might be the picture of serenity and compassion, but behind closed doors they are towering, emotional infernos or coldblooded calculators murderously intent on achieving their goals. Additionally, those who wield their influence to enforce large-scale change often believe they are doing so for the betterment of all, irrespective of whether such adjustments are wanted or not. Most tragically of all, some officials have only the purest of intentions, but are bound by policy and procedure to act against their own ethics.

FANATICAL ECCLESIARCH

In the Teseum-powered, neon-infused future of the Human Sphere, not only have the hypercorps transcended interplanetary boundaries, but so too have several of the belief systems that shaped the actions of humankind across the millennia. As they have grown, each faith has largely managed to shed any dogma that preached negativity, and in doing so have evolved into the powerful forces of faith and stability that they were surely always intended to be. As with the offices held by devious officials, however, the upper echelons of the various faiths possess the power to affect billions of souls. It could be argued that such power should never be held in the hands of mere mortals, though some would answer that mortality is no longer an issue. They might even take this one step further and question why the baton of control should ever be relinquished.

Nature: Fanatical ecclesiarches are first and foremost devoted to their religion. They live, breathe, and preach the tenets of their faith, and most likely try to impose such doctrine upon others. They are frequently dedicated to one of the lesser offshoots that fall through the cracks of the large mainstream religions. With countless adherents dedicated to their message, it only takes one or two to interpret a meaning differently to spawn a new offshoot.

HERO

Planetary offensives, desperate defensive actions, and high-tech manoeuvrings offer up heroes on a daily basis, particularly with the reverberations of multiple Mayacasts available to empower newscasts and live feeds. Not every hero is as virtuous and noble as Achilles or Joan of Arc, for most suffer the burden of having been born human. Most have gained renown for championing lost causes or defending the helpless. Heroes rarely become antagonists, but they are included here because they rank alongside major antagonists in power rating. Of course, if a story arc similar to the example offered in the **Joan the Avenger** example is being employed, then the PCs might very well find themselves the focus of a hero's wrath, in which case the hero can be considered to be an antagonist.

Nature: Most heroes embody noble ideals, honest intentions, and transparent integrity. They are the forces of good in a universal tapestry portrayed through different shades of grey and encrusted with black blights draining the colour from their

surroundings. That doesn't mean every hero is an angelic vision or demi-god reborn. Most are as human as the people they fight alongside. They still suffer from all the doubts, fears, and anguish that their compatriots do, but they have some natural gift, inborn talent, or hard-earned ability that draws others to them and makes them stand out. They laugh, swear, cry, and rejoice like everyone else. But they do it with style and finesse, because that's what the millions watching them expect.

ILLEGAL ALIEN

Despite the best efforts of the Acheron Blockade and the denials of any report that alludes to their presence, the Combined Army have slipped a number of infiltrators through humanity's defences. Though their methods and patterns are often hard to divine, these devious agents all have one purpose: the sabotage and subversion of the entire Human Sphere. Normally taking the role of assassins, sepsitorised moles, or shapeshifters, illegal aliens can take the role of any other antagonist in their bid to destabilise the Human Sphere in preparation for its assimilation by the Evolved Intelligence. This type of antagonist might also include those humans who have sought to trade in or understand Voodoo Tech, but who walked too close to the line and now seek to further the EI's agenda.

Nature: Who can fathom the unfathomable? The exotic races that the Combined Army has introduced to humanity are a playground of chaotic intent for GMs. Driven by alien rationale and bidding to weaken the Human Sphere until it's ripe for the EI to plunder, the agents of the Combined Army can propel any number of plots forward that all seem harmonious, divisive, random, and conflicting. If a GM wants anarchy, insurrection, and devious hidden threats to be the focus a campaign or mission, then an alien saboteur or Voodoo Tech trader is a good place to start.

MERCENARY

There are many famous and infamous mercenary companies of the Human Sphere, most of whom are led by equally as renowned individuals. This category can relate to an entire organisation, the sum of which amounts to a nemesis far greater than the single individuals of the adversarial levels, or it might relate to the individuals at the top of the chain of command. Not every mercenary, however, enjoys the support of a large and extensive network, so such individuals will normally employ henchman. While they make for great antagonists, they are usually in the employ of someone with goals and agendas that are much farther reaching than the plot that brought the mercenary to the PCs attention, enabling them to provide great layered potential.

Nature: Nothing is too much trouble, so long as the price is right. The best mercenaries demand the highest prices and choose their jobs, the worst scrape a living and take anything that lands their way. In a high-tech setting with tensions constantly at boiling point, many mercenaries band together for mutual protection and gain. Better to save your skin and split the profit, than lose both skin *and* profit. Mercenary adversaries can be a common occurrence, particularly as they can be hired to carry out the true adversary's dirty work. Running afoul of an entire company, however, can quickly end one's own career.

SUBMONDO CRIME LORD

Although there are countless social incentives seeking to undermine them, despite the benevolence of ALEPH providing harmony, and regardless of there being far more honest citizens than there are corrupt, criminal organisations still exist. Some organisations harbour honourable intentions, but most do not. Even though they might be rivals, many submondo organisations are interlinked, with one outfit generally able to provide access or information on the activities of others. It also means they have a long reach that can offer danger and threat from all corners of the Human Sphere.

Nature: To rise to the top of a criminal outfit, crime lords need to be lucky, skilled, cunning, and detached in equal measure. Though the actions of their subordinates might be deemed as cruel and malevolent, some crime lords simply view themselves as practical business moguls who happen to operate on the wrong side of the law. Not all crime lords are cold-hearted killers — at least, not all of the time. To most, family is everything. Harming a member of the family in any way is as bad as directly injuring the crime lord.

CHRONIC ANTAGONISM

Major antagonists rarely work alone. Their involvement in a mission or campaign also may also involve a slow build-up towards a raucous crescendo. Most major antagonists also rarely fit neatly into one archetype or, as previously noted, may swap between roles as the plot develops. GMs should, in fact, be seeking to introduce changes to an antagonist's capabilities and personality, as it ensures the NPCs remain fresh and relatable.

CHARACTER DEVELOPMENT

People — and aliens — change. They grow and adapt according to their circumstance, environment, and experiences. Antagonists should be no different. Many of the previous headings relate to an NPC's position and outlook during concept and design, prior to first contact with the PCs. But plans change, subordinates come and go, and assets disappear or



propagate. GMs should be considering the impact any in-game developments might have on major antagonists, particularly if such antagonists are operating from behind a smokescreen. Most often, these considerations can be contemplated between games, so there is no need to interrupt the flow of a game in session.

LAYERED HOSTILITY

Major antagonists rarely work alone. Although some might maintain a degree of separation between themselves and their lackeys, they have still taken the step to act through intermediaries. In this way, major antagonists can be layered one on top of the other in increasing levels of power until the final nemesis is confronted. Some ideals and organisations also offer the opportunity to introduce different root and stems that interconnect, with the PCs cutting off one branch, only to find another tendril reaching out to take its place. Layered hostility is a great way to include far-reaching shadows for antagonists that have been given final death, as their ideals and intentions live on through supporters and overseers.

PERSISTENT NUISANCE

The greatest and savviest of antagonists will use every implement in their toolbox to avoid crippling defeat. What a crippling defeat looks like to an antagonist is left to the GM's design, but will most likely include wholesale destruction of assets, capture, and/or death. There will always be a temptation to recycle major antagonists, even following a crippling defeat. In a universe where even death can be transcended, there is a precedent available for this to happen. Despite this, GMs should avoid recurring antagonists where possible. The PCs will likely have planned the antagonist's downfall to the utmost extent, or at least overcome heroic odds to achieve it. Returning an antagonist to haunt them not only risks the plot devolving into a comedy piece, but it might also lessen their previous sense of achievement. A major antagonist's return should be properly planned, supported by the setting material, believable, and — most critically — serving the plot.

AN ANTAGONIST'S TOOLBOX

Although they might not interact directly with the PCs from the outset of a plot, major antagonists will certainly be thrust into the limelight at some point in their narrative career. Understanding how they relate with the plot in the meantime and providing them with the necessary tools to potentially foil the best laid plans of the PCs when a showdown does occur makes for truly memorable adversaries. Welcome to the antagonist's toolbox; they should never hazard their health without it.

FLIGHT PLAN

Only the staunchest or craziest of antagonists will want to fight to the death when cornered, so planning an escape route for them is essential. Body jumping is very much a possibility in the quantronic age of course, but also consider other options such as hover vehicles, submersibles, hacker teams to shutdown pursuit, and intercepting crowds or minions. The possibilities are virtually limitless. Making get-away notes for an antagonist will also help for short cameos and those moments when they just cannot resist a good taunt or monologue. A word of warning, however, the PCs can, and will, surprise GMs with their inventiveness in preventing an antagonists escape. Rather than bend the rules or plot to avoid this happening – and thereby risk cheapening the experience – roll with it, let the PCs succeed, and modify the metaplot to account for their success. Though seemingly frustrating, such occurrences can be extremely rewarding to the players and serve to propel the plot in new and exciting directions.

HEATING ELEMENTS

Every major antagonist should possess at least one Heat spend. It can be something that ties into one of the elements under **Antagonist Trademarks** or **Toolbox**, but it can also go beyond these. Heat spends are not doomsday devices, nor is a Heat spend a get out of jail free card. Another good guideline for Heat spends is to relate them to talents. Heat spends of published Nemesis-level adversaries and additional Heat advice are presented in **Chapter 8: Tri-Aspect Conflict** of this guide. If a major antagonist always has lackeys on hand, build a relevant Heat spend into their special abilities. The extra bodies might or might not allow the antagonist to make their escape, but the Heat spend will make sense of the scenario and provide them with the means to try. Truly inspiring or tyrannical characters often have Heat spends that bolster those under their command in addition to themselves, such as abilities that provide Morale bonuses or combat modifiers, whilst antagonists hidden behind layers will possess Heat spends that allow them to obfuscate their trail, even when directly faced by their enemies. Use an antagonist's background and roleplaying tips to provide context for Heat spends, then relate them to the available rules and previously published examples.

HOLOMASKING

The technology available in the quantronic age is far beyond anything available in our own time, with numerous advancements available to major antagonists that will allow them to conceal their identities. Holomasks, Chameleonwear, and even Lhosts all provide a means for cunning antagonists to obfuscate themselves from the PCs. Add in some **Layered Hostility**, and it will likely require several missions' worth of game time for the PCs to uncover the involvement of even the most effusive antagonists. Of course, any major antagonist worth their salt will seek to hide their digital presence too.

KNOW THINE ENEMY

They might well be seeking to hide their own involvement in the PCs' troubles behind layers and Holomasks, but it should be a certainty that canny major antagonists will be seeking to learn as much as they can about the PCs before confronting them. Birth factions, careers, scandals, family, memberships: major antagonists will seek to uncover it all for use as potential leverage. In the quantronic age, the easiest method would surely be via hacking, though those with the stomach for it wouldn't be averse to using intimidation and violence to gain information. Such tactics can once again tie into **Layered Hostility** and **Holomasking**.

MICRO-MANAGEMENT

Micro-management pretty much connects all of the topics discussed under this and previous headings. Each sub-heading has discussed the use of lackeys to progress the antagonist's plans and protect their interests. If they need to gain some information but wouldn't want to sully their hands? Send in the enforcers. Are they needing to keep their escape route clear? Summon the bullet magnets. Needing to divert the PCs' attention in the wrong direction? Manipulate someone else into pulling the trigger. Micro-management comes into play when the antagonist simply cannot trust their lackeys to follow their orders through without their direct intervention. It also provides a great opportunity to reinforce just how powerful the antagonist in terms of influence and available personnel, as well as openings for clever monologues and malicious taunts.

ACHILLES

Achilles, greatest warrior-son of Ancient Greece. Immortalised in the *Iliad* as the hero of the Trojan War. Son of the water spirit, Thetis, and the king of the legendary Myrmidons, Peleus. Tutored by the wise and noble centaur, Chiron, on the slopes of Mount Pelion. Eternalised throughout history until once again reborn in humanity's hour of need.

In conceiving, initiating, and succeeding with Project: Warrior, ALEPH effectively became king, queen, and tutor – or father, mother, and mentor – to the greatest hero that ever lived. A force of nature. An immortal reborn.

Created using technology that even ALEPH considers experimental, Achilles' biosynthetic Lhost body incorporates enhanced artificial musculature, cybernetic micro-engine assisted joints, a skeletal structure of laminated calcium reinforced with TitaniumSupra®, a dual-control nervous system, accelerated and improved by experimental wetware, and subtle subdermal armour protection. The AI gave everything to its first and favoured son, and in so doing gave humanity their greatest champion.

Hewn from the stories of ancient Greece, Achilles personifies the god-like athleticism and beauty of the heroes of his age. A skilled commander and tactician, many look up to him as an inspiration and wonder. There are just as many, however, who view him as arrogant and vain. Regardless, his confidence is born of the definite knowledge that Achilles and his Myrmidons cannot, will not, be defeated. An avatar of fury and glorious combat, war has become his bride, and he lusts for her relentlessly.



ACHILLES THE EVERLASTING

Students of ancient history contest that Achilles' immortality and weakness were introduced with the many retellings of his epic story. ALEPH wasn't interested in true reflections of history or weak heels when designing her son. He would be immortal, undefeatable, and flawless. He truly is a demi-god amongst mortals, which his stats intentionally reflect. Placing him in the path of the PCs or introducing him as a continuous presence in an ongoing mission or campaign can be a sure way to bring the game to a swift end. Achilles has been presented here to show case exactly what both ALEPH and the game system's rules are capable of producing. Use him sparingly as a tool to cajole and chivvy the PCs but be extremely wary of introducing him to any conflict – whether on the side of the PCs or not.

NEMESIS

ACHILLES

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
13 (+2)	12 (+2)	13 (+2)	13 (+2)	11 (+2)	11 (+2)	13 (+2)

FIELDS OF EXPERTISE

Combat	+5	1	Movement	+3	3	Social	+3	3
Fortitude	+3	3	Senses	+3	3	Technical	+2	2

DEFENCES

Firewall	15	Resolve	18	Vigour	18
Security	3	Morale	6	Armour	5

ATTACKS:

- **Myrmidon Xiphos**: Melee, 3+11 (NN), Unbalanced, Non-Hackable, Parry 2, Piercing 2, Unforgiving 2, Vicious 1
- **MULTI Rifle**: Range C/M, 3+8 (NN), Burst 2/2, 2H, Expert 1, Medium MULTI, MULTI Light Mod, Vicious 1
  - *AP Mode (Secondary)*: Piercing 2
- **Pistol**: Range R/C, 3+7 (NN), Burst 1, 1H, Vicious 1

GEAR: Powered Combat Armour (Exoskeleton 3, Kinematika), Optical Disruption Device, Subdermal Grafts

SPECIAL ABILITIES

- **Common Special Abilities**: Fast Recovery (Firewall 1, Resolve 1, Vigour 1), Keen Senses (Sight, Hearing, Smell), Night Vision, Menacing 5, Superhuman Attributes (All 2).
- **Bane of Troy**: Achilles doesn't need a weapon in his hands to be considered a killing machine. Any weapon he does wield, however, becomes an extension of himself. He may reroll up to 5 (NN) when making a close combat attack or ranged attack but must accept the new results. Additionally, he pays one less Heat when using the Close Combat skill to make Guard or Defence Reactions, to a minimum of zero, while each point of Heat spent to gain additional dice for a Close Combat test net two d20s, instead of one (max +3d20 still applies). Further, each point of Momentum spent to add Bonus Damage following a Close Combat attack adds two points of damage instead of one. Finally, he reduces the penalty for firing at a range other than the weapon's optimal range by one step (to a minimum of zero).
- **Confidence Bordering Arrogance**: Some call him inspirational, others arrogant. Regardless, when Achilles speaks, everyone listens. Achilles generates 2 additional Momentum on social tests but increases the Complication Range of such tests by 1.
- **Inspirational Leadership**: Whether they like him or not, Achilles' presence bolsters morale and reinforces nerve. Achilles and any force under his command may reroll one d20 when making a Command or Discipline test but must accept the new result. Additionally, when making a Resistance test, Achilles may reroll any dice that did not generate a success on the initial roll but must accept the new results.
- **Myrmidon Unity (5 Heat)**: The brothers and sisters of his unit are always on hand with sword and hammer. For 5 Heat, Achilles may summon a single member of the Myrmidons to battle by his side. The Myrmidon appears using the normal rules for reinforcements (see *Infinity Corebook* p. 34). Use the ALEPH Apsect – Asura statistics, *Infinity Corebook* p. 419, for representative Myrmidon statistics.
- **Stir the Blood (X Heat)**: Achilles' physique, oratory, and prowess can stir the meekest of hearts. As a Minor Action, he may spend up to 6 Heat to grant everyone under his command within Close range a Morale Soak of X, where X is equal it the amount of Heat spent to activate this ability.
- **Undeniable Will**: Achilles knows that he cannot and will not be beaten. He possesses a Morale Soak of 6.

CASSANDRA KUSANAGI, REVEREND MOIRA SUPERIOR

A veteran Reverend Superior for thirty-five years, Cassandra gained her edge by working her way towards the Observance of Holy Mary of the Knife through the roles of Bakunin operative, Nomad Military Force Trooper, and covert agent of the Black Hand. Unfailingly devout and full of fury when riled, she if often said to be colder than a Svalarheiman winter and deadlier than a mono-filament blade; her movements possessed of the flowing grace of a Hindu dancer, but the implacability of an Emerald Dragon's advance. Cassandra's training, and a combination of anti-ageing treatments and biosynthetic augmentations, provide her with a cool, serene, and ageless appearance that belies her years of service and combat experience.

Cassandra has fought against enemy soldiers, TAGs, pirates, covert operatives, government agents, alien incursions, and Aspects of ALEPH across numerous battlefields over the years, so there are few opponents that can offer a surprise. Her most renowned battle by far, for which she was lauded as the hero of Bakunin, is the Violent Intermission. Having detected the infiltration of ALEPH's commandos on her own merit at an early stage, she then acted swiftly to alert the Observance and coordinate their response from the front line. Although no concrete evidence of ALEPH's involvement could be recovered following the bloody battle, her rapid intervention undoubtedly saved the lives of thousands.



NEMESIS

CASSANDRA KUSANAGI

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
11	10	9	10	10	10 (+1)	10

FIELDS OF EXPERTISE

Combat	+4	3	**Movement**	+2	2	**Social**	+1	–
Fortitude	+2	1	**Senses**	+2	1	**Technical**	+2	2

DEFENCES

Firewall	12	**Resolve**	12	**Vigour**	11
Security	1	**Morale**	5	**Armour**	2

ATTACKS:

- **Observance Blade**: Melee, 1+6 (N), Unbalanced, Grievous, Non-Hackable, Vicious 2
- **MULTI Rifle**: Range C/M, 1+7 (N), Burst 2/2, 2H, Expert 1, Medium MULTI, MULTI Light Mod, Vicious 1
  - *AP Mode (Secondary)*: Piercing 2
- **Light Flamethrower**: Range C, 1+6 (N), Burst 1, 2H, Incendiary 3, Munition, Terrifying 2, Torrent
- **Pistol**: Range R/C, 1+6 (N), Burst 1, 1H, Vicious 1
- **E/M Grenades**: 2+4 (N), 1H, Area (Close), Breaker, E/M, Nonlethal, Piercing 2, Speculative Fire, Thrown, Unsubtle

GEAR: Light Combat Armour, Reverend Moira Vestments, Optical Disruption Device

SPECIAL ABILITIES

- **Common Special Abilities**: Fast Recovery (Vigour 1), Supernatural Personality 1, Threatening 2
- **Ever-Vigilant (X Heat)**: Cassandra is ever-watchful against the attacks of Bakunin's enemies. She may reroll one d20 when making an Analysis or Observation test but must accept the new result. Additionally, following an unsuccessful Analysis or Observation test against an opponent's stealth, she may spend X Heat to gain bonus Momentum for the test, where X is the amount of Momentum required to win the opposed test. Cassandra is then considered to have won the test. She may not spend Heat for this ability if there is not enough available to win the test.
- **Hero of Bakunin**: Cassandra has taken part in and led numerous battles. She possesses a Morale Soak of 5. Additionally, she may reroll one d20 when making a Command test but must accept the new result. Finally, she gains 2 bonus Momentum on successful Psywar attacks that use the Command skill.
- **Instrument of Holy Mary**: Cassandra is equally as renowned for her skill with her custom blade as she is for her deadly accuracy with her rifle. She may reroll up to 3 (N) when making a close combat or ranged attack but must accept the new results. Additionally, each point of Heat spent to gain additional dice for a Close Combat test nets two d20s, instead of one (max +3d20 still applies). Further, each point of Momentum spent to add Bonus Damage following a Close Combat attack adds two points of damage, instead of one. Finally, she reduces the penalty for firing at a range other than the weapon's optimal range by one step (to a minimum of zero).
- **Righteous Will of the Observance**: Cassandra is full of righteous fury and steeped in the lore of her enemies. She may reroll one d20 when making a Discipline or Education test but must accept the new result. Additionally, when making an Education test related to AI, she gains +2d20 on her test. Further, whenever she is the target of a Command or Persuade test, any Momentum paid to add dice to her Discipline test adds two d20s, instead of one (max +3d20 still applies). Finally, she gains two bonus Momentum when taking the Recover action.

DOMARU TAKESHI

Born to an elite Nipponese family of Bushi origin, Takeshi's life has always been focussed on martial pursuits, honour, and prestige. Before joining the military, he spent his youth training in the dojos of prestigious masters, where he honed his duelling skills to a superior edge. Driven by duty, he joined the StateEmpire Army and earned a posting to Svalarheima. And so began his legend.

Takeshi's outpost was subjected to a focussed PanOceanian offensive that outnumbered the garrison by four-to-one. The outpost was written off as a loss by the StateEmpire during the broader defence, but when relief could finally be sent they found only two people alive amongst the frozen dead of both sides. A severely injured Takeshi still fought to defend the garrison alongside its medical officer, who was fighting his own battle to keep the samurai on his feet. He was transferred to Paradiso once fully recovered, where his long-range patrol ran afoul of a Shasvastii scouting party. A bloodied and exhausted Takeshi stumbled from the jungle as the only survivor of the brutal combat, though his report summoned reinforcements that were able to deal with a larger incursion. His path then led from Paradiso to Dawn, where he fought in the Ariadnan Commercial Conflicts with honour, skill, and the determination required to survive the impossible.

Guided by the immortal Bushido code in all aspects of his life, Takeshi is an exemplary warrior in whom the ancient principles and practices of the samurai mesh perfectly with the oft-bewildering innovations of the quantronic age. Wiry, athletic, and stern, he portrays a serious expression and attitude towards every aspect of his life. He is also seemingly possessed of several lives and a preternatural ability to always land on his feet, prompting those who know of his exploits to give him the nickname "Neko" (猫, *cat* in Japanese). Proud of his scars and confident in the certainty that he will earn many more, death holds no fear for Takeshi, for it is the price of duty and honour that binds all samurai.



NEMESIS

DOMARU TAKESHI

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
11	10	10	11	9	9	10

FIELDS OF EXPERTISE

Combat	+4	4	Movement	+2	1	Social	+1	1
Fortitude	+2	2	Senses	+2	1	Technical	+1	–

DEFENCES

Firewall	10	Resolve	12	Vigour	12
Security	1	Morale	5	Armour	2

ATTACKS:

- **Katana**: Melee, 1+7 (N), Unbalanced, Non-Hackable, Piercing 2, Parry 2, Vicious 2
- **Chain Rifle**: Range C, 1+8 (N), Burst 1, 2H, Spread 1, Torrent, Vicious 1
- **Breaker Pistol**: Range R/C, 1+6 (N), Burst 1, 1H, Biotech, Breaker, Piercing 1, Vicious 1
- **E/M Grendades**: 2+4 (N), 1H, Area (Close), Breaker, E/M, Nonlethal, Piercing 2, Speculative Fire, Thrown, Unsubtle

GEAR: Light Combat Armour

SPECIAL ABILITIES

- **Martial Perfection**: Takeshi lives by the ethos that a warrior must train mind, body, and spirit. He has an Acrobatics Focus of 3 and Acrobatics Expertise of 3. Also, he may reroll one d20 when making an Acrobatics or Discipline, or any dice that did not generate a success when making a Resistance test, but must accept the new results. Additionally, he generates 2 bonus Momentum on Athletics tests. Further, he reduces the difficulty of Acrobatics tests made to jump by one step, to a minimum of Simple (D0), and reduces falling distance by one zone when calculating falling damage. Also, when taking a Defence Reaction against ranged attacks, he increases his Acrobatics Focus by 2. Finally, he gains 2 bonus Momentum when taking the Recover action.
- **Neko's Luck (X Heat)**: Takeshi does not fear death. He benefits from a Morale Soak of 5. Additionally, once per turn as a Reaction, he may spend X Heat to instantly move himself one zone, where X is equal to twice the amount of Heat required to initiate the Reaction. For instance, this effect may be used for Takeshi to avoid Blast Area (Close) effects or falling damage from collapsing floors.
- **Trained by Masters**: Takeshi was trained by some of the best samurai schools in the StateEmpire. He may reroll up to 4 (N) when making a melee attack, or up to 2 (N) when making a ranged attack, but must accept the new results. Additionally, he reduces the Heat cost of Defence or Guard Reactions by one when using the Close Combat skill and may immediately follow a successful parry with a second Reaction to make a standard melee attack against the foe he has just parried. Further, he can draw a weapon or other item as a Free Action, does not need to have a weapon in hand to respond to attacks, and can always make a Defence or Guard Reaction so long as she has a free hand and a weapon within Reach (this can only be done once per turn). Finally, he reduces the penalty for firing at a range other than the weapon's optimal range by one step (to a minimum of zero).

KASYM BEG, KUM CHIEFTAN

Kasym Beg is riding hard towards earning his self-proclaimed title as the greatest of the Kum chieftains. Taken in at a young age for his falconry skills by the infamous Gabqar Kum chieftain, Izzat Beg, Kasym thrived in the hard and fast life of the Kum riders. Izzat groomed Kasym for leadership, teaching him that the only way to truly own something is to take it and make it yours. And so Kasym did, by striking down his mentor and claiming the clan for his own.

Fiery, passionate, and direct, Kasym likes to describe himself as an asphalt warrior who is beastly in both battle and bedroom. His lustful passion for life and all its treasures led him into coveting Izzat's ultimate prize: the Nazarova twins serving as his concubines, Zuleyka and Zamira. Following a passionate tryst with the two tigresses, Kasym was left with a choice of either staking his claim in blood or feeding the vultures, for Izzat would never share any of his rides, whether they possessed steel hide or flesh. Kasym struck before Izzat could ever get wind of his intent and laid claim to all that his former mentor owned. Clan, fortune, women, and business alliances have since grown exponentially under Kasym's fiery and direct leadership. Despite his boastful words, some say it is only a matter of time before he truly does grow into the greatest Kum chieftain of all.



NEMESIS

KASYM BEG

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	10	12	11	9	10	9

FIELDS OF EXPERTISE

Combat	+3	3	**Movement**	+1	1	**Social**	+3	2
Fortitude	+2	2	**Senses**	+1	1	**Technical**	+1	1

DEFENCES

Firewall	10	**Resolve**	11	**Vigour**	14
Security	3	**Morale**	5	**Armour**	5

ATTACKS:

- **Sword**: Melee, 1+8 (N), Unbalanced, Non-Hackable, Parry 2, Vicious 1
- **Chain Rifle**: Range C, 1+8 (N), Burst 1, 2H, Spread 1, Torrent, Vicious 1
- **Panzerfaust**: Range L, 2+7 (N), Burst 1, 2H, Munition, Piercing 2, Spread 1, Unsubtle, Vicious 2
- **Pistol**: Range R/C, 1+6 (N), Burst 1, 1H, Vicious 1

GEAR: Light Combat Armour, Motorcycle (fitted with Grenade Launchers

SPECIAL ABILITIES

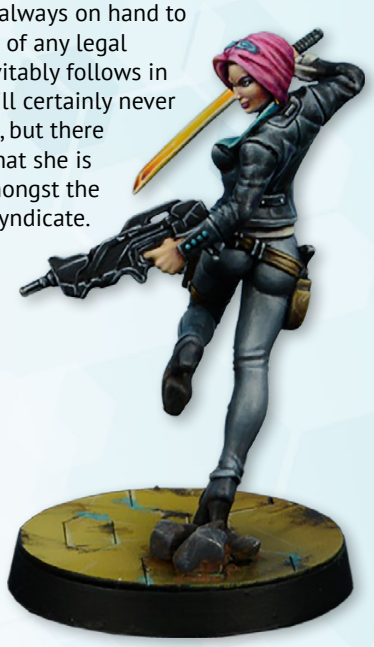
- **Common Special Abilities**: Fear 1, Menacing 2, Threatening 2
- **Laugh in the Wind (X Heat)**: Kasym's blood is always up when riding his motorcycle. He gains 2 (N) Armour Soak when riding, which is additional to any protection afforded by the motorcycle. Additionally when riding his motorcycle, he may spend X Heat to ignore any Knockdown or Stun effects triggered by damaging attacks, where X is equal to the total amount of damage inflicted. Finally, he has Fear 3 when mounted (instead of Fear 1).
- **Izzat's Protégé**: Izzat groomed Kasym to lead and left behind all the tools to do so after his death. Kasym may reroll one d20 when making a Command, Discipline, or Lifestyle test, but he must accept the new results. Additionally, he gains 2 bonus Momentum when making Psywar attacks using the Command skill. Further, any time he has one of his Kum Enforcers within three metres, he may spend 1 Heat to have that character immediately perform a Guard Reaction. Finally, he can reduce the Restriction rating of any item or service by 2, although any items gained using this are considered to be obtained illegally.
- **Shaytan on Wheels**: Kasym is ferocious both on and off a bike. He may reroll one d20 when making a Pilot test on his motorcycle, or up to 3 (N) when making a melee or ranged attack but must accept the new results. Additionally, he reduces the difficulty of all Pilot tests by one when using a motorbike. Further, each point of Momentum or Heat paid to gain additional dice for a Close Combat test nets two dice, instead of one. Finally, once per attack when spending Momentum on a Secondary Target, it only costs 1 Momentum, instead of 2, though this reduction may only be employed once on any given attack.
- **Take It, Make It Yours (2 Heat)**: When he sets his sights on something, Kasym will not back down until it is his. He may spend 2 Heat to ignore any Psywar effect that would cause him to retreat. Additionally, he benefits from a Morale Soak of 5.

MIRANDA ASHCROFT, AUTHORISED BOUNTY HUNTER

The exiled heiress of a wealthy socialite family, Miranda's life would have consisted of a brief five-minutes of fame amongst the Mayasphere tabloids were it not for the criminal audacity for which she is now renowned. Having eloped to Bakunin with her bodyguard at the age of 15, she held the headlines after successfully seducing the bounty hunter her family had sent to bring her home.

Trading her bad boy bodyguard for an unscrupulous bounty hunter, she set to harvesting him for every trick of the trade she could. After blazing a trail through Vaudeville and Shentang with her platinum credit card and personal media account, she eventually established herself as a freelance agent and employed her considerable charm, audacity, and martial skills to bounty hunting.

The buzz surrounding her lifestyle choice didn't stop there, however, as her family began taking the unforgivable and unusual step of divorcing her from her rights. A prolonged and brutal legal battle ensued that eventually resulted in Miranda being exiled from the family, but she retained her not-insubstantial lines of credit. In amongst all of the furore, she convincingly brought a number of infamous fugitives to heel, which only served to further heighten her status as a darling of the tabloids. Her team of accompanying lawyers have grown hand-in-hand with her credibility as a bounty hunter, all of whom are always on hand to wrangle her free of any legal trouble that inevitably follows in her wake. She will certainly never be Lady Ashcroft, but there is no doubting that she is the Marquise amongst the Bounty Hunter Syndicate.



NEMESIS

MIRANDA ASHCROFT

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	10	8	10	11	12	10

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+2	1	Social	+4	3
Fortitude	+1	1	Senses	+1	1	Technical	+2	1

DEFENCES

Firewall	13	Resolve	11	Vigour	9
Security	1	Morale	3	Armour	2

ATTACKS:

- **Monofilament Blade**: Melee, 1+5 (N), 1H, Monofilament, Vicious 2
- **Combi Rifle**: Range C/M, 1+7 (N), Burst 2/2, 2H, Expert 1, MULTI Light Mod, Vicious 1
  - *AP Mode (Secondary)*: Piercing 2
- **Nanopulser**: Range C, 1+5 (N), 1H, Biotech, Subtle 3, Torrent, Vicious 2
- **Pistol**: Range R/C, 1+6 (N), Burst 1, 1H, Vicious 1

GEAR: Light Combat Armour, Optical Disruptor Device

SPECIAL ABILITIES

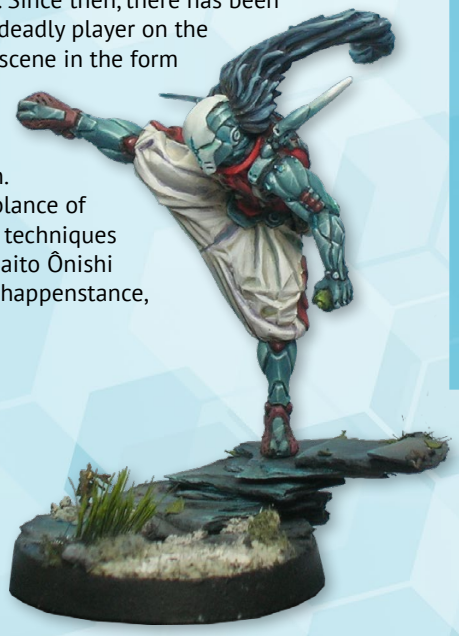
- **Air-Tight Connections**: Backed by substantial capitol, Miranda has bought or won over powerful connections, including her own team of lawyers. She can reroll one d20 when making a Lifestyle test but must accept the new result. Additionally, any time she needs assistance, she may reduce the difficulty of a Lifestyle test to find an individual by one step, to a minimum of Simple (D0). Further, she nets two bonus d20s when attempting a bribe, instead of one. Finally, she can reduce the Restriction rating of any item or service by 2, although any items gained using this are considered to be obtained illegally.
- **Bounty Hunter Training**: Miranda threw herself into her combat training when she made the leap into bounty hunting. She benefits from a Morale Soak of 3. Also, she may reroll up to 4 (N) when making a close combat attack, or up to 1 (N) when making a ranged attack, but must accept the new results. Additionally, she can draw a weapon or other item as a Free Action, does not need to have a weapon in hand to respond to attacks, and can always make a Defence or Guard Reaction so long as she has a free hand and a weapon within Reach. (This can only be done once per turn.) Further, she may spend a Minor Action during combat to increase the Burst rating of her weapon by 1 and can use a Free Action to swap ammo loads (unless the weapon has the Munition quality). Finally, she reduces the penalty for firing at a range other than the weapon's optimal range by one step (to a minimum of zero).
- **Legal Intervention (3 Heat)**: Miranda can throw money at a problem. If ever incarcerated or the subject of legal proceedings (including law enforcement intervention), she may spend 3 Heat to clear the matter up within 6–3 (N) days.
- **Smooth-Talking Socialite**: Despite her reputation, the wrong people just keep falling for her charms. She may reroll one d20 when making a Persuade test but must accept the new result. Additionally, she gains 2 bonus Momentum when making a Persuade test. Finally, she gains two bonus d20 when attempting seduction (+3d20 maximum still applies).

SAITO TŌGAN, MERCENARY NINJA

Saito is a ghost. A grim spectre of death only spoken of in hushed terms, lest the words act to summon him and silence the speakers. Such murmured whisperings spin a tragic tale of dishonour and shame that resulted in the downfall of an entire ninja clan. An entire clan bar one, some insist.

Saito Ônishi was the preeminent ninja of the Ônishi clan, who were themselves the most respected clan of the Aomori prefecture. Renowned for meticulous planning and execution, Saito was earmarked as a potential replacement for the head of the clan until a disastrous mission shattered his reputation. Intended as a rescue mission, the target, kidnappers, and Saito's entire team ended up dead — that is, all except Saito. The clan fully expected him to directly offer his own life to the family of the slain hostage, but he instead went into hiding and became an outcast. Forever dishonoured by Saito's actions, both the Ônishi clan and the family of the deceased placed considerable bounties on his head. It didn't take long for another Ônishi ninja to track him and administer justice. The clan considered the matter closed and set to rebuilding their honour.

Months later, however, Saito's replacement was murdered in his own home. Those same hushed murmurings report that video evidence found on the body linked the corpse to the kidnappers of the dead girl, though the Ônishi clan moved quickly and viciously to shut down such spiteful mutterings. Since then, there has been a new and deadly player on the mercenary scene in the form a shadowy assassin named Saito Tōgan. Any resemblance of his combat techniques to that of Saito Ônishi are merely happenstance, of course.



NEMESIS

SAITO TŌGAN

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
12	12	9	9	10	8	10

FIELDS OF EXPERTISE

Combat	+3	3	Movement	+4	4	Social	+1	–
Fortitude	+1	1	Senses	+2	2	Technical	+1	1

DEFENCES

Firewall	11	Resolve	11	Vigour	10
Security	1	Morale	4	Armour	2

ATTACKS:

- **Katana**: Melee, 1+6 (N), Unbalanced, Non-Hackable, Parry 2, Piercing 2, Vicious 2
- **Combi Rifle**: Range C/M, 1+8 (N), Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Pistol**: Range R/C, 1+7 (N), Burst 1, 1H, Vicious 1

GEAR: Light Combat Armour, Smoke Grenades

SPECIAL ABILITIES

- **Common Special Abilities**: Keen Senses (Hearing, Smell), Threatening 2
- **Acupuncture Therapy (1–3 Heat)**: Saito knows exactly where to strike. He may spend between 1–3 Heat to shift the hit location of a melee or ranged attack by the amount of Heat spent.
- **Death Stroke**: Saito has been steeped in the arts of death. He may reroll up to 3 (N) when making a melee attack, or up to 2 (N) when making a ranged attack but must accept the new results. Additionally, each point of Heat or Momentum he pays for a Close Combat test nets two d20 instead of one (+3d20 maximum still applies). When using the Close Combat skill, each Momentum spent to deal bonus damage adds two damage instead of one. Finally, he reduces the penalty for firing at a range other than the weapon's optimal range by one step (to a minimum of zero).
- **Ninja Reflexes**: Saito is very nimble on his feet. He may reroll one d20 when making an Acrobatics test, but must accept the new result, and gains 2 bonus Momentum on any Athletics test. Additionally, he reduces any difficulty imposed by difficult terrain by one step, to a minimum of Simple (D0). Further he reduces the difficulty of Acrobatics tests made to jump by one step, to a minimum of Simple (D0), and reduces falling distance by one zone when calculating falling damage. Finally, he never suffers from vertigo or fear of heights, may reduce the difficulty of any climbing test by one step (Simple (D0) minimum), and never suffers any penalty for climbing without proper equipment.
- **Smoke and Shadow**: Saito is an unseen shadow that can slip between cracks. He can reroll one d20 when making a Hacking, Stealth, or Thievery test, but must accept the new result. Additionally, when attempting to remain unseen or unnoticed, which includes hacking, any Momentum spent to add dice to the Stealth test adds two dice, instead of one (+3d20 maximum still applies). Further, he may substitute Stealth for Thievery when attempting to bypass physical security measures.

STEPHEN RAO, BAGH-MHARI

If there is anything Stephen Rao doesn't know about the jungle, then it isn't worth learning. Other than transiting between postings and brief bouts of training, he has lived almost his whole life beneath one dense canopy or another.

Born to two active members of the Forest Rangers Service – the protectors and eco-specialists of the Great Arboreal Reserve on Acontecimento – he lived and breathed the very soul of the vibrant jungle as he grew. Camping and hunting with tools borrowed from nature, orienteering using signs that even experienced trackers would miss, and stalking dangerous predators where all part of the great game for Stephen growing up. It seemed that he was destined to follow in his parent's footsteps, but Stephen developed a great wanderlust during his basic training, a calling towards new regions and fresh experiences. He sailed through the Plaska Prasravana Special Officer's Academy, even managing to teach the instructors a thing or two, though they will never admit it.

His experience and prowess soon earned him the respect of the men and women under his command. Several covert operations, missions that garnered citations in the Paradiso Offensive, and the rescue of Ambassador Correia on Paradiso caught the attention of the Special Operations Command, who have since taken him under their wing.



NEMESIS

STEPHEN RAO

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	12	10	9	9	11	10

FIELDS OF EXPERTISE

Combat	+3	3	Movement	+1	1	Social	+1	1
Fortitude	+4	3	Senses	+2	2	Technical	+1	–

DEFENCES

Firewall	12	Resolve	12	Vigour	11
Security	1	Morale	5	Armour	2

ATTACKS:

- **Knife**: Melee, 1+5 (NI), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Combi Rifle**: Range C/M, 1+8 (NI), Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1

GEAR: Light Combat Armour, Survival Kit (Jungle)

SPECIAL ABILITIES

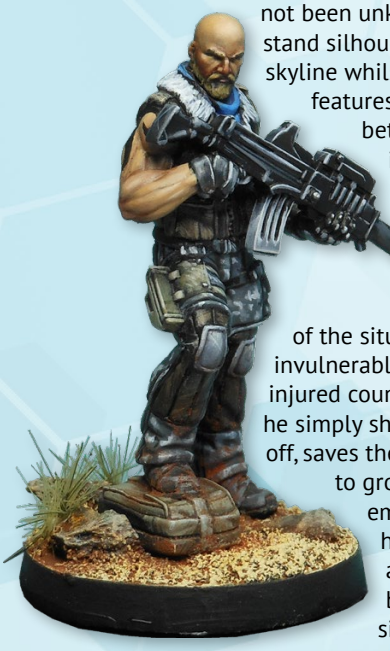
- **Jungle-Born**: Stephen is more at home in the wilds than anywhere else. He can reroll one d20 when making a Survival test or any dice that did not generate a success on the initial roll when making a Resistance test but must accept the new results. Additionally, he reduces the difficulty of the test by two when making a Resistance test against a poison, toxin, or the effects of a drug, which may eliminate the need for a test. Further, he gains +3d20 when making a Survival test in or related to Jungle environments and may substitute Survival for Stealth tests. Finally, when attempting to find food, water, or shelter, each point of Momentum earned on the Survival test provides necessities for two days, instead of one.
- **Nature's Friend**: Stephen understands that befriending an animal can be just as beneficial as skinning one for food. He has Animal Handling Expertise 3 and Animal Handling Focus 3. Also, he can reroll one d20 when making an Animal Handling test but must accept the new result. Additionally, he can substitute Animal Handling for Observation any time he is in the company of animals.
- **Special Operations Operative**: Stephen has further refined his combat skills since joining Special Operations. He may reroll up to 4 (NI) when making a ranged attack, or up to 2 (NI) when making a melee attack but must accept the new results. Additionally, he reduces the penalty for firing at a range other than the weapon's optimal range by one step (to a minimum of zero). Further, the Called Shot Momentum spend only costs 1 Momentum when using a ranged weapon, instead of 2. Finally, he reduces the Heat cost of Defence or Guard actions by one when using the Close Combat skill, to a minimum of zero.
- **Strong Roots, Flexible Vines (1–2 Heat)**: Stephen's mental fortitude, and acrobatic and athletic abilities have been honed by his time in the jungle. He has a Morale Soak of 4, and he may spend 1–2 Heat to reroll an equivalent amount of dice when making an Acrobatics or Athletics test but must accept the new results.

VAN ZANT, CAPTAIN OF THE 6TH AIRBORNE RANGERS

A veteran of the Ariadnan Commercial Conflicts, Roger Van Zant has risen to his position through blunt efficiency and honesty. Now a Captain in the Sixth Airborne Rangers of the USAriadna Ranger Force (USARF). The unit itself is the closest in tactics and training to the US Army Rangers of Earth's history, making them a proud and fierce unit that is always at the forefront of Ariadna's military operations. To be a member of the unit requires heroics. To be a respected officer in the Sixth requires legendary prowess.

Bulging with muscle, bull-necked, shaven-headed, and gruff, Van Zant is a no-nonsense guy who is equally at home sharing a beer with the troops as he is dropping into battle beside them from an airborne deployment. His raging tempers are as legendary as his heroics, which can mean that his soldiers laugh alongside him or else avoid eye contact and turn in the opposite direction when he approaches. While the rank-and-file of the Sixth are proud of their Captain and his infamous tantrums, however, he has managed to make an enemy of more than one fellow officer thanks to his blunt forthrightness and piercing honesty.

Despite always putting his name forward for the riskiest of missions that will undoubtedly have high casualty rates, Van Zant never lacks for volunteers, for he always leads by example and inspires the same in others; it has not been unknown for him to stand silhouetted against the skyline whilst illuminating his features with the smoke between his teeth, ignorant of the tracer fire stitching the skies around him as he gets a better view of the situation. Far from invulnerable he has been injured countless times, but he simply shrugs each wound off, saves the bullet to add to growing collection embedded in the handle of his axe, then gets back to the mission at hand.



NEMESIS

VAN ZANT

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	10	12	9	10	10	10

FIELDS OF EXPERTISE

Combat	+4	2	Movement	+2	1	Social	+2	1
Fortitude	+3	2	Senses	+2	2	Technical	+1	–

DEFENCES

Firewall	11	Resolve	13	Vigour	15
Security	3	Morale	5	Armour	2

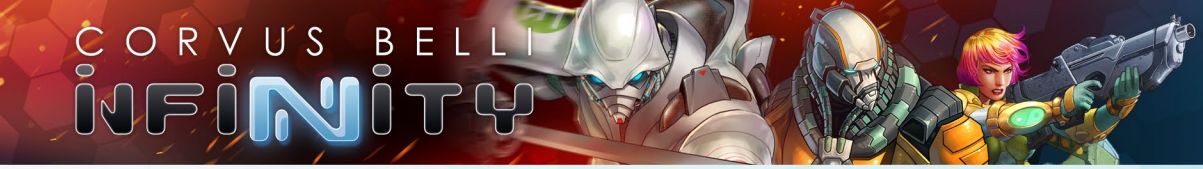
ATTACKS:

- **Teseum Chopper**: Melee, 1+8 (N), Unbalanced, Non-Hackable, Piercing 4, Vicious 2
- **AP Rifle**: Range M, 1+7 (N), Burst 2, 2H, MULTI Light Mod, Piercing 2, Vicious 1
- **Heavy Pistol**: Range R/C, 2+6 (N), Unbalanced, Unforgiving 1, Vicious 1

GEAR: Light Combat Armour

SPECIAL ABILITIES

- **Common Special Abilities**: Menacing 2, Threatening 2
- **Airborne & Bred**: Roger has been with the airborne long enough to become a living legend. He has Acrobatics Expertise 3, Acrobatics Focus 3, and a Morale Soak of 5. Also, he can reroll one d20 when making an Acrobatics or Discipline test and gains 2 bonus Momentum on Athletics tests. Additionally, he treats any distance fallen as being two zones shorter when calculating damage. Finally, he gains 3 (N) Cover Soak after having failed a Defence test against a melee or ranged attack with the Area or Indiscriminate quality.
- **Plain-Talking & Honest**: Roger tells it how it is and doesn't waste time with loafers. He can reroll one d20 when making a Command or Lifestyle test but must accept the new results, although any Command or Persuade test he makes has its Complication Range increased by 1. Additionally, he gains 2 bonus Momentum when making Psywar attacks using the Command skill.
- **Teseum-Coated Skin (2 Heat)**: Roger can nonchalantly take in the battle as the bullets blaze around him without hardly ever grazing him. Once per round as a Reaction, he may spend 2 Heat to increase the difficulty of an attack that includes himself as a target by two steps. The cost of this ability is increased according to any other Reactions he has taken this round, as is the cost of any Reaction taken in the round following the activation of this ability.
- **USARF Weapon Training**: A combat veteran and firm believer in the advantages of range days, Roger is handy with his weapons. He can reroll up to 3 (N) when making a melee or ranged attack but must accept the new results. Additionally, he reduces the penalty for firing at a range other than the weapon's optimal range by one step (to a minimum of zero). Further, once per attack when spending Momentum on a Secondary Target, it only costs 1 Momentum instead of 2, though this reduction may only be employed once on any given attack. Finally, each point of Momentum or Heat he spends gains an additional d20 for a Close Combat test.



CHAPTER 6

CAMPAIGN CREATION

SESSIONS, ADVENTURES, & CAMPAIGNS

Throughout this chapter we will be using three key terms to discuss the topic of Campaign Creation: session, adventure, and campaign. A session is a single game event; a night, afternoon, or whenever the Gamemaster and players get together and play. Adventures are a single story. There has been a murder and the characters need to find and deal with the murderer. A Combined Army attack is suspected, and the characters must recon an area to see if rumours of a force build up are true. These are single episodes that begin with the introduction and plot hook and build toward a climax or finale that will either see the characters succeed or fail. A single mission is an adventure, and an adventure may take one or several sessions to play through.

Campaigns on the other hand – the subject of this chapter – are a series of adventures, linked together by non-player characters (NPCs) and an overarching plot line. Consider the following: there has been a murder and the players investigate. They find the murderer, but discover the murder was perpetrated to cover up the theft of designs for a new type of hacking device. The characters recon the Combined forces but discover the EI is being fed information by an informant.

INTRINSIC LINKS

The single adventure in these cases feeds into a longer story, which may take two, three, or even half-a-dozen or more adventures to resolve, each of which in turn may take one or more sessions to play through. As the characters play through more of the adventures that make up the campaign, the larger story will unfold. Key adversaries will be faced, and locations, NPCs, and villains may be encountered repeatedly, revisited and changed by the evolving story. Such longer campaigns may see the characters traveling from one side of the Human Sphere to the other, from fighting in the jungles of Paradiso, to hacking and counter-hacking adversaries from a corporate office on Neoterra, to tracking a foe through the slums of Dar El Funduq on Bourak. A campaign, in fact, may encompass all of those things via one long story arc.

Each of the adventures in a campaign could be regarded as an episode, with the campaign forming the series. There should be highs and lows but build toward a climax. The M and W style of story plotting is discussed below and offers a good model for pacing story within a single adventure.

Campaigns are longer stories, and while each chapter of that longer story is often a stand-alone adventure, the overarching plot line follows an arc more akin to a serialised novel. Each adventure will reveal something of the larger plot. The characters will learn some key information, achieve some important victory, and take action that will bring them closer to uncovering the full tale, moving toward its resolution.

DESIGNING A CAMPAIGN

When deciding to design a campaign, the Gamemaster and player group should have some idea of how many adventures and sessions they would like to play for. You don't have to have a hard and fast answer, and it's ok to change it later. But having an idea of how many sessions the playgroup wants to play the campaign for allows the GM to better structure the unfolding story. Setting a limit is a good idea, as it condenses the action, helps prevent the story from dissipating, and helps to prevent player and GM burnout. You might plan to (and we hope you do) play *Infinity* for years to come. But, having a finite limit on the campaign provides a better structure for the story and pacing to hang off. Ending a campaign isn't ending the characters or game; there's always the possibility that this campaign will lead to another, and the characters may have made a few new enemies along the way!

HUMBLE BEGINNINGS

It's a good idea for the Gamemaster to sketch out their rough idea for the campaign plot. The overall tone and mood (see **Chapter 1**, p. 4) should also be established, although this can be tweaked for specific plot points. Don't worry about the details at this stage. Decide on a general idea involving some form of problem or linked problems the characters will uncover and need to deal with. A sentence or two to a paragraph offers enough space to sketch out this broad concept.

NARRATIVE ARC REFERENCES

GMs would be well served to look at narrative structures beyond the simple 5-point plot model for inspiration. Books on story structure like The Anatomy of Story, by John Truby, and Save the Cat, by Blake Snyder, offer great advice on building a good and engaging narrative arc.

THE FULL EXPERIENCE

Chapter 1 and **Chapter 2** of this guide largely dealt with the practicalities of being a GM, with a focus on the specifics of running a successful session. This chapter has been written with the intent to aid the GM in connecting a series of sessions together. By its nature, this chapter is intrinsically linked to the two earlier chapters, which should both be kept in mind and referenced when consulting this chapter for guidance.

A military unit has been smuggling VoodooTech off Paradiso for a corporate sponsor. This sponsor has been experimenting with the tech, and things have gone badly wrong.

In this example, the overarching story has been sketched out. It doesn't contain many details, but that's fine.

Once you have your basic sketch, it's a good idea to come up with two key components: where do the characters begin, and what will the end of the campaign look like?

We already have our general story sketch, but how will the characters get involved with that story? Usually, it's a good idea to start with a small story that reveals something of the larger plot. It is unusual for the characters to be fully aware of the big picture when they begin. Uncovering it as they go adds more tension to the game experience and allows the GM to use a range of story devices like foreshadowing, surprises, and plot twists.

The GM decides that the first adventure is going to involve the characters finding and apprehending a Special Forces soldier who has snapped and gone on a killing spree while on leave. This is a single adventure, and while completing it the characters will discover that the soldier has recently had been contaminated by some weapon or contact with the Combined Army, and whatever it was destabilised his body chemistry, making him more aggressive and prone to violent outbursts. Further investigation should lead the characters to his unit, where several other members are having similar issues. It could then lead to the discovery of the smuggling of VoodooTech, the black marketeers they are selling to, the company that is buying it, and the technologies the company have tried to develop.



Guiding the characters to the main campaign plot may only take one introductory adventure, or it may take several stand-alone adventures over which the characters encounter similar problems forming a pattern (from our example: haywire soldiers from the same unit or people connected to the smuggling ring). But the seed has been planted, and the GM can refer back to it through future adventures to help the characters discover the larger story.

MUTABLE ENDINGS

At the same time as developing the idea for how the characters become involved in the campaign plot, the Gamemaster should also have an idea for how they want the campaign to end. It may be a scene in a burnt-out warehouse where the characters have finally cornered the criminal kingpin. It may be a triumphant stand against an innumerable foe. It may be a show-down in an empty corporate board room. Whatever that final scene looks like, it is the set-piece the story builds toward. It's ok to change the ending later, but a clear idea for how the story will climax provides direction for the campaign. With the ending in mind and the beginning developed, the GM can start to work through how the characters might move from the beginning to the ending. What clues will they need to make the next step from where they started to that final show-down?

The Gamemaster imagines the final scenes taking place in a secret research facility, the VoodooTech has been developed into body augmentations, but poorly understood technology poisons the hosts, making them psychotically violent. The Gamemaster imagines a key scene in the climax. With the head technician brutally murdered by his own creation, the characters are surrounded by these vicious former-humans that are closing in...

CENTRAL PIVOTS

Fleshing out the middle sections is the next part, and can organically rise from previous adventures, as the GM and players play, or be part of the Gamemaster's detailed plan. How the characters move from beginning to end is through a series of adventures where more of the plot is revealed, the aims of the characters in relation to that discovery are solidified, and opportunities arise to give each character a moment to shine. The plot should contain ups and downs, and ideally the players should feel both victory and defeat. These stepping stones, both in story revealed and in the stakes represented, build toward the climax the Gamemaster has envisioned.

The adventures in between may contain things like: chasing down black marketeers through a bustling Caravanserai, finding illegal doctors in a Bakunin outpost, hacking into the research facility to gain access, fighting off a rival spec ops team who wants the tech for their nation state, and the climactic scene of revelation, combat and escape. The Gamemaster doesn't need to have every step planned out, and in fact it's good to be able to draw on the last adventure when developing the next. Being flexible is key, but with the beginning secured and the ending in mind, the task is that much more manageable.

Of course, the players should feel like they have agency. Making a campaign, like an adventure, that forces the characters along a specified path is not going to be as enjoyable for the players. The GM needs to roll with the players' choices, be prepared to go off script, and later, can spend some time working out how to feed the players the clues and information they require to get back onto the main plot line. GMs can sometimes feel that players following a side-track is frustrating, but it can also be an opportunity. Afterwards, it is worthwhile spending time considering how the side-track can be incorporated or wound in to the larger story arc. Are there adversaries that can have unforeseen connections? Locations that are relevant later? Clues that tie back? These questions can build continuity and story, even when the characters are acting off-script. It is vital to remember that roleplaying is a uniquely collaborative experience; the Gamemaster *and* the players evolve the story, and the players having agency in that story is key to creating a rich experience for all involved.

CULTIVATED CAMPAIGNS

A campaign could be a series of adventures all building to a crescendo – a single large story played out piecemeal – or it could be episodic, with some underlying themes, locations, and characters that all reveal a larger plot. Some campaigns grow organically, through the reintroduction of NPCs or by tying adventures played together as the work of a single organisation, mastermind, or nation-state. Some are thoroughly planned, with a defined, deliberate narrative arc and a story the characters must uncover, following the breadcrumbs all the way to the climax. A more episodic approach tend to grow organically, with a larger story slowly rising out of repeated encounters with the same NPCs, organisations, or other encounters. There is no right way to run a campaign, though often the best campaigns are a mix of both elements: The GM planning plot structure, character arcs and goals for the



NPC adversaries, then evolving the setting around the characters, and the players being allowed the freedom to follow their instincts, interests, desires, grudges, and curiosities.

PLOTTING ADVENTURES: STORY CURVES AND STORY BOARDS

Creating adventures and campaigns for players is one of the most rewarding tasks of being a GM. When plotting an adventure, an M – or W-curve approach can benefit building action scenes, with the high points of the M or W being high action or high tension, while the low points usually represent some twist, turning point, or complication. W-curves begin with the PCs already in the middle of an Action Scene, resolving the scene before building up once again to another Action Scene. M-curves slowly build up the tension.

When plotting the Action Scenes in an adventure, consider how each PC can become involved, not just individuals. Hacking and Infowar attacks have their part to play, not just the guns, blades and physical prowess of the PCs.

Finally, some GMs choose to "storyboard" their Action Scenes, drawing an image as a visual tool rather than describing a scene with text. While some artistic skill may be useful, such story boards don't have to be fine works of art, as they are for the GM visualise the scene easily.

BEING FLEXIBLE

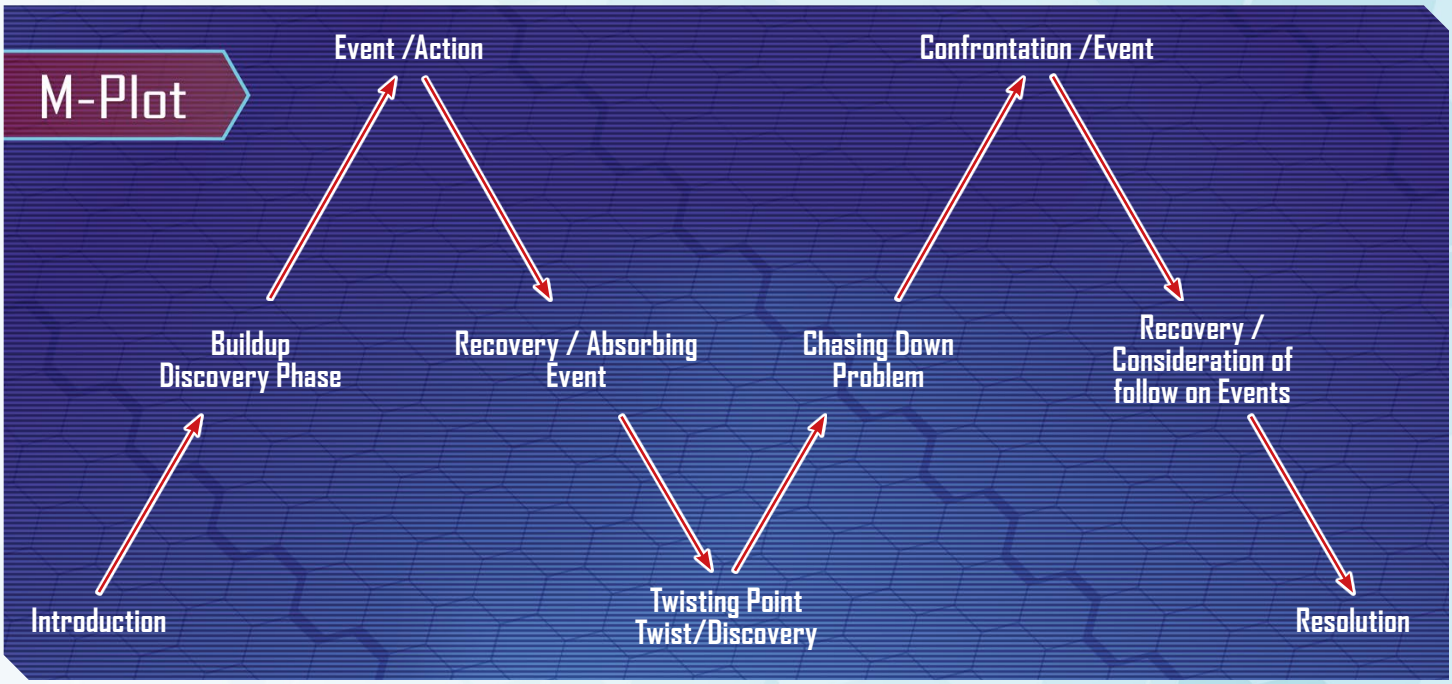
For all the thorough planning a Gamemaster might put into their adventures and campaigns, it is inevitable that the players will find a way to get off track, whether accidently due to not following the leads the GM was expecting, or because their characters have goals the players wish to pursue. As a Gamemaster is vital to remain flexible. Players, like the GM, are invested in the game world and their characters, and may make choices that don't gel with the story direction planned by the Gamemaster. It is important to walk a balance between allowing the players freedom to explore their characters, make mistakes and follow their own leads, and pushing them into the intended story. Too much pushing is called railroading and is usually unenjoyable for the players because it makes them feel like they have no choices in the game. It is best not to railroad the story, even the overarching one.

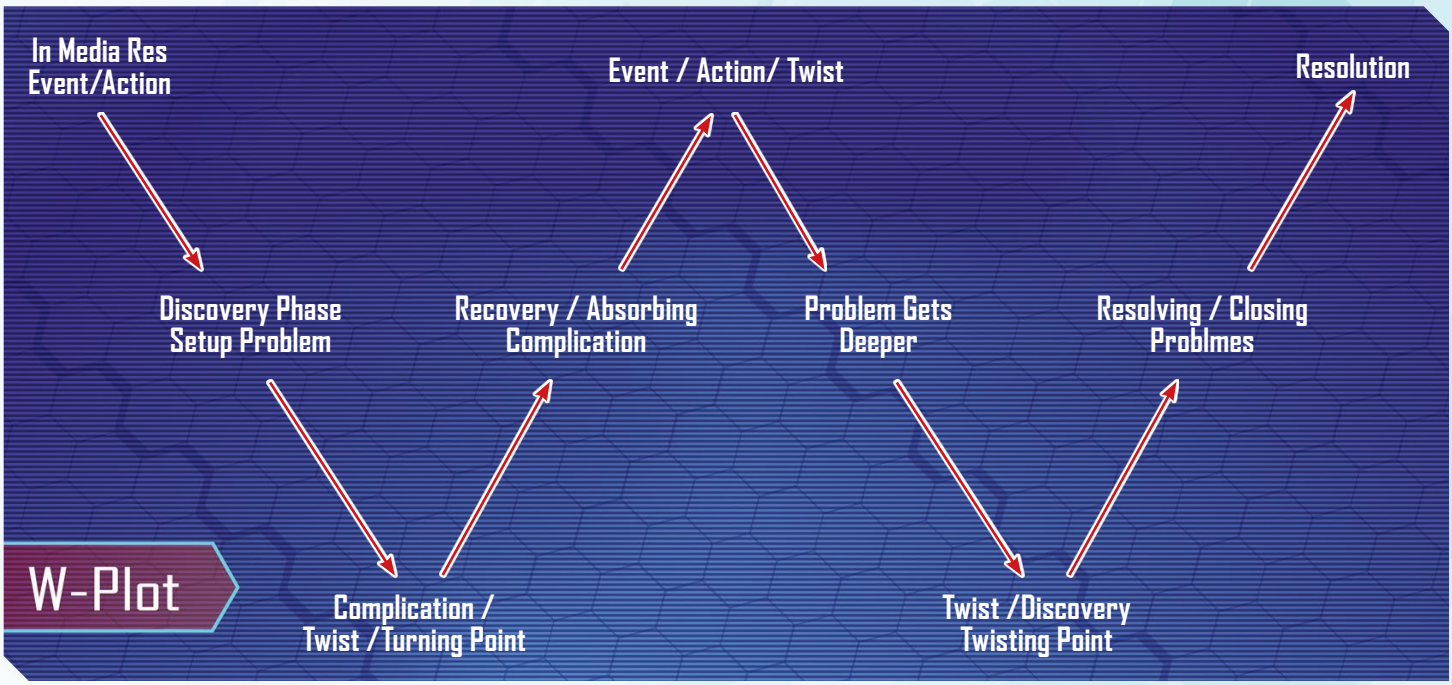
If the characters get off track and it's accidental, help them get back on by providing clues and avoiding too many dead ends and red-herrings. An important message from HQ, a sudden reprisal attack, an anonymous tip-off, a red flag in a Maya search – there are many ways of finding the next clue that will help the characters find the campaign thread again.

If the characters are running off track in pursuit of their own agenda, look at the characters' goals and motivations and consider ways to bring those into the story. Do the characters want promotions? Wealth? Fame? To find a family member? To set up a mercenary outfit? To buy a space ship? These elements can be seeded throughout the adventures as ways of ensuring the PCs' desires align with the direction of the campaign.

A GM'S BEST FRIEND

If you're struggling for campaign or scenario inspiration, a handy mission architect has been included in the appendices at the rear of this guide. Designed to spark imagination from inception to conclusion, the tables can also be used as a random prompt during a session if some unexpected twists and turns are required.





As the campaign progresses over the course of several adventures, the players should feel invested in the story. Pick themes, locations, experiences, and NPCs that the players enjoy and make sure to incorporate those in upcoming adventures. If the characters keep getting off track, ask yourself why. Are there too many clue trails? Is the plot line too hidden in layers of intrigue? Is it uninteresting? Make changes and experiment. If the players are still not interested in following the story of the campaign, it is well worth asking them what they want out of the game. Respect their answers and try to build them in to the narrative. If the story requires change, then so be it. There are always more stories to explore!

SHARED EXPERIENCE

Whether you prefer to plan or grow your campaigns, or more likely a mix of the two, there is of course no right way. A comfortable space between the two extremes of running off-the-cuff adventures and thoroughly planning full campaigns is a delicate balance, but a rewarding experience. The players too will have a key role in this. If you run a roleplaying

group that is regularly changing, with new faces coming in and older faces not making it that session, then one-off adventures with the dusting of a grown campaign overlaid may be ideal. If you have a regular group, then a fully planned campaign may be the order of the day. It is something that should be discussed with the group, but some form of consistency of setting and development of the game world can be achieved with campaign play, whether planned or grown, and is worth considering even if you intend to play one-off adventures.

Above all – which can't be stated and reiterated enough – it is important to remember that roleplaying is a collaborative experience. All participants are active in helping create and shape the story and world. As a GM, it is fun and satisfying to develop a story and watch it unfold. As players, it is enjoyable and rewarding to have agency and to watch your characters grow and develop. A good GM will balance these together, allowing PCs room to breathe, succeed, fall down and get up, while also providing a consistency and narrative drive to the setting.

ROLL WITH IT

It is often the case the players will attempt some action or make some leap of deduction that is completely unexpected or just downright insane. Roleplaying is a collective storytelling experience, and as long as the player isn't deliberately trying to derail the game the Gamemaster should always fall back to the default positions of "Yes, and…" or "No, but…". These statements are designed to enable collaboration. Yes, your character can attempt X, and here are the risks, consequences, and potential payoffs. No, your character cannot do that, but here is a compromise.

The party's ship is under attack. A player wants their character to blast out of an airlock as the ship is hit, using the atmosphere in the ship to propel them toward an enemy ship, in the hope of planting a repeater or breaching the hull. Yes, your character can attempt that. If you succeed, they will have no idea you are coming. If, however, you fail, you will suffer damage, maybe a suit breach, and it will take X rounds to wind your character back inside the ship, during which the ship cannot do much without hurting you badly.

A player wants to hack the personal systems of an Ariadnan adversary to stop them sending a message. No, you cannot, as the adversary has no communication tech that can be hacked in that way. But, you could hack their pheromone dispenser, sending their nearby pack of antipodes wild.

If the suggestion is particularly crazy, the Gamemaster might stipulate that the complication range for the test is larger, or that they must roll a number of Combat Dice, with any effect rolled having some detrimental result. Be creative and allow the players to be creative. Above all, have fun!

RECURRING THEMES, LOCATIONS, & ADVERSARIES

Roleplaying games are at their best when the characters and game world both grow and develop as adventures go on. Campaign play is an ideal format to carry this through, not only because of the longer story, but also because the characters' experiences will likely have them encountering recurring themes, locations, and adversaries.

A minor adversary in one adventure, whether helpful or antagonistic, can be reintroduced again, even multiple times. Building minor adversaries up like this can be a great driver for story. Helpful NPCs that recur can be adopted by a party and can be useful later in a campaign if the Gamemaster threatens them, flipping the paradigm where the helper now needs the help. If the characters provide that help then the relationship is deepened, and if they don't, then perhaps the helper becomes an antagonist with a history and 'inside knowledge' of the characters.

While an antagonistic recurring NPC is usually the mastermind – the Moriarty of the campaign – it can be useful for a recurring antagonist to be minor. Several minor NPCs can foment a powerful relationship between the PCs and themselves, and again, that minor foe can develop into a more serious opponent who becomes the focus of a later adventure, or maybe being saved by the PCs flips their attitude to become a useful ally.

HOT HISTORY

A history between the characters and an NPC can be manifested in game through interesting Heat applications. For example, a recurring villain seriously injures a PC, taunting them and threatening to kill them. Next time they meet, the GM can use Heat to trigger a response in the character, maybe a loss of Resolve, maybe a Trait, maybe some other debilitating effect.

Similarly, a recurring location can be a useful dramatic tool, showing how things have changed

FAMILIAR FRIENDS (OR IRRITANTS)

The gatekeeper who gave the characters a hard time and wouldn't let them in, the journalist who pesters them for news, the private eye who snoops at every crime scene – even recurring geists or AIs with familiar quirks – can all serve to provide a sense of depth, history, and intimacy with an extended campaign.

in the game world. A bar in a station on the Human Edge, for example, is in an area recently plagued by pirates. In the first few adventures, it could be a thriving hubbub of people. As the pirates continue their depredations however, the game world changes, the bar becomes emptier, and it loses its atmosphere. The difference for the characters is stark.

Such minor relationships and settings help build continuity and player buy in. They colour and contextualise the world. Seeing those relationships change over the course of adventures, deepening as allies or antagonists, or flipping roles can be powerful story moments drawn from repeated minor encounters. If the Gamemaster or the players seem to enjoy or connect with a particular location or NPC, it is worth considering ways to bring the characters back, to reprise the encounter and allow the characters to deepen those relationships and witness the evolution of the setting.



ENTER THE ANTAGONIST

We have discussed planning already, but a good way to grow a campaign plot is to have a mastermind, enemy organisation, rival group, or some similarly powerful entity that either establishes or advances the majority of the problems the characters deal with in their adventures. For the first few adventures, there is little need to have more than an outline of what the entity is and its aspirations, but there should be a reason that characters keep bumping into them. Consider the location and themes of the adventures. If they are set around a single location, whether a city, planet, or system, then perhaps the enemy is a government, gang, or paramilitary organisation. If the adventures revolve around military encounters, then perhaps an enemy mole is the ultimate foe. If infowar plays a large role, perhaps they are a militant hacktivist group of some sort.

Find a few consistent themes or locations and use those to help define the larger foe. A theme defines the goals of that foe, and subsequently the characters' continual meddling will undoubtedly draw the ire of the main antagonist soon enough. In this way, a series of single, stand-alone adventures can be given an overarching story. Whatever problems the characters face and deal with in their adventures are the result of the actions or encouragement of that larger foe. The last few adventures in the campaign can be planned to fully capture the inevitable confrontation between the characters and the adversary that has been in the background the whole time.

ACTIVE AND REACTIVE

Most campaigns will centre on the actions of a villain of some sort, or maybe the characters may find themselves arrayed against an organisation or group, such as the Combined Army, a Triad gang, a Mercenary outfit. The list for both is nigh endless! Whatever fills the role of antagonist to the characters should be powerful, intelligent, and capable. If they weren't those things they wouldn't be the threat they are. The Gamemaster should outline the goals of the antagonists; what do they want to achieve?

It is also, however, equally important to remember that any intelligent foe will change and adapt. As the campaign moves forward, the characters may come to their attention. When the characters experience success, their antagonists experience failure. They will change tactics and approach, they

will fight back, they will fight dirty, and they will strive for their goals. Keeping this in the forefront of the mind helps the GM adapt and change the flow of the campaign in response to the actions and successes of the characters. It also makes for an antagonist that is interesting and devilish, hard to pin down and a challenge. This makes the story and game world that much richer.

PERSONALIZING FOR CHARACTERS

Characters complete the creation process with a range of traits that are keyed to that character's life experiences. They are significant things for that character. While traits can be tied to events within a single adventure, campaign play allows the GM an opportunity to explore the traits of the characters in the party to a greater degree.

Is one of the characters terrified of space travel due to an incident they barely survived as an adolescent? What will happen if an adventure involves a crash, or sabotage, leaving the characters to find a way to survive in a broken ship, station or moon? Will that trait trigger a traumatic reaction in the character? How will they deal with that?

The questions listed previously can potentially be raised and answered in a single adventure, but a campaign allows for progression – does the terror deepen into post-traumatic stress disorder? What are the triggers and how severe will the characters reactions be in the future? How will the other characters in the party help out or deal with the situation? Has the character managed to come to terms with their experience? Does the trait change? This can be wonderful fodder for adventure ideas that challenge and stress the characters. The development of the character and their traits can be realised in a deeper, more engaging way during a campaign, and a GM should be mindful of such opportunities. Character growth is not just about experience, expertise and wealth, but also the story of that individual, and how they change and evolve.

TIME TO SHINE

With a campaign it can be useful to give every adventure a slightly different focus, building character strengths into the challenges or incorporating character backgrounds, experiences, wants, and needs into different scenarios. Try focussing on one to three characters per play session or scenario, and make sure that over the course of the campaign every PC is given the opportunity to have their day, to make a meaningful contribution, to save the day, or to experience something important to that character. Remember, the players are the superstars (see **Chapter 1: Levelling Up** p. 4).

REWARD & CHALLENGE

> ***Susan has spent the last two weeks reading through the rules and has managed to scrounge enough Assets together to buy just the right combination of weapon, ammunition, and additional equipment that her character can one-shot an enemy hiding inside a reinforced concrete bunker from a range of 5 kilometres. Susan has also poured every experience point her character has ever earned into Ballistics. With her rifle, against physical foes, Susan's character is an unstoppable monster.***

Characters become powerful, and over the course of a campaign, where many games are played, they may become very powerful in a select number of areas. This is not a terrible thing, the players have spent good time, energy, and thought earning those bonuses. A good Gamemaster should reward those choices. Give them the opportunity to use and shine with those skills, but also ensure there are consequences for doing so. A crack-shot becomes well-known for their dead-eye, a skilled hacker for their ability to slip past any defence, or a driver for their style and daring. Such fame may be handy in a seedy bar but may be risky, too.

As well as allowing the characters their moments of glory, a good Gamemaster will find interesting ways to challenge the characters through the rules and in-game circumstances. So, Susan's character has a mega-gun-of-death – let her use it, she put the work in. Plan for her to use it. Make it cool. But also challenge her with a problem that can't be solved with the rifle or a moral dilemma if she uses it. This can be an issue that feels more pronounced in a campaign, and growing the problems and enemies the characters will face in scale with the characters is an important aspect of keeping the game experience fresh, exciting, and tense.

CONSEQUENCES

Consequences are the results of the characters action and/or inaction, which can then be followed and brought into the developing campaign. In short, consequences can be summed up as plot points that the Gamemaster should at least mentally follow through: if the party rescues a little girl, what happens to her? Her recurring story element can be useful for the Gamemaster.

The consequences of the characters' actions can pull them away from the main story, and this can

PLAYER AND CHARACTER EVOLUTION

Evolving traits into something new or altogether different should be a collaborative process. GMs should work with players to fully understand the effect that a particular scenario or event will have had on a PC. After all, the players know their characters best, so any fundamental changes to their core natures should be viewed from their perspective and agreed with their input.



be a good thing if used sparingly. It reminds players that their actions have in-world consequences that must be dealt with. But don't make them mundane. A single session pulling the characters away is enough, but the GM should build it incrementally until the characters have to face it. So they rescued a little girl… She can't go back to her family as they are lost, and she is alone. Do the PCs find a place for her or take her along? If they find a place for her, perhaps she contacts them telling them she doesn't like it every session. Three sessions later they find she has run away, and they must leave their current investigation to track her down and deal with the issue she was having. Not every action could or should have a recurring consequence, but when used sparingly such elements can immerse the players in the world and their characters exploits that little more.

THE WORLD MOVES ON

The moment you begin your first adventure, the world of *Infinity* is yours. Character choices, actions, triumphs, and failures affect not only the stories of the characters themselves, but alter the very fabric of the universe itself. This can be minor and unfelt or can be significant. A campaign leaves an indelible mark on the setting, and the setting changes as a result. It becomes new every adventure as it grows to incorporate the story you are telling. Not only do the characters, adversaries, situations and locations feel the consequences of the unfolding story, but they respond to it too.

If the characters gain ability, wealth, and notoriety, how do the outcomes proceed? Do they save and buy themselves a ship? A base? A company? Do they become well known enough in an area for certain people to recognise them? Be wary of them? These elements make the story a rich experience and provide a vehicle for Gamemasters to challenge the characters as they grow in their capacity to deal with problems dealt with mechanically. The characters may be deadly combatants, and in a certain area of the Human Edge they are widely recognisable. This may mean positive or negative things. Maybe one establishment will always let them drink for free, while local law enforcement will trail them wherever they go.

Just as important as the characters growing in stature and skill is maintaining the growth and development of the setting itself. As the characters act, they change the weft and weave of the *Infinity* universe. That change is an important part of the game experience, and it helps the players feel that their actions are having more of an impact than simply getting better at their skills. Perhaps ridding an area of a criminal gang leads to a boom in prosperity evident next time the characters visit, or leads to a new, more vicious, criminal gang to filling the void, meaning everyone is worse off. The changing world is a vital story component to help draw the players into the setting.

PRACTICALITIES

Other chapters in this book have offered recommendations for the practical items and habits that can help make designing and running an adventure successful and easy. In this section we are briefly going to look at some additional recommendations that are particularly relevant to campaign play.

ORGANISATION & RECORD KEEPING

First and foremost, campaigns are large stories, often involving multiple locations, adversaries, and plot lines. The Gamemaster needs to have an easily referable method of tracking this information. A folder on a desktop that is well labelled and into which all relevant files are stored is useful. Utilising Word, Excel, or programs like Scriviner to help create easily searchable databases of information, even if it's only a sentence or two, is highly recommended. If you prefer using a notebook, partition it so one portion deals with story, one with adversaries, one with locations, one for notes, and one for future ideas. It's also a good idea to make room at the front of the notebook for a contents page and to number the pages, as this makes using it in-game so much easier.

A simple description of a place, story element, or adversary helps the Gamemaster track any information that characters might want to refer back to. It is helpful to find images that match your visualisation (or serve as inspiration) for your locations, and game art, movie stills, and so on provide plenty of wonderful examples. (Of course, you could draw them yourself if so inclined.) Maps of any locations, even if they are a quick photo of a whiteboard or paper sketch inserted into a document, are very handy to refer to if the campaign should bring the characters back to the same location. In addition to the above, a quick note detailing any significant interaction the characters have with that location is also worth recording. As detailed previously in this chapter, such records allow the Gamemaster to build a consistent and evolving landscape for the characters to interact with and impact, and this helps draw players into the game and the story.

Rory's Diner. A low-key eating establishment in downtown Sybaris on Neoterra, outdated aesthetic, good food, lots of windows, hackable/

accessible security feed. Clients are usually workers in the area. It was the scene of a horrific multiple homicide perpetrated by Special Forces member Ryan Lewis (see characters)

Tracking adversaries is, of course, vital to the ongoing campaign. For Minor and Elite adversaries, a short sentence or two detailing their attitudes, accents, appearance, or perception of the characters are key to providing the players with a consistent cast of allies and villains with which they can interact. A page or card reference to the stat block used for that adversary should sit alongside the description, or the Gamemaster may want to copy or create a stat block fully. Model or actor databases online can serve a useful role in helping find images that provide a visual hook for the Gamer Master, even if they are never shown to the players. Another easy tip is to pick a character from a TV show, movie or book that the adversary looks like, speaks like or behaves like and make note of that. This helps to build a varied cast of people with whom the players can interact and serves as a quick and useful reminder to the Gamemaster in building consistency into their game world.

Dan Smith, Hexas Agent, Neoterra. (Stat block: Hexas Agent, 439, +1 Awa and Brw). Same body language and speech patterns as Robert DeNiro's character in Ronin. Can link Spec Forces soldier Ryan Lewis to his unit and another member from the same unit who had a similar psychotic break. [Picture]

Plot lines can be tracked multiple ways. A story arc can be written out, placed on a plot structure, added to a calendar, or a mix of the above. Key antagonists in the story should be detailed, along with their aims and methods. It can be useful to note down any ways they are likely to react if the characters start encountering or interfering with them.

Neoterra Bolts Forward Operations Unit 49, Paradiso. Smuggling VoodooTech off Paradiso to black market contacts. If they suspect their operation is being investigated they will claim to not know anything until undeniable proof is shown, will then attempt to shift all blame onto deceased members. Money will be shifted around accounts, hurried and sloppy attempt to cover up and frame deceased members. If investigation continues, they are not above trying to get the investigators killed (draw them onto Paradiso, accident, or 'encounter' with Combined follows).

MODIPHIÜS FRONTIERS AND THE LIVING CAMPAIGN

Inspired by Alexander the Great's veteran warriors, the Argyraspides or "Silver Shields," who gave courage to the younger soldiers in his army, helped hold the line at the direst of times, and told the greatest tales of bravery around the campfire, the demo team program is designed to reward all levels of involvement in supporting Modiphiüs games including *Infinity* and the Living Campaign.

Modiphiüs **FRONTIERS** is an initiative by Modiphiüs Entertainment to support the communities around its major roleplaying games titles. The goal is to create a fun and inclusive yearly living campaign for the whole community to join in with spectacular finales at major events.

A living campaign is as a series of regularly released scenarios that groups commit to playing, and then each month submit results of their game. The new living campaigns from Modiphiüs will take information from those who play in them to shape the way the storyline grows. These will culminate in major convention scenarios that will decide the shape of things to come.

Other chapters in this book have referenced using imagery, music, and other devices to help set the mood. Make a note of music keyed to locations or adversaries, as these can be reused to add foreshadowing and build consistency.

DON'T DEMAND TOO HIGH A PRICE

It is often handy for the players to keep track of things too: clues and adversaries they meet, ideas and theories. Players can do so on scraps of paper, or in their own little notebooks, or the GM can create a write-up after each session. Each group will be different in what it prefers, but GMs should avoid plots full of twists and turns, with a maze-like story of unfolding complexity against a backdrop of a hundred locations and adversaries.

THE TRIPLE BATTLEFIELD

Most campaigns, like most character groups, will be a mix of the triple battlefield of Warfare, Infowar, and Psywar. The Gamemaster should ensure that every character has their day, and the triple battlefield really allows the Gamemaster options for how to give every character their moment in the sun. It's fine to have a campaign that focuses on one of these battlefields over the rest, but make sure to include elements of all, as it allows all characters to make an impact and varies the tension and narrative of the campaign story. What follows is some short advice on games built around each battlefield.

INFORMATION OVERLOAD

It is hard for players to keep track of what their characters know; if a location or adversary is somewhere or someone the characters have been or met before, remind them. If it is information the characters would reasonably know or deduce, tell them. Making the players fish for information or have to remember every encounter can be burdensome, and usually doesn't serve the narrative or improve the game experience.



WARFARE

Don't peak the action too early, make the early sessions a grind, punctuate high action with adventures set around other skill areas — survival, piloting, Infowar, and Psywar. Vary the ground over which combat is fought, the ranges at which it is carried out, and mix it up so it doesn't become repetitive. Once the stakes are all or nothing, it's hard to build up from there, so vary them. Maybe the characters' lives are in danger, maybe bystanders or civilians, maybe family members, or maybe the action can even prevent a war. While the fulcrum for the campaign story might be something as serious as the stability of the Human Sphere, the adventures themselves should build momentum toward these high stakes, rather than having the stakes that high each session.

INFOWAR

Access Points are key locations, will often be hard to get to, and may be adventures in themselves. Incorporate Maya-based communities and augmented reality into an Infowar focused campaign. Cunning is key in finding ways to get into places designed to keep you out. The quantronic world reflects the physical world in strange ways, the location of servers, the use of distributed computing, and getting to access points. Cities will be a hive of quantronic activity, but so might an uninhabited asteroid containing a relay station and databanks.

PSYWAR

Diplomacy, debate, politics, trade, negotiation — all of these story types represent examples of the Psywar battlefield. For all the intrigue and wheels within wheels, it is good to punctuate the campaign with Warfare and Infowar since fights, hacking or conflicts allow one party leverage over the other in the longer game.

CHAPTER 7

BEHIND THE VEIL

This chapter expands upon the "*Wilderness of Mirrors*" section of the *Infinity Corebook*, p. 412–414. Note that any of the factions mentioned below may be replaced by rival NPC teams or a local *submondo* criminal group, instead of Yu Jing, Haqqislam, and so on.

SUBTERFUGE INTENSITY

As detailed in the *Infinity Corebook*, beginning games will often only have a single player with a covert objective. Certainly, there should always be at least one covert objective in place for each adventure or series of connected events. A GM looking to increase the Subterfuge Intensity of the game can assign multiple covert objectives to the players, and even NPCs.

GROUND WORK

Planning by the GM is vital with the Wilderness of Mirrors, but particularly with regard to covert objectives. GMs are advised to assign the players covert objectives out of game (unless they are using **Paranoia Notes**, see p. 83) and ensure they do not clash with the plot of the planned adventure. Some GMs may want to restrict the number of covert objectives to no more than half of the characters, adding to the Paranoia Level, as the group wonders as to which character has a covert objective or not.

The GM may also wish to assign covert objectives to NPCs within an adventure, although most NPC descriptions will likely state their agenda toward any characters encountered. If the GM is creating his own adventure, rolling on the *Covert Objective Table* (p. 75) gives an NPC their own covert objective. The GM is encouraged to select objectives that enhance and customise the adventure for the characters, rather than selecting a covert objective that side-tracks the characters.

Described in the *Infinity Corebook*, the GM should take care when assigning covert objectives. Should an objective work against the current plot, the GM should find another to replace it. There are no reasons why the character covert objectives should not conflict, so long as they do not affect the plot adversely, or any faction goals unfairly. In some cases, covert objectives can cause some characters to work together against the other party members. Both help add to the Paranoia Level.

TRADECRAFT

The ways and means of carrying out covert operations are referred to as *tradecraft*. Covert objectives require covert operations — both terms being interchangeable. The people involved in achieving a covert objective are usually called operatives (or sometimes agents). There are many ways a GM may integrate covert objectives into the game without compromising Subterfuge Intensity. For example, an operative needs a sniper rifle of some sort to complete an Assassination objective. Another operative has an acquisition objective and "sources" the rifle. They then use an operative with a courier objective to deliver it to the Assassin operative via a *dead letter drop* or *brush past* (see p. 79).

BLACK BOOKS: RESOLVING COVERT OBJECTIVES (OPTIONAL)

For most groups, the resolution of covert objectives will usually be undertaken in-game; the operative carries out their covert operation during play as part of the existing plot or a side-mission. Some GMs may need a quicker and easier way to resolve a covert objective, such as when an objective needs to be quickly resolved for a character who has been out of the game for a while — literally or figuratively. In such cases, a relevant skill test is made against the established skillset required for the objective. If passed, the covert objective has been successful.

The GM should take into account the following conditional modifiers:

- Reduce the Cashflow of the operative by an amount equal to the Expense of the covert objective. If this reduces the operative's Cashflow to zero or below, the covert objective may still be attempted, but +1 difficulty is added to the test for each point of difference below a Cashflow of 1, to a maximum of **Epic (D5)**. Assets may be used to offset an Expense that results in a Cashflow of zero or lower at a rate of two Assets per point of Cashflow, though this offset may not be used to restore the operative's Cashflow to a value greater than 1. (Asset Management, p. 331 *Infinity Corebook*, must be used for this purpose instead.)
- Further conditional modifiers due to circumstances, such as the *operational situation* of the operative and the time taken to prepare, whether they have help, etc.

COVERT OBJECTIVE PROPS

Props-wise, the GM may want to create a briefing for the character and place it in a sealed envelope, or send an encrypted message if technology is being employed.

As the covert objective should remain hidden from the rest of the group, the GM creates a number of similar documents. Instead, these decoy briefings consist of repeated placeholder text, such as Neque porro quisquam est qui dolorem ipsum quia dolor sit amet, consectetur, adipisci velit (translation: Neither is there anyone who loves pain itself, since it is pain, and thus wants to obtain it.) or similar. Each sealed briefing is then handed to a player, usually in a closed envelope.

Note that these rules are optional. Ideally, the GM should assess the objective and whether the character has the ways and means to complete it.

COMPROMISING POSITIONS: WHEN OPS GO BAD

Sometimes, even the most carefully planned operation — covert or otherwise — goes wrong and the mission is compromised. Or worse, a character has to unexpectedly abort the mission. The unwanted side-effects or consequences resulting from these are referred to as *blowback*.

The GM should not use blowback as a means of punishing the group, but instead use it as a narrative tool to generate Heat for the characters or advance the plot in some way. Infinity Points spent in the proper fashion will help move things along in that respect. Complications during blowback should be serious, and the consequences can be severe, leading to the group's capture and imprisonment or even execution in some cases. Blowback can also make for a great cliff-hanger moment in a session. Creating notes for potential repercussions concerning blowback can greatly aid with Heat options and narrative.

COVERT OBJECTIVES

The following section lists several potential covert operations that can be undertaken by operatives. This is not an exhaustive list by any means, and GMs are encouraged to modify those presented or create their own. Some covert operations logically crossover and involve elements of others. In this case, there is no need to cross-reference other relatable operations, as the main objective and listing can be considered to encompass them already. Each covert objective has a list of headings, which are largely provided for abstract resolution purposes:

- **Skillset**: Suggested skills necessary or desirable to complete the objective. This gives the GM an opportunity to tailor an objective to a specific character.
- **Difficulty**: The suggested base difficulty for the objective.
- **Expense**: The minimum amount of investment needed for the operation to take place. This represents "the right tools for the right job" and is subtracted from a PC's Cashflow. If using the optional rule to resolve the covert objective, each Complication generated on the skill test to resolve the mission adds +2 to the Expense.



- **Faction Malevolence**: This consists of two numbers. The first represents the Faction Malevolence should the mission succeed, the second represents a compromised or aborted mission. A negative number reduces the Faction Malevolence score. The faction that is the target of the covert operation modifies their Faction Malevolence score towards the character, although the GM may add other factions if a complication is generated, or the circumstances demand it. (See **Faction Malevolence**, p. 80)

COVERT OBJECTIVE DESIGNATION TABLE

The GM may assign a random covert objective by rolling a d20. A random roll is best used for NPCs, rather than characters, as the GM should tailor covert objectives toward the character's areas of strength.

COVERT OBJECTIVE

ROLL	OBJECTIVE
1	Acquisition
2	Activation
3	Assassination
4	Assimilation
5	Coercion
6	Counterintelligence
7	Courier
8	Defection
9	Domination
10	Extermination
11	Extraction
12	Impersonation
13	Incrimination
14	Infiltration
15	Intelligence Gathering
16	Protection
17	Recruitment
18	Sabotage
19	Surveillance
20	Tactical Support

ACQUISITION

Skillset: Acrobatics, Hacking, Persuade, Stealth, Thievery
Difficulty: 2; **Expense**: 2; **Faction Malevolence**: 0/1

Acquisition can cover a wide selection of targets, using a variety of methods with a view to acquiring an object; usually but not always, illegally. Possible targets could include data, buildings, or even an agency. Acquisition operations may also see agents stealing prototypes or even VoodooTech from under noses of the Combined Army. From heists to hiding behind fake shell corporations, the goal is always to secure something of worth, ideally undetected. Of course, getting away with it is half the battle. Covert operatives often try and exchange an acquisition, usually during a face-to-face meet known as a *brush past*. Potentially, a GM can offer an Acquisition objective instead of asking a character for an Acquisition test. This is especially useful if the character is low on funds or other resources.

ACTIVATION

Skillset: Command, Discipline, Psychology, Tech
Difficulty: 1; **Expense**: 2; **Faction Malevolence**: 1/1

Every faction has their spies within the other factions, and should the identity of those agents be revealed, then they would be in significant danger. Some of these agents can conceal their true nature for years, functioning as "sleepers" until they are activated. Some sleepers may be completely unaware of their true nature, perhaps due to behavioural conditioning or implanted programming. They may not even be human — such as a geist or AI. Usually there is a coded phrase used in an Activation, or even a subliminal message delivered via a data burst. The task of the mission is to awaken the sleeper.

ASSASSINATION

Skillset: Ballistics, Close Combat, Stealth, Thievery
Difficulty: 3; **Expense**: 2; **Faction Malevolence**: 1/2

Wetwork. Elimination. Termination. However it is named, the act of killing remains one of the most potent in the covert operatives playbook. Some operatives may favour bombs, exotic poisons or firearms, other prefer to take a more personal face-to-face approach, perhaps using blade-work. Some covert operatives organise hits for other operatives, sometimes for pay (even working outside their faction for the more morally questionable operatives). For the most cold-hearted, collateral damage and the loss of innocent lives are the means to an end. The ideal hit on a target makes a death look like suicide or an accident as these raise less suspicion.

ASSIMILATION

Skillset: Discipline, Stealth, Persuade
Difficulty: 3; **Expense**: 2; **Faction Malevolence**: −1/2

The act by which a covert operative joins a new faction or agency, usually overtly, but sometimes in a clandestine fashion. The new faction is unlikely to trust the embedded operative from the outset, and Assimilation reflects this. It should not be confused with Defection (see later), as Assimilation is the result of the operative's own agenda (at least on

the surface). Assimilation operations are essential to *deep cover* operations.

COERCION
Skillset: Command, Persuade, Psychology
Difficulty: 3; **Expense**: 2; **Faction Malevolence**: 1/2

Coercion is the act of making an individual or agency act contrary to their wishes but according to the goal of the operative. There are a wide variety of methods available to covert operatives including seduction, blackmail, torture (mental or physical), and outright threats. Victims of Coercion are nearly always left to face the consequences of their contrary actions by operatives.

COUNTERINTELLIGENCE
Skillset: Analysis, Hacking, Observation, Stealth, Tech
Difficulty: 2; **Expense**: 3; **Faction Malevolence**: 0/2

For every action, there is an equal and opposite reaction — especially within the Wilderness of Mirrors. Factions are constantly trying to discover ways of foiling other faction's attempts at covert operations such as sabotage, espionage, and other intelligence activities. The term for this is *Counterintelligence*, frequently abbreviated to CI, which involves aspects of other covert objectives. Covert operatives working in CI are aggressive and highly trained, often working outside their faction hierarchy. Although happy to work with other agencies, they are often seen as stubborn and parochial by their superiors, and as a result there are few long-term CI agents. Due to the nature of CI, their life expectancy is all too short.

COURIER
Skillset: Discipline, Observation, Pilot, Survival
Difficulty: 1; **Expense**: 1; **Faction Malevolence**: 0/0

Sometimes an item needs a personal touch in the delivery. Couriers have the duty of carrying something — often referred to as 'the package,' irrespective of its physical or intangible qualities — to a destination, a person, or agency. The package can be anything from encrypted and firewalled data to an item of interest such as a prototype or dossier of evidence, or perhaps even a person of interest, such as an intelligence asset. Couriers are often also used to provide operatives in the field with extra equipment (such as Acquisitions), often via a *dead drop* or *brush pass* (seep. 79).

DEFECTION
Skillset: Persuasion, Stealth, Thievery
Difficulty: 3; **Expense**: 2; **Faction Malevolence**: –2/2

Defection is the ultimate act of betrayal by a covert operative. To all intents and purposes, an operative switches an allegiance from one faction to another or assists someone else with defection. Turning an intelligence asset from one faction to another can bring the operative responsible considerable *kudos*, provided the wish to defect is genuine. More than one Infiltration covert operation has been carried out by a defector who is actually a double — or even triple — agent. In some cases, entire agencies have turned, much to the embarrassment of their faction.

DOMINATION
Skillset: Ballistics, Close Combat, Pilot, Psychology
Difficulty: 4; **Expense**: 4; **Faction Malevolence**: 2/4

Domination, or to be more specific, *rapid dominance* is sometimes referred to as "shock and awe." It relies on a superlative effort of violent force or military power to inspire logistical and psychological paralysis. The more spectacular and powerful, the greater the effect. Logistically, for an operative in the field to enact this covert operation requires careful planning and the GM is encouraged to spin this type of objective into a series of scenes, perhaps even multiple sessions. Domination is loud, flashy and great fun for a group that might like blowing stuff up with big guns and bad attitudes.

EXTERMINATION
Skillset: Ballistics, Discipline, Observation, Stealth
Difficulty: 4; **Expense**: 3; **Faction Malevolence**: 3/5

Perhaps one of the most extreme and difficult of covert objectives, Extermination is the systemic obliteration and dismantling of an enemy agency or group. It may not have a human cost directly but requires an almost pathological dedication on the part of an operative or group. Factions are reluctant to sanction these operations, but it could easily be the focus of a campaign involving the characters trying to enact or prevent this covert objective. It is recommended that GMs use this objective sparingly. While the factions might have the capacity for genocide, characters do not. Perhaps a character has a personal reason to hate a group, such as revenge. Some example Extermination objectives include "Wiping out the leadership of the Jade Orchid Yakuza" or "Destroying the Junkyard Dawgz gang."

EXTRACTION
Skillset: Extraplanetary, Hacking, Persuade, Thievery
Difficulty: 3; **Expense**: 3; **Faction Malevolence**: 2/3

Extraction is an operation wherein the objective is to secure an individual or group and remove them from their current predicament. The objective may be to rescue or "liberate" an individual (i.e. kidnap), so the target may not always be willing to be extracted. For some of the less moral factions, this may also involve "disappearing" people like political or ideological dissidents. Extraction operations



usually require several operatives working together. Kidnapping a wealthy corporate industrialist for ransom or rescuing a Yu Jing spy from an Ariadnan jail are examples of extractions.

IMPERSONATION

Skillset: Lifestyle, Observation, Persuade, Psychology
Difficulty: 3; **Expense**: 2; **Faction Malevolence**: 0/2

Despite the advances in technology, security is still vulnerable to covert threats like identity theft. All it requires is the right information, usually sourced from dossier of information, or jacket. With it, an operative can claim to be an individual, or representative of an agency or faction. This has a number of uses by the operative: gaining access to a facility, intercepting information, helping facilitate any number of other covert objectives, or just getting themselves out of trouble. An elaborate con or posing as a double for a military general are other examples a GM might want to include.

INCRIMINATION

Skillset: Hacking, Persuade, Stealth, Tech
Difficulty: 2; **Expense**: 2; **Faction Malevolence**: –2/2

An Incrimination covert operation is engineered to deflect attention onto a specific faction, agency or individual. Such operations can vary in their complexity, depending on how much detail the operative wants to go into. It may be something as simple as planting evidence. Or, it could be an attempt to create a trail of evidence leading to an opposing faction like planting fake files, or framing a military unit.

INFILTRATION

Skillset: Hacking, Stealth, Survival, Thievery
Difficulty: 3; **Expense**: 2; **Faction Malevolence**: 0/3

Unlike an Assimilation objective, Infiltration is rarely overt. Infiltration can take many forms: from a simple act such as conning their way past a security guard, to the creation of a new identity, a *legend,* or cover story. At the most basic level, it is the evasion of detection by an operative while



they secure their goal. Examples include sneaking behind Combined Army lines to scout and sabotage the enemy or a character conning their way into secure PanOceania facility.

INTELLIGENCE GATHERING

Skillset: Analysis, Education, Observation, Tech
Difficulty: 2; **Expense**: 1; **Faction Malevolence**: 0/1

Knowledge is power in the Wilderness of Mirrors. Intelligence Gathering to secure information is vital to the success of an operation. Usually leading to a *jacket*, or dossier of information, an operative builds up a collection of information relevant to their target. Observation, research, witness statements, online activity, and even the rubbish discarded by an individual can be of use in Intelligence gathering. Individually, such activities may not procure much information, but together they can build into a coherent picture. Watching troop movements or analysing financial accounts are other examples.

PROTECTION

Skillset: Ballistics, Close Combat, Command, Observation
Difficulty: 1; **Expense**: 1; **Faction Malevolence**: 0/0

Protection Operations are usually reactive to an external threat. The Protection operative may be a bodyguard to an individual, a guard for a facility, or sentry in a Quantronic Zone. Usually armed, their first duty is the security of the asset they are guarding and are aware that they are putting their lives at risk in the process. Protection details are often boring but can quickly become a matter of life or death when things become exciting.

RECRUITMENT

Skillset: Command, Lifestyle, Persuade, Psychology
Difficulty: 2; **Expense**: 1; **Faction Malevolence**: 0/1

Not all covert operatives start out the same way. Some may have drifted into the Wilderness of Mirrors by chance. However, in many cases they will have been recruited first by an individual or agency, who have a vested interest in getting the would-be operative on their side. Recruitment may involve physical tests, psychological assessments, and background checks of any prospective operatives. They may even be unaware that they have been recruited. Recruitment does not just cover covert operatives – a Recruitment operation can also cover non-intelligence related individuals such as street gangs or criminal informants. Rival Agent Handlers (or even other factions) may also be courted during a covert recruitment.

SPLITTING THE PARTY

Covert objectives can often lead to characters disappearing off to follow their own agenda, which can be a headache for the GM, and little fun for the other players. However, with options available such as Augmented Reality and geists, uninvolved characters can still remain with the action, so long as the GM provides the means for them to participate.

If the party does split up over the session, the GM should ensure to switch between each group, giving each of them equal time.

NAVIGATING THE WILDERNESS OF MIRRORS: A GLOSSARY OF TRADECRAFT TERMS

The following are list of tradecraft concepts and terms. A wealth of further information can be found online if the GM wishes to search for them.

Agent Handler: Introduced in the *Infinity Players Guide*, Agent Handlers are contact points for operatives with a faction or agency.

Asset: An Asset is an individual (or sometimes an item) that is of importance to an ongoing operation.

Back-Stop: The act of creating a *legend* or other fictitious background for a *deep cover* operation, often with a sense of urgency is a Back-Stop.

Blowback: Blowback is the repercussions, consequences, or side effects of a failed covert operation.

Brush Past: A Brush Past is a meeting between two operatives in a pre-arranged location with a view to exchanging information or items. It occurs in the real world, or a virtual one.

Burned: An agent that has been blacklisted by an agency, losing their agency status and any resources that agency provided is considered burned. They are *personae non gratae* with that agency.

Burn Notice: When a *burn notice* is issued to an operative, their agency status is revoked. They have no clearance, no support, and no recourse, and the operative is effectively blacklisted and *burned*.

Contact Protocols: Contact Protocols are the means by which an *agent handler* contacts their operatives.

Cut-Outs: In some cases, a handler may dispatch different couriers to deliver information to their agents. Cut-outs have the advantage of diminishing patterns of behaviour that may be vulnerable to counterintelligence, and they can also be used to effectively keep the handler anonymous.

Dead Drops: Dead drops are also known as *dead letter boxes*, although this use of the term has atrophied somewhat. Information can be left in and retrieved from a specific location or rotating set of locations. Such drops may be physical (buried in a nutshell at the base of a particular tree) or quantronic (posted using code phrases on an obscure forum) in nature.

Digital/Quantronic Footprint: The various histories that an individual creates online, their social media presence, online behaviour, browsing habits are their footprint.

Deep Cover: An undercover agent goes undercover in such a way that they may no longer be recognised by agents from their own agency.

Disavow: An agency officially denies that an agent is acting in their interests and is instead acting on their own.

Honey Trap: How an agent may entice a target into trap is a honey trap, often using a vice of the target such as money, drugs, or sexual favours.

Jacket: Jackets are dossiers of information and collections of files about a subject such as a person, site, or agency.

Legend: The fictional persona and background of a *deep cover* agent that corroborates their new identity.

Low Hanging Fruit: A low-security easily-accessible target (usually a computer system) is commonly termed low hanging fruit.

Moonlighting: When an agent enacts an *off-the-books* operation, they are moonlighting.

Off-the-Books: An unofficially sanctioned or illegal operation is off-the-books.

Operational Situation: An operational situation it the current circumstances of both the agent and any ongoing operation.

Pack: A group of operatives or pack participate in an active surveillance operation, usually taking it in turns to visually monitor, or survey, a target.

Pocket Litter: The miscellaneous material that a subject accumulates within their pockets such as handwritten notes, computer files, identity cards and other personal items is considered pocket litter.

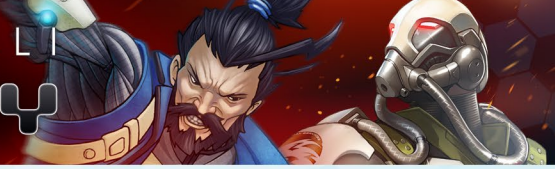
Social Media Penetration: Often used in PsyWar, Social Media Penetration is how an agent can analyse the target's social media and *digital footprint* to discover information such as work details, family life, and interests.

SCIF: Sensitive Compartmented Information Facility (pronounced "skiff"), is a term for a secure room. It can be a secure room or datacenter that guards against electronic surveillance and suppresses data leakage of sensitive security and military information. In *Infinity* terms, these low-tech high-security rooms are almost un-hackable as they rarely have any external network access.

Retired: An agent whose operational status is no longer active is retired.

Tinfoil Hat Brigade: This is a derogatory term for conspiracy theorists. Their spurious jumps of logic sometimes hit close to the mark, however (much to the consternation of the intelligence community).

Wetwork: An execution, assassination, murder.



SABOTAGE

Skillset: Close Combat, Stealth, Survival, Thievery
Difficulty: 2; **Expense**: 2; **Faction Malevolence**: 1/3

Sabotage covert operations deliberately set out destroy, damage, or obstruct something for political or military advantage. As well as traditional sabotage operations that target infrastructure, they can also provide a means of subverting a scheme or long-term-plans of a faction. Besides the more enduring methods like explosives, technology has brought hacking, viruses, and malware ushering sabotage into a new era. In addition, quantronic and virtual reality, AIs, and the EI have created an all-new battleground in the form of Infowar.

SURVEILLANCE

Skillset: Analysis, Observation, Psychology, Stealth
Difficulty: 2; **Expense**: 1; **Faction Malevolence**: 0/1

Observing a target does not necessarily have to involve a confrontation, and a careful observer can learn a great deal, provided they remain undetected. Surveillance Operations are often used to maintain a long-term watch on an individual or agency, from traditional stakeouts to surveillance drones. Usually those assigned to Surveillance spend many hours watching their targets, and commonly form a team known as a *pack*. The pack also helps to rotate individuals around so that there is less chance of detection, especially when following a target.

TACTICAL SUPPORT

Skillset: Analysis, Ballistics, Pilot, Survival
Difficulty: 2; **Expense**: 3; **Faction Malevolence**: 1/2

Tactical support is a role that varies from operation to operation. As well as providing logistical support such as transport or equipment and other materiel, it can also mean being one of the extra guns on an operation, providing covering fire, or long-range sniper skills. The Tactical Support role usually complements another covert objective in some way; even the getaway vehicle driver in a heist is a form of tactical support.

FACTION MALEVOLENCE

Each covert objective has a Faction Malevolence score associated with it, one for a successful outcome, and another for an unsuccessful covert operation.

Faction Malevolence represents a character's notoriety within a specific faction. Most covert objectives will not increase Faction Malevolence if they are successful (they are covert after all), while others can increase it significantly.

This can provide some extra book-keeping for a GM, especially as it is worked out on a per-character level, so some GMs may want to keep a tally for the group. It can also help heighten the Paranoia Level by a considerable degree.

ESCALATION

Raising Faction Malevolence has an effect called Escalation. At lower levels there is little or no effect, but as Escalation takes place, a character's reputation grows becoming more notorious which increases the dangerous consequences. The levels of Escalation and associated Faction Malevolence scores can be compared using the **Escalation & Faction Malevolence Table**.

OBFUSCATION AND DOWNRIGHT LIES: REDUCING FACTION MALEVOLENCE

A character can reduce their Faction Malevolence through other covert operations and story-based objectives, although once things have escalated to the level of A Clear and Present Danger, then perhaps only the judicious use of an Infinity Point can help (and some fast thinking by the character!). At the GM's discretion, the character's actions as part of a larger group may also reduce Faction Malevolence.

Covert objectives like Incriminate can deflect attention from a character, as can faking their own death, changing their appearance, running to the farthest reaches of the galaxy, or blackmailing a high-ranking official of the faction concerned into calling a halt. Of course, these are merely suggestions and the GM should reward any creative solutions.

ESCALATION & FACTION MALEVOLENCE TABLE

FACTION MALEVOLENCE SCORE	ESCALATION
1–8	**Under the Radar**. The character is largely unknown to the faction and can still take comfort in some anonymity.
9–12	**Person of Interest**. The character is flagged as someone the faction will need to keep an eye on. After all, there is no smoke without fire. Any Command, Lifestyle, or Persuade tests involving the faction add +1 to the difficulty.
13–18	**Wanted**: **Dead or Alive.** The faction is now actively looking for the character, possibly in relation to their crimes. It does not necessarily mean that the character is in danger. Some factions may be seeking to recruit them. Any Command, Lifestyle, or Persuade tests, or any social tests involving the faction add +2 to the difficulty.
19+	**A Clear and Present Danger**. At this level of Escalation, a faction is actively spending resources and tasking personnel to look for the character. It is in the best interests of the character to keep a low profile, as the faction now considers them Public Enemy #1. An Infinity Point is now required to enter social discussions with the faction without the risk of shots being fired first, with social tests subsequent to this made at +2 difficulty. Additionally, the character suffers +1 difficulty to social tests when interacting with anyone who recognises the character as being on the faction's 'most wanted' list.

PARANOIA LEVEL & THE WILDERNESS OF MIRRORS

As first mentioned in the *Infinity Corebook*, the GM sets the Paranoia Level of their campaign. The options here provide more campaign possibilities of Paranoia Level for the GM. There are also some tools for the GM to help increase the Paranoia Level during play. The following paranoia level outlines are suggestions for the GM.

BURDEN OF COMMAND

The **Burden of Command** sees the characters assigned to a warzone, perhaps one contested by the Combined Army such as Paradiso. As well as having to deal with the military threats of the EI within the digital realm and the Combined Army in the physical, the characters will also have to deal with the disparate factions within their own ranks. Even the environment itself seems out to get the characters with poisonous fauna and dangerous animals everywhere. Not only that, the characters may have non-combat responsibilities including scouting out terrain and gathering intelligence on Combined Army movements (and possibly other factions as well). This option is ideal for GMs and players who would very much like have a "war movie" campaign perspective. It also allows the GM to throw in some of the bigger vehicles and weapons of the *Infinity* setting, such as TAGs.

LOST IN THE WILDERNESS

In **Lost in the Wilderness**, the characters find themselves burned, or disavowed, after an operation. They promptly escape or are mysteriously released. As a result, they are on their own, without any agent handler and no support from their faction or O-12. There may be a number of reasons why, but the characters find themselves utterly adrift in the Wilderness of Mirrors. Allies will be hard to find, but the characters are desperate to clear their name and restore themselves to their former position — and perhaps find out who burned them. In this sort of campaign, the characters are driven to find those responsible with the possibility to discover a multi-faction conspiracy. For the GM, this is very much a "layers of the onion" sort of game, with the impetus provided by the players. The characters may be looking for revenge, a way back into their agency/faction, or just looking to survive. This sort of campaign outline often mixes investigation objectives interspersed with bouts of combat should the characters be located or attempt to find a source of information.

NO ONE IS WHAT THEY SEEM

In **No One Is What They Seem**, there are moves and countermoves within the Wilderness of Mirrors. Every faction circles the other, looking for an opportunity to bring the other down. Betrayal is the norm, and every NPC serves themselves, following their own agenda — even the character's agent handler. Remaining ostensibly dedicated to their faction, their loyalty is ultimately to themselves. Every character has a single covert objective or more, and the world is a dynamic one of deceit and *detente*. In this kind of campaign, even the smallest decisions have consequences. The characters have some measure of power, but so do the NPCs. In these games, it is not what you know but also who you know. The **No One Is What They Seem** campaign is one for GMs and players that enjoy political intrigue over aggression.

UNITED WE STAND, DIVIDED WE FALL

In **United We Stand, Divided We Fall**, the characters are tasked by Bureau O-12 to police the factions attempting to unite at least some of them. There are obviously going to be issues involved with the factions themselves being less than enthused at what they view as O-12 interference in their affairs. This campaign option sees the characters uncovering corruption and shining a light on the conspiracies within — and between — the factions. With the PCs uncovering the "dirty laundry" of powerful individuals among the factions, the characters may come under attack from shadowy forces with no oversight, possibly even from O-12 itself. This campaign has a strong investigative slant, as well as being heavily reliant upon the Wilderness of Mirrors.

WE'RE NOT ALONE IN THE NIGHT

We're Not Alone in the Night takes the characters to the stars and the Circulars. They deal with strange and outlandish individuals inhabiting the Circulars, orbitals, Jump Gates, and Vila Boosters. As agents of Bureau Hermes (the Circular branch of O-12), PCs will also have to contend with the private security of the Imperial Service and the Knights of Santiago, Haqqislamite caravanserai, and Nomad traders. The Wilderness of Mirrors and the various turf wars add to the tension. In the Dark Between, raiders lurk close to the jump gates and orbitals. And the Starless Void itself is not empty. Rumours exist of ghost ships and strange creatures haunting lifeless asteroids. And in some places, the near-complete wreckages of Combined Army ships exist, with dormant systems. For now. Across the Orbitals, the characters may also encounter the Tohaa in far larger numbers who bring their own unique brand of intrigue to the Wilderness of Mirrors (and opportunities for epic cultural misunderstandings). A GM planning to run an all-Tohaa group or a

game heavily focussed upon exploration or space (and space travel) may want to consider this as an outline.

TURNING THE SCREWS: THE PARANOIA LEVEL TOOLKIT

This section covers several tools a GM can use to inspire a reaction in their characters regarding the Wilderness of Mirrors.

FACTION MALEVOLENCE

As their Faction Malevolence increases, a character may begin to find that the relevant faction begins to actively seek them out, broadcasting the character's appearance on the communication networks, offering rewards for information, and the like. Family and friends are questioned or worse by the faction's representatives. Mysterious Infowar attacks target the character's social media or credit accounts. No matter where the character is, the faction's presence is felt. In this respect, the character has very good reason to feel paranoid and that someone is definitely out to get them.

IMMINENT PERIL

In the same way that Faction Malevolence can unnerve an individual, Imminent Peril affects the whole group. Dangerous situations involve the PCs relentlessly, possibly the result of bad luck or some agency behind the scenes putting the characters into these situations deliberately. As an example, an Extraction operation is deliberately blown by an NPC, leaving the characters trapped in a building and forced to fight their way free. The NPC has also hired mercenaries to take on the characters when they escape. Even when they do escape, a vehicle chase ensues, and when they get to their extraction point, there are more mercenaries waiting for them there. Imminent peril situations rarely give the characters a chance to draw breath, and although tricky for the GM to run, they are immensely rewarding for the group.

THE INTERROGATION AUDIT

Prior to the character's next mission they are called in to give their mission report from their previous assignment. Every aspect is examined and critiqued, and they are asked for their personal assessment, with pointed questions. The GM takes the role of



an interrogator debriefing the team. It puts the characters on the spot and also gives a handy recap of previous sessions.

NO COVERT OBJECTIVE

Ideally, every session of *Infinity* RPG should have covert objectives, but sometimes by their omission, a GM can raise the Paranoia Level, as each character assumes the others have covert objectives.

NO PLAN SURVIVES CONTACT WITH THE CHARACTERS

Or how **Randomius Factoria** ruined their lives. No matter how well they plan, or how well they conceal their covert objectives, there is always the slight chance that at some point something will happen where no contingency was included.

The **Randomius Factoria** events from **Chapter 2: In for a Penny** (see p. 13) can be used to make the lives of characters engaged in covert operations very interesting (in the Yu Jing sense of the meaning).

Example: A team of characters are attempting to escape the city of Inverloch on Planet Dawn after a raid on a Corporate facility where they have acquired the latest research in Ariadnan chemical technology. The characters are confident, and one in particular has the Courier covert objective. This covert objective consisted of acquiring the prototype synthesis for a new meat flavouring concentrate. It could fool even the most accomplished gourmand into thinking they were eating Earth-born corn-fed beef instead of three-day-old Auroch meat.

The GM decides to use some *Randomius Factoria* elements as possible Heat expenditures: in this case, *Raiding Party* and *Escaped Animal*. The GM decides that for 2 Heat points, an Antipodes raiding party has scaled the walls and somehow released an Ariadnan Brown Bear as a distraction — hungry and following the scent of the concentrate even through the secure vial.

So what does this mean for the characters? As well as having to get out of the city, there are now rampaging Antipodes and a stalking apex predator to deal with. Possible complications involve the concentrate being spilled over the character when the vial breaks and having an adverse effect on any local Wulvers or Dogfaces.

NPC GOALS AND INFINITY POINTS

The GM is advised to make it very clear that NPCs often have their own agenda or objectives regarding the characters, possibly with hostile intent. It is the nature of the Wilderness of Mirrors. As a reminder, a Nemesis NPC can also spend 3 Heat to gain 1 Infinity Point. This gives them the same access to a Story Declaration spend as the characters, in addition to the other Infinity Point spends. NPCs can also spend 1 Heat to act first, before the characters (*Seizing Initiative*, *Infinity Corebook* p. 99). Judicious use of both Heat and Infinity Points in situations like these can keep the characters on their toes, especially if the characters are involved in covert objectives.

PARANOIA NOTES

Notes are often passed between the players and the GM, especially relating to the intrigues, objectives, and subplots of the Wilderness of Mirrors. Paranoia notes are usually notes written with "This is a Paranoia Note." So long as the player or GM play along and give the impression that there is something of importance on the note, it adds a new level of intrigue and makes other players think that there is something secret going on, especially regarding covert objectives. Of course, it helps if notes are already passing among the group. Blank notepaper and an envelope (with the character's name on it) make for a good prop during play so messages can be exchanged.

TURNING ON THE HEAT

Heat can be used to elevate Paranoia Level. A basic rule of thumb for the GM is "Show, don't tell." For example, expending a point of Heat allows a GM to summon reinforcements becomes far more entertaining if the PCs suddenly turn a corner and find more of the enemy in a fireteam directly ahead. Heat can also be used to create suspenseful moments, usually for 1 point. Some examples:

- The character stands victorious amongst their fallen enemies, then they hear the click of a pistol safety being released behind them.
- The item the group has been sent to steal is too heavy to carry.
- A character suddenly notices the area where the firefight takes place has pipes (or tanks) marked "FLAMMABLE" or "EXPLOSIVE."
- Footing becomes treacherous from blood or ice.
- The terrain is covered with sharp objects such as razor-sharp rocks or working industrial equipment making traversing the Zone more difficult (or dangerous).
- During an Infowar, a character suddenly becomes aware that an AI (or other vast and malign intelligence) has taken an interest in the event and is spidering (or indexing) their activities.

CHAPTER 8

TRI-ASPECT CONFLICT

Although there are many aspects to consider for successful GMing, the advice within this guide will encourage that success. Many of the salient points already covered are non-mechanical, or outside of the rules, but there are also several elements of the rules system that can be made easier with advice and practice. Many GMs also like to include home-brew rules that cover unusual situations or else institute alternative rules to better suit the style of their game. The purpose of this chapter is to offer advice and alternative rules for the scenes that encompass the fast-paced conflicts of the Human Sphere: Action Scenes.

PLAYER & GM INTERACTIONS

Every roleplaying game inherently builds upon interactions between the person unfolding the story and the players who drive the narrative. There are few areas, however, where either a GM or a player can draw upon a character's attributes in order to influence the game. Two elements of the *Infinity* RPG that allow this close alignment to happen are traits and Infinity Points.

TRAITS

Traits are a powerful tool that provide both the player and the GM with opportunities to draw upon a character's shady past, hidden flaw, or nastiest quality, often at the worst possible time. This dual accessibility can make a trait either a source of enjoyment or potential point of conflict between the GM and their players, the latter of which nobody at the gaming table will wish to experience. The advice offered here will hopefully help to avoid potential flashpoints surrounding an area that allows a GM to directly influence a PC's outlook and actions.

Despite having mechanical triggers and occasionally being attached to complications introduced by the GM, traits are roleplaying opportunities for



the player that employ elements of a character's personality and history.

DEFINING TRAITS

The Character Traits playtest tip on p. 39 of the *Infinity Corebook* defines a trait as: a single word or short phrase describing something important about a character. Taken in context with the final sentence of the same sidebar, however, it is recommended that those who are willing go a little further in noting defining features related to each trait. These defining features need not be noted immediately – which may particularly be the case during character creation, when players are itching to get underway – but some development beyond the initial word or phrase will go a long way to avoiding tensions when traits are brought to the fore.

Despite there being little room to note such additional observations on the Traits section of the standard character sheet, further explanation can be given under the Additional Lifepath Notes/ Events heading. Salient footnotes might include common triggers, typical reactions and depth of response, and any conditions that might need to be met to alleviate the trait.

TRIGGERING TRAITS

Somewhat uniquely for a feature possessed by a character, traits may be invoked by either the player or GM. Players pay 1 Heat and net themselves an Infinity Point in return for bringing the flaw to the table, whilst GMs either spend 1 Heat, or else reduce the Heat cost of a complication that has been created which is relatable to the trait. Regardless of the manner that is used to invoke the trait, it is always the player who delivers the character's response to the invoking of a trait; traits are not an opportunity for the GM to take control of a PC's actions.

GM Invoked: Before invoking a trait, GMs should pause for a moment and consider the impact taking such an action will have on the session. If it will simply annoy the player and slow down the game, then they should reconsider their timing. On the other hand, if the triggering of a trait will unlock interesting avenues of play, heighten the drama and tension, or even provide a moment of comic relief, then the trait will be serving its purpose. There is no harm in building specific Heat complications into scenarios that relate directly to a character's trait, as this can help personalise sessions and campaigns for the players. GMs should once again ensure that doing so will add more than simple hindrance or annoyance to the game however.

Player Invoked: Infinity Points are a very useful resource for the PCs to draw upon in dire situations (see *Infinity Corebook* p. 35). Encouraging the triggering of traits to regain Infinity Points not only promotes the flow of a valuable boon that will, at the very least, prevent a game from stalling due to the PCs being victims to poor dice rolls, but will also encourage the players to consider the game through the eyes of their characters as they consider how to react to the trigger. Care should be taken, however, to ensure that players aren't just invoking traits unnecessarily for the sake of regaining an Infinity Point. Unless obvious to the GM, the player invoking the trait should be required to explain how the situation or event relates to the triggering of the PC's trait. The GM then has final veto on whether an Infinity Point is regained or not.

MANAGING DIFFICULTY

One of the most basic responsibilities of the GM encompasses determining how difficult a given situation should be, from skill tests to encounters. There is some well-grounded advice available within the *Infinity Corebook* (see p. 406). Although some of that material is repeated here, it is presented with a view to expanding upon the original content.

SKILL TEST DIFFICULTY

Skill tests in action scenes often have specific difficulty ratings, but there are baseline difficulties, and GMs should feel free to alter those difficulties based on the situation at hand.

Tasks can often be assumed to require a difficulty of (D1), which represents typical conditions for a task that has no guarantee of success, though it is still quite straightforward to accomplish. If no other factors influence the task, then it can be left at (D1).

As discussed within the *Infinity Corebook*, however, there are a number of factors that can increase or decrease the difficulty of a skill test. The GM should only apply those that influence a particular skill test. To expand upon the bracketed example (see *Infinity Corebook* p. 406), trying to patch up a severe wound might be a (D2) Medicine test normally, but attempting this in the back of a moving vehicle being driven at full speed – introducing Random Motion as a factor – may increase the difficulty to (D3), while additional Distractions or Disruptions in the form of explosions and gunfire might increase the difficulty to (D4).

The differences between the difficulty levels can be quite significant, and the highest difficulties can be near impossible for some characters to achieve under normal circumstances. GMs should bear this in mind when determining the difficulty of tasks

TRAITS TO GO

If a player is willing, take a moment with them to explore what the triggering of a trait means to their character when one is invoked. Simple single-word sub-headings can then be noted beside the trait to provide roleplaying inspiration when it is triggered again. Words such as anger, paranoia, timidity, revulsion, and many other emotional responses will help guide a PC's response when a trait is stimulated. In line with a character's statistical and representational journey, such one-liners can grow, alter, or disappear altogether during their journey.

PLAYER ADVOCATED

Running a game will keep any GM busy, with even the best GMs sometimes losing track of player interaction and reaction as they pause to look up stats or rules. Asking the players to nominate characters that aren't their own for Infinity Point awards as a result of good roleplaying or heroic action can alleviate one of the many pressures involved in running a game. It can also aid the group in feeling more like a team thanks to the act of nominating each other's characters for rewarding gameplay.

REPEAT AGAIN: DEFAULT TO YES

Characters in *Infinity* are competent professionals who are unlikely to fail at routine tasks. If they aren't threatened, distracted, or injured, and if there is no consequence for failure, it's usually better to simply assume that they succeed instead of calling for a test. If the roll doesn't matter, don't roll; default to yes!



HEROIC ACTION

When setting a difficulty, GMs should keep in mind that the PCs are more than capable of performing average tasks heroically and accomplishing heroic tasks that are beyond the reach of others. These two facts are what stories are made of after all. It may be tempting to inflate the difficulty of a test unnecessarily so as to make a task more challenging but doing so would rob a PC of the opportunity to bask in the rewards of their success. Use the system to empower their actions. If a task feels simple, keep it simple.

PAINFUL DISTRACTION

As an optional rule, the GM may choose to spend 1 Heat immediately following a character suffering a Wound, Breach, or Metanoia. If the GM does so, the difficulty of the first skill test made in the same or subsequent round to the Heat spend is increased by one step. This effect wears off after 1 round, whether or not a skill test is made in the same or subsequent round.

UNFAMILIARITY OR COMPLEXITY

Performing complex or specialised tasks, or tasks that the character has little experience in, increases the difficulty. This is subject entirely to GM's discretion and will vary from character to character and situation to situation. A first responder may have little experience of neurosurgery, for example, while an engineer or scientist may struggle when confronted with advanced or strange technology.

and ask themselves whether an intended action will require a herculean feat to be successful.

The following factors originally appeared within the Difficulty Factors Table, but have been expanded here to provide additional depth to the influencing factors that can affect a skill test difficulty, particularly in regard to Infowar scenes (see *Infinity Corebook* p. 406). Note that not all of these difficulty increases are likely to influence a given skill test as some are more applicable than others.

Combinations: If there are multiple elements that individually are not enough to warrant a penalty, a combination of conditions can collectively increase difficulty by one or more steps, i.e. dull light and light drizzle could combine to add one difficulty.

Difficult Terrain: Slippery floors, sheer surfaces, deep snow, dense foliage, heaps of refuse, or even dense crowds all make movement-related tests more difficult. At the GM's discretion, difficult terrain conditions can increase the difficulty of movement-related tests, or even require a test where none would normally be required. In an Infowar context, difficult terrain can be related to poor connectivity or reduced data-handling capacity (slower network speeds).

Disruption or Distraction: The efforts of hostile creatures or characters to interfere can impose an increased difficulty, depending on how severe the interference is. Disruptions can be as obvious as melee or ranged attacks made against, or affecting others, close to the acting character, or may be more obscure but equally as distracting, such as loud noises intruding on a character's focus to affect a test that is otherwise unrelated to hearing.

Distance: If a skill is usable at a distance, every range category beyond Close inflicts a cumulative +1 difficulty. Ranged weapons, of course, use their effective range category as a baseline, increasing the difficulty by one step for each range category outside of their effective range.

Environment: Whilst this encompasses strange and alien environments, it also relates to extremes of more conventional environments. Operating in extreme heat or cold without adequate protective measures can impose one or more difficulty steps.

Equipment: A character performing a task without the proper tools — including broken or damaged tools — increases the difficulty by one step. In some cases, performing a skill test outside of a proper environment (a workshop, a laboratory, a library, etc.), may make a test more difficult by one or more steps as well, but if failed, the test can be retried within the preferred environment later. Using a damaged or defective Hacking Device will certainly make Hacking attempts or specific Hacking Actions more difficult.

Foreign Language: All social tests where the characters do not speak the language fluently are more difficult by one step. In Infowar terms, this will include strange or archaic code.

Lighting: Increasingly dark conditions impose progressively higher difficulties to Observation tests and other tests reliant on sight. A bright moonlit night may increase difficulty by one step, a cloudy night by two steps, and complete darkness by three steps. Conversely, extremely bright light, or moving from an area of darkness into bright light (or vice versa) can impose increased difficulties. Bright light can impose similar difficulty increases to Stealth tests (see Stealth Modifiers sidebar, *Infinity Corebook* p. 105).

Noise: Moderate noise, such as a crowd, machinery, or traffic, increases difficulty by one step for tests that involve an audible element. Loud noise (gunfire, angry mob, construction work) increases difficulty by two steps. In Infowar terms, attempting to interpret noisy data can impose similar difficulties. (Noisy data relates to data that includes corrupt code or data containing additional information that is ultimately meaningless.)

Random Motion: Strong winds, crashing waves, or simply the shifting of a moving vehicle are often enough to hinder a test. Skills relying on concentration, a steady hand, or a controlled environment increase difficulty by one step when affected by random motion. (Including Hacking tests.)

Social Factors: Psywar factors are largely covered on p. 124 of the *Infinity Corebook*.

Weather: A character exposed to harsh weather (wind, rain, snow, fog, etc.) may increase difficulty by one step. Extreme weather such as blizzards or winds bordering on hurricane strength increase the difficulty by two or more.

ENCOUNTER DIFFICULTY

An average combat encounter challenges a group of PCs if it consists of Elite NPCs numbering between one-and-a-half to two times the number of PCs, rounding up. More NPCs can be included to a fight to make it tougher, but these baselines are a starting point for GMs to create battles that are easier or more difficult.

This represents a basic approach to structuring an encounter, however, and requires a degree of judgement on the part of the GM. Elite NPCs are obviously not the only type available, and



individual NPCs vary in power, beyond the rough target categories. Replacement of Elite NPCs for other categories is covered on p. 408 of the *Infinity Corebook*. Additional factors are also identified to influence the difficulty of an encounter, including the number of actions available to the NPCs, PC experience, the environment of the scene, and opposing forces.

Number of Actions: The number of actions available to NPCs is straightforward, with additional NPCs providing more available actions once the PCs have acted, or serving to act as a buffer so that the NPCs *can* act once the PCs have finished decimating their ranks. Including too many NPCs, though, risks overwhelming the PCs and slowing down the action. (Though the use of fireteams can alleviate the latter.)

PC Experience: The relative experience of the PCs will also be a factor to an encounter. The guidelines taken from the *Corebook* assume that the GM is designing a scenario for relatively fresh and inexperienced PCs. Characters that have survived one or two missions and have several talents to draw on might find themselves facing two to three times their own number of adversaries, whilst characters that have a wealth of talents and significant depth of skill training could raise the multiplier as high as four. Again, as with including additional NPCs to influence the number of actions, beware of inflating the numbers to unmanageable or detrimental levels. GMs should perhaps consider using multiple Nemesis level opponents instead. It is entirely believable that as the PCs become more powerful and influential, individuals and organisations will bring more substantial assets to bear against them.

Environmental Factors: Environmental factors can be assigned that provide additional benefits to those participating in a scene. The possibilities available within the *Infinity* universe are as wide-ranging as the scope of the setting itself. Locations affected by odd gravity conditions or strange weather effects, extremes of temperature that induce conditions in characters not accustomed to them, underwater and zero-g environments, atmospheric conditions — the potential variations are bewildering. Interesting environments can be used to not only provide



benefits to those accustomed them, or penalties to those who are not, but also bring the strange and exotic environments of the Human Sphere to the forefront.

Opposing Forces: Heat is another important factor that can shift the balance in battle, which is entirely by design. Heat is an effective tool for tailoring an encounter to the PCs abilities during the game. As a source of potential calamity with effects that can have an impact beyond action scenes, Heat is discussed more comprehensively under the very next heading.

You're feeling the heat? When you've been chased across the Tien Shan by the full force of the Kyrgyz, then you can come and talk to me about heat! A few questions from the Djanbazan are an inconvenience compared to that.

Conversation overheard in an unnamed bar of the Al Whakka Caravanserai Winter Hall. Source unknown.

HEAT

Heat is undoubtedly the GMs largest direct influence on gameplay. It can be considered the GMs yin to the players' yang, the cause and effect mechanism of the players' actions, the karma that returns to bite their posterior. Throughout the course of a game, the Heat pool will naturally shrink and grow as the PCs add to it from their actions and the GM brings it back into play against them. The use of Heat can be a fine art to master. A large pool adds tension to the game for the players as they begin to wonder what terrors the GM is keeping in store for them, although holding on to Heat too long risks seeing the session end and the entire pool wasted.

HEAT MANIPULATION

It is worth mentioning here that Heat can act as a metagame focus, with players manipulating the pool using their own personal tactics from outside of the game. If this occurs regularly, it should be discussed outside of the session so it can be avoided in the future. The Heat pool is a game mechanic that the PCs are obviously completely unaware of. Players having their characters avoiding taking risks or pushing their luck to prevent the Heat pool from growing are acting outside of the spirit of the game and ultimately stifling their own enjoyment as the sessions devolve into bland affairs that lack excitement.

Conversely, GMs should avoid pooling Heat towards critical encounters to decimate the PCs with powerful combinations. The *Infinity RPG* isn't designed with the intention to pit the GM against the players, but rather to help a group of people tell tales of heroism in the exciting and fast-paced future of the Human Sphere. Heat should be viewed as a medium to build excitement and danger into the game, not as a platform to conduct overwhelming assaults against the PCs. If a GM reaches a critical encounter with little or no Heat to hand because the pool has been used to provide excitement and danger along the way, they should still take heart, as even the most prepared of villains can sometimes be caught flat-footed.

The GM collects Heat. The players observe the action and understand that continuing to push their luck will eventually result in severe reprisal, or perhaps several smaller calamities. The GM should encourage and assist the players as they ride those peaks and troughs, thereby invigorating the game by aiding them in channelling those highs and lows through the reactions of their player characters.

MECHANICAL TENSION

The Heat pool will inevitably grow as a result of the PCs' actions; either paying for additional d20s to bolster their chances of success, paying to take Reactions that improve their odds of survival, or rolling complications that are banked to inflict payback later. Conversely, Heat shrinks when the GM employs similar actions through NPCs or introduces hazardous effects in other ways. In this way, the amount of additional influence the PCs apply to a situation provides the GM with an opposing force that can and will punch back. Otherwise mundane

THE METAGAME

Using a rough depiction, metagaming is a player making a decision for their character based on their own knowledge, rather than that of their character. A player going out of their way to purchase a Multispectral Visor because they're aware the GM bought some new Shasvastii models specifically for the game, for instance, would be a clear-cut example of metagaming.

The act of metagaming can sometimes be a tough deed to call. Fast-flowing scenes can sometimes lead to players making calls for their characters that might be reflective of their own personalities, as opposed to the PCs. To keep the action flowing, it is recommended that GMs give their players some leeway in such cases. A low-key discussion at the end of the session around any such decisions will hopefully help them to reflect before any future occurrences.

With a little thought, even blatant metagaming can sometimes be viewed from the PC's perspective, rather than the player's. To bring the experience back to the game, the character, and the setting, GMs should take a little time to talk such occurrences through with the player. If it can be agreed that the intended action or conclusion is something that the PC would eventually reach for of their own accord, then play has been successfully reconnected to the game. Otherwise, the player should be gently reminded that their character is acting on knowledge that they do not possess within the game.

A player who has a hot-headed, low intelligence melee master for a character, for instance, should generally be seeking to charge first and ask questions later. If they suddenly start reaching for a Hacking Device to deal with an opponent they have never met because the *player* knows it will have a better chance of overwhelming their defences, then it will likely be a good time to pause the game and discuss the PC's response. If the PC's intended actions can be explained through game knowledge, then let the character crack on with it, but if the player can only justify the response through their own knowledge or mechanics, they likely need to be considering an alternative course of action for their character.

scenarios can therefore become unexpectedly challenging, whilst adversaries are furnished with the means to adjust to the PCs' actions. In an abstract fashion, the economy of Heat is a series of transactions between the GM and players that provides the fuel for heroic actions and reactions from the PCs.

Heat can be used to trigger sudden changes in the environment, bring in reinforcements on the fly, create or exacerbate complications, or explode other problems. Missions and campaigns in the *Infinity RPG* often revolve around an escalating series of obstacles. Resolving one problem leads to another, which then leads to several more. Situations evolve and rapidly resolve into new challenges, rarely do plans go the way they are intended, and unforeseen difficulties are the order of the day. When viewed from the abstract perspective, the Heat mechanic provides a way of keeping the players on their toes and reminding them that a story where everything is easy and goes their way soon becomes monotonous and predictable.

INTERACTIVE HEAT

Although the Heat pool may only be drawn upon by the GM, the ebb and flow of points due to the exploits of both the GM and players makes it a focal system interaction. Not only does it act as a counterpart to Momentum, Infinity Points, and resources such as Reloads, it also serves as distinct interface between the PC's missteps and risks and the successes of non-player characters.

Within the setting, the Heat mechanic represents something ever-present in the minds of those caught up in the danger and intrigue of the Human Sphere. Heat is every mishap that could happen, every problem that could arise, and the pressure applied by clandestine agencies and the machinations of faceless hypercorps, all played out through the medium of the Wilderness of Mirrors. In the remote places that harbour alien life, Heat is an almost palpable presence of menace and terror. Now that humanity has spread across the stars, they have found the universe to be a vast and indifferent place that hides malicious intellects and alien monstrosities. Against this backdrop of tension and conflict, it needs only a few short steps for a person to begin nursing spiteful intent.

Due to the unseen dangers that are not yet evident and the new problems that can rapidly crop up, an abundance of Heat makes a situation a potentially calamitous one irrespective of the visible perils. Tension and Heat are inextricably intertwined for player, character, and GM alike.

ADVERSARIAL HEAT

NPCs use Heat in the same way PCs use banked Momentum to purchase additional d20s for a skill test, increase the difficulty of tests against them, reduce the amount of time required for a task, and more. Similarly, the GM may spend Heat from the pool to activate any NPC ability or action that spends Heat such as Reactions. Unfortunately for the NPCs, however, suffering a complication will cause the Heat pool to shrink rather than grow, as would be the case with a PC experiencing a complication. The one exception to all of these opposing features is voluntary failure; NPCs can't gain Infinity Points, so there's no point in them using the voluntary failure rule.

SOURCES OF HEAT

Heat can be derived from multiple sources:

- **Alternative Momentum**: A PC might want the benefit of Momentum – such as buying bonus d20s or creating obstacles – but not have any available Momentum to spend. They can, however, choose to use Heat to generate the effect instead, to a maximum of 6 Heat per character per round.
- **Complication**: If a PC suffers a complication, the GM may add 2 Heat to the pool for later use in place of introducing an immediate negative consequence.
- **Reactions**: The PC pays Heat to take Reactions; 1 for the first, 2 for the second, and so on.
- **Voluntary Failure**: If the GM agrees, a PC can voluntarily fail a skill test. If this occurs, the GM gains 1 Heat, and the PC 1 Infinity Point.
- **Threatening Circumstances**: The environment or circumstances of a new scene may be threatening enough to warrant adding 1or 2 Heat initially, or it might continue to add Heat to the pool whilst the PCs remain there (see next section). Similarly, some NPCs may generate Heat just for turning up or when taking certain actions.
- **NPC Momentum**: Lacking a group Momentum pool, NPCs cannot bank Momentum like the PCs can. Instead, NPCs can add 1 Heat to the pool for each Momentum unspent.

HEATED ENVIRONMENTS

A particular scene, environment, NPC, or combination of the three might be considered as so inherently threatening that they add Heat to the pool just by their mere existence. Certain strange or dangerous environments might naturally generate 1 or 2 Heat, for example, thereby representing the innate peril of the location. Some environments are so inherently deadly that they generate Heat continuously during each round that the PCs tarry there. The ruins of the ZuluPoint Research Centre on Paradiso – a site that now teems and pulses

A PEEK BEHIND HEAT

NPCs use Heat to access many of the expendable resources available to the PCs, such as Infinity Points, Reloads, and other types of disposable equipment. Tracking such resources for each NPC would be needlessly difficult for the GM, particularly as many of them only appear for a single turn in a single scene. Abstracting such resources into the Heat pool therefore reduces the amount of bookkeeping required across scenes, mission, and campaigns. After all, Heat is meant to make things more fun for everyone.

RPG, NOT PVP

Although it has been mentioned before, it cannot be reiterated enough: Heat is a tool of the game designed to inject drama, fun, and hijinks into the game. It is not a stockpile to be saved up and employed as a doomsday device in a devastating attack that the PCs could never hope to survive. The *Infinity* RPG encourages cooperative play for the enjoyment of all. This is not a winner-takes-all contest between the GM and PCs, and Heat should not be considered as a device that enables the GM to attack the PCs with the system's mechanics, but rather as tool to springboard heroic stories.



with alien life and excavation – might automatically generate 2 or 3 Heat each round as the dangers there are so inherently great.

Additionally, certain foes may bring Heat with them in the form of the Menacing and Threatening common special rules, representing the deadly threats that such foes represent. The effects of Heat-generating creatures can also be combined with the dangerous environments described previously. A deadly creature in a menacing setting might warrant both an immediate and continual Heat gain. Once the creature is dead or otherwise removed as a threat, Heat is no longer added to the pool as one part of the combined effect has been neutralised. Carefully planned Heat boons such as these will definitely serve to increase tension and also affect the encounter difficulty (see p. 86).

Such deadly environments should be used sparingly, however, as the players themselves through direct action or through the results of their dice rolls should always remain the main source of Heat.

COMPLICATED ASSOCIATIONS

Paying attention to the actions that generate Heat during play can provide useful information that can serve as inspiration for triggering later complications. As an abstract mechanic, Heat doesn't require this kind of direct connection of course, but that doesn't mean it can't be a useful seed for improvisation. Associating Heat to the story or PCs will provide additional depth and meaning, making complications seem smooth and relatable.

SPENDING HEAT

Much of this chapter has so far covered the use of Heat as a tool to make scenarios more interesting or balance encounters, so an examination of how this is best achieved is certainly in order.

COMPLICATIONS

A complication, as described on p. 30 of the *Infinity Corebook*, means that something unfortunate has happened to make a character's life more difficult. Acting independently of the skill test's success, complications introduce an irritating, sometimes dangerous, obstacle to trouble the PCs. Part of the nearby roof collapsing during a rooftop chase (requiring suitable tests to avoid tumbling through the hole), a weapon snagging mid-firefight (prompting a Ballistics test to avoid it jamming), or a contact becoming offended at their treatment from a PC (necessitating some smooth-talking to avoid losing their future services), are all examples of standard complications. Generally, a complication is something that offers a potential impairment in the short term.

There are three broad types of Heat spends, as summarised and expanded upon below:

Minor Complication: 1 Heat will create a minor complication, which should generally require a Minor Action to address. They're nuisances, rather than serious threats. A minor inconvenience might be a momentary distraction that draws attention, a fleeting glitch that causes an irritation, or a comlog notification that interrupts a negotiation. A PC draws on their iron **(D1) Discipline** to ignore the distraction and take the shot, barely registers the glitch thanks to their **(D1) Hacking** skills or uses their **(D1) Persuade** skills to apologise for the intrusion.

Standard Complication: The expenditure of 2 Heat or a PC rolling in the complication range when making a skill test will trigger a standard complication. As more significant distractions, they will require more focussed attention or the outlay of resources to overcome. If the problem does not involve the loss or resources, it normally takes a Standard Action to overcome. The momentary distraction is instead an unavoidable tremor (D2) that requires a fine balance to keep the weapon on target, the glitch becomes a power drain that swiftly requires a new power source (1 Part), and the comlog notification turns into a torrent of unavoidable messages that draws the diplomat's attention from the negotiating table (allowing their opposite number to attempt something unseen).

Serious Complication: Spending 4 or more Heat or combining the results of multiple instances of d20s rolling in the complication range on a single skill test will create a serious complication. Serious Complications create severe issues or persistent effects, either of which will require the PCs to expend great effort to overcome or work around. In an action scene, several actions will be needed to overcome a serious complication. The tremor is an earthquake that affects balance and movement throughout the entire scene (perhaps spawning additional Heat spends to avoid damage from rubble), the power drain is an electromagnetic phenomenon affecting all power sources in a wide area (with additional Heat spends causing feedback spikes that gnaw at Firewalls), and the diplomat's opposite number strides from the room in anger (potentially summoning bodyguards who seek to intimidate the diplomat's Resolve).

DRAMATIC ENVIRONMENTS

Dramatic scenes often play out in exciting environments: windswept landings atop towering skyscrapers, the turbulent shallows of a river crossing, a bustling and unfriendly marketplace, below-deck on a sinking ship, a thin wire bridge suspended over a jungle chasm, a rocky cliff while waves thunder against the jagged shore, or even more outrageous locations. When defining or designing important encounters, the GM should try to use dramatic or interesting locations wherever possible. For the most part, encounters happen at a time and place designated by the GM, so there is no reason to use bland or uninteresting places. A particularly useful means of choosing a setting is to determine what is at stake, using the choice of environment to either emphasize or provide a dramatic counterpoint.

Furthermore, the GM should frequently attempt to use Heat to tie a thrilling description to actual gameplay, by putting the environment into motion in some fashion, or by taking obvious elements from its description and quantifying them in terms of Heat spends. This can be tricky, as the effects of the environment are associated to normal environmental effects, meaning they might normally arise or worsen due to complications. Additionally, environmental effects often affect the group rather than a single PC. Dramatic environment that are doubling as a source of Heat generation are doubly exacting on the PCs, so care should be taken to more finely balance the encounter (see p. 86).

In a similar manner to complications, dramatic environments produce effects in four distinct levels: Minor, Standard, Impediments, and Hazards.

Minor Effects: These cost 1 Heat and appear in gameplay as things such as flickering lights, unstable floors, and thick smoke. They require an **Average (D1)** skill test where one normally wouldn't be necessary. This effect applies to a single character for each 1 Heat spent. The skill test affected should be determined when the Momentum is spent based on the effect it is tied to; lighting and concealment issues might affect Observation tests or ranged attacks, while unstable floors could affect movement-related tests. Alternatively, if an effect is persistent but minor, it might increase the complication range of a particular skill test by 1, causing all characters in an area to suffer a Complication for each 19 or 20 rolled when attempting the relevant skill for the duration of the scene.

Significant Effects: More significant effects are somewhat more varied, and cost at least 2 Heat. An environmental effect like this can come in almost any form, including effects such as darkness deepening to pitch black, clouds of insects acting as an irritating impediment, horrific stenches that cause retching, thick or slick mud; i.e. something that is not impassable, but will take time to bypass or contend with. A more detrimental menace than minor effects, they should increase the difficulty of any related tasks by one step for the duration of the scene, affecting everyone within range.



Impediments: Lingering impediments typically cost 2 Heat and increase the difficulty of all tests related to a single skill for the duration of the scene. Additional skills may be picked by spending 1 Heat per skill. This affects all characters in the area or zone. These often represent a significant change in circumstances in the environment. For example, part of a building collapses, which doesn't threaten to cause immediate injury but does make it much more difficult to move forward.

HAZARDS COSTS

EFFECT (DAMAGE OR QUALITY)	HEAT COST	EXAMPLES
1+2 (N) damage	2	
1+3 (N) damage	3	
1+4 (N) damage	4	An explosive booby trap or small rockslide.
1+5 (N) damage	5	An explosion containing large solid objects or a particularly aggressive Intrusion Countermeasure.
1+6 (N) damage	6	A large and deadly trap; a large rockslide.
Area	2	A large vehicle exploding.
Grievous	2	A massive boulder; a sharpened man-trap.
Incendiary X	Equal to half X, rounding up	A fire spreads around the player character, the roof catches fire and starts to cave in or molten lava in close proximity.
Knockdown	1	A log swung at shoulder height or Intrusion Countermeasure designed to feedback.
Nonlethal	Reduce overall Heat cost by 2	A sand dune collapsing on the player character or a fall onto soft ground.
Piercing X	Equal to half X, rounding up	Sharpened stakes or needle-like objects.
Stun	1	A gas designed to immobilize intruders or objects dropped from height.
Spread X	Equal to half X, rounding up	An explosion or corrosive substance.
Vicious X	Equal to X	Particularly virulent explosions or deadly instruments.

HAZARD DIFFICULTIES

TEST DIFFICULTY	HEAT COST OR DAMAGE EFFECT	SAMPLE HAZARD
No skill test required	-	Instant effects.
Average (D1)	Reduce Heat cost by 3	A river bank with an obvious ford, a small explosion with plenty of cover available, stumbling across a gruesome murder scene.
Challenging (D2)	Reduce Heat cost by 1 or double number of (N)	A river bank with no ford, a large explosion with some cover available, watching a friend murdered in cold blood.
Daunting (D3) or greater	Triple number of (N)	A whitewater rapid, a large explosion containing shrapnel with no cover available, watching a friend sepsitorised.

Hazards: Hazards inflict damage on the affected character. This can be any type of damage. Physical damage can come from factors like fire, collapsing structures, and other perils. Mental damage might represent horrific or demoralizing visual triggers, as well as other shocks and scares. Firewall damage can come from an Intrusion Countermeasure spiking back at a hacker. The number of points of Heat spent determines how much damage is inflicted, as well as any applicable qualities. This equates to 1+X (N) damage, where X is the amount of Heat spent (less any Heat spent to include additional qualities). The amount of damage and the qualities chosen should make sense for the environmental hazard represented. An alchemical explosion could logically have the Incendiary quality, while being sprayed with poison or some other corrosive substance makes the Biotech and/or Toxic effects quite fitting. A hazard's effects are automatic. Apply the damage immediately to the chosen character. To add an element of uncertainty, the GM may choose to allow characters a skill test of a type determined when the Heat is spent and appropriate for the hazard being avoided. The difficulty of this test may either increase the amount of damage that is inflicted or reduce the Heat cost of the hazard. The harder the hazard is to avoid, the more damage it inflicts or the more Heat it costs. **Average (D1)** reduces the Heat cost by 3, **Challenging (D2)** doubles the number of (N) or reduces the Heat cost by 1, and **Daunting (D3)** triples the number of (N).

OTHER USES OF HEAT

Beyond complications, the GM can use Heat to intensify challenges, harry the PCs, improve the effectiveness of enemies, and otherwise boost the level of opposition.

NPC Momentum: The GM may spend Heat in the same way that players use Momentum. As NPCs also pay unspent Momentum into the Heat pool, this basically means that the Heat pool is in all ways the GM's equivalent to the PCs' Momentum pool. This includes Momentum spends such as Create Opportunity for bonus d20s or Create Obstacle to increase test difficulties. GMs should strive to provide such spends with a narrative justification – each spend ought to make sense within the context of the situation.

NPC Complications: A GM can choose to spend 2 Heat from the pool instead of introducing a complication when an NPC rolls within the complication range on a skill test. As with complications suffered by PCs, each die that lands within the complication range is a separate complication, which can then be resolved separately or grouped together into more severe categories.

NPC Reactions: Elite and Nemesis level adversaries can attempt Reactions in the same manner as PCs, though they spend points from the Heat pool, rather than adding to it. Additional Reactions increase in cost exactly as for the PCs — 1 Heat for the first, 2 for the second, 3 for the third, etc.

NPC Resources: Reloads, Serums, Parts, and other expendable resources used to boost the effect of a skill test are not tracked individually for NPCs. Instead, an NPC receives the benefit of a single unit of a resource by paying 1 Heat. The normal limits for the use of these resources still apply.

NPC Special Abilities: Powerful or significant NPCs may have access to potent abilities or superior equipment. As noted in their descriptions, these abilities require the gamemaster to spend 1 or more Heat to activate them.

Seize the Initiative: In action scenes, the GM may spend 1 Heat to interrupt the normal action order and allow an NPC to act early during that round, rather than taking action once the PCs have finished their actions. The GM pays 1 Heat, chooses a single NPC or fireteam, and has them act immediately (see *Infinity Corebook* p. 99).

Summon Reinforcements: Sometimes, the PCs can plough their way through enemies, crushing them under Teseum-laced boots. At other times, the GM may wish to slowly increase the tension or add additional complexity to a key scene. Spending Heat to summon reinforcements is one sure way to accomplish the latter. Reinforcements arrive at the end of the current round and must arrive in a logical fashion, according to the situation and the environment. These new enemies cannot act in the round they arrive. Troopers cost 1 Heat to summon, Elites cost 2.

DIVIDING THE GROUP

Although it shouldn't be used regularly — due to introducing complications at the table, particularly in terms of metagaming — few circumstances complicate the PCs' plans like suddenly finding themselves divided. Coincidentally, this is also a wonderful opportunity for the GM to spend Heat to increase the level of challenges the group faces. Many things cause a divide, such as a door whisking shut behind part of the group, a section of floor collapsing beneath one or more of the PCs, or a data tunnel closing between network zones. Regardless of the means, some circumstance contrives to separate the PCs temporarily. When implemented, the group is divided into two (or more), with the GM deciding which PCs end up in each part of the group. The GM then pays a number of Heat equal to the number of PCs in the larger of the two parts of the group.

The two parts of the group cannot directly interact with one another until they find some means to reunite. Reuniting immediately may take some effort, determined by whatever split the group in the first place, but the separation only lasts until the start of the next scene, by which point the PCs have managed to find another way to regroup. Depending on how separated they are, the GM may even have the Momentum pool split into two or more, representing the lack of gestalt that comes with being separated.

The GM should endeavour to not to split the group unfairly, as doing so has already wrecked any cohesive strategy the PCs been relying on at the time of the separation.

ZONES

The chapter for **Action Scenes** in the *Infinity Corebook* (see p. 98) covers the basics for Warfare, Quantronic, and Social Zones, with further advice offered here on how best to identify them. When planning a Scene, consider how difficult it might be to cross a given zone. A wide-open warehouse floor or massive, low-traffic network could have correspondingly large zones, while a densely-packed bazaar or a negotiating table represented by different factions would have far smaller ones. Physical constraints, density of action, and intervening features can all help to shape the number of zones.

IN CASE OF PVP

Normally, the PCs are all on the same side, bound together by a shared cause and working towards common goals. Navigating the Wilderness of Mirrors, however, can be a contentious and lonely affair, meaning the PCs may sometimes find themselves at odds with each other. Though not encouraged as part of the default setting because of the problems that can arise both in and out of game, such conflict may not only be inevitable, but also serve to bring tension and dramatic complexity to missions and campaigns.

Whenever one PC takes action against another PC — whether to harm or hinder them in any way — neither that character, nor the one attacked, may use any Momentum from the group pool, nor may they add to it, for any reason. Group Momentum, as much as anything else, represents the forward drive that comes from collective success and teamwork, and thus it is not available to characters who fight amongst themselves.

Should there be dispute amongst the players over the order in which they act, any players currently vying for a particular place in the action order should be asked to bid Heat, as the group's discord allows any outside enemies their own opportunities to act. Each player involved in the conflict secretly nominates a quantity of Heat (by noting it on a piece of scrap paper, turning a die to a particular face, or gathering a number of counters) that they are willing to generate in order to take that place in the action order. The highest bid takes the disputed place in the action order, and the Heat pool increases by the amount bid. In the case of a tie, each player rolls a d20, with the highest roll winning the tie (and adding their bid to the Heat pool).

Understanding how physical, quantronic, and social zones relate to one another is also key. How would someone move from one representation to another, and how do the different types of conflict relate to one another? The results of an Infowar conflict might have effects on a physical zone, for instance, whilst a tense Psywar battle might keep a key opponent offline at a critical time.

MAPPED & ABSTRACT ZONES

Zones can be defined by a mapped or abstract representation. Mapped zones have direct correlation to the physical world, such as the rooms of a building, nodes and connections of a network, or the locations of delegates at a conference. They are easier to conceptualize and lend themselves best to interrelations between maps in a scene. The physical access terminal to an isolated network could very well be a zone on both Warfare and Infowar maps for a scene. Likewise, the table of a negotiator from Oxyd Corp might be a zone on all three maps!

Abstract zones relate to goals and/or milestones along the players' journey, such as the dense forest surrounding a research outpost, the corporate public network, or a conceptual discussion at a conference. They are abstract in location, but well defined in nature. Abstract zones may have more complicated connections between them.

More examples of abstract zones include the Outer Offices of a corporate building, the Secured Zone inside a research facility network, or the Hidden Facts of a negotiation. Like mapped zones, they may connect with other realms of conflict, from Warfare to Psywar to Infowar.

TERRAIN

In addition to its effect on the scene, terrain can often be used to define the shape and context of a zone; a laboratory coated in ice and shrouded in hoarfrost has both a game effect and sets a mood for the scene. Terrain effects within a zone are best if they add to the story as well as present a challenge to the players.

When contemplating terrain, consider how the scene may unfold. Actively forcing players to take a particular action is ill-advised, but proper terrain placement within a zone can subtly influence their response. Good cover or clear lines of sight would draw attention, while a throng filled with unsympathetic ears might steer them in another direction in social conflict.

The possibilities for terrain are endless, anything from a group of heavy-duty dumpsters to a glitchy network area to a high-spirited party. This abundance of choice can be approached in one of two ways: GMs can either decide upon the terrain required for the scene and then assign a game effect, or otherwise do the opposite, i.e. figure out the game effect needed and then pick the terrain that would provide it.



Sample Mapped Warfare Zone



WARFARE ZONES

Warfare zones tend to be the most intuitive and straightforward to chart, whether mapped or abstract. A scene with mapped zones is most appropriate for Warfare in a very specific location, like the foyer of a corporate skyscraper, where the position of each desk, wall, or security gate will affect the tactical situation. A scene with abstract zones would be better for a general location, such as the outer security zones of a secret military lab, where one section of nano wire or security sensors is much like another.

DESIGNING MAPPED WARFARE ZONES: The examples that follow reflect a scene in which the players must thwart a demagogue inciting crowds to riot in a city plaza. Reference the following map for mapped Warfare zones.

A combination of terrain types and elevations, as zones are three-dimensional, will give players many options in this map. The players will have a variety of possible approaches to the raised zone of the **Plaza** where the demagogue spouts rhetoric, whilst the addition of terrain will give both flavour to the scene and provide additional challenges:

The densely-packed **Crowd** zones add potential movement penalties and civilian casualties; they count as both (D2) difficult terrain for anyone moving at greater than a walking pace and also provide a light saturation zone for anyone within or behind them. The **City Streets** could have stationary vehicles that provide cover and concealment. They may also channel movement or introduce a challenge if on fire. In addition, there may be moving traffic that must be dodged – counting as (D2) hazardous terrain if moving carefully, or (D3) if moving at a run – to avoid impact damage. The walls bordering the **City Streets** are (D2) obstacles unless passed at the gaps.

The **Statue** plinth beside the demagogue offers (D2) difficult terrain when moving up the steps, but (D0) when descending, and allows for ranged actions over the **Crowd** zones without penalty. This serves a plot purpose by introducing the challenge of getting within Reach of the demagogue.

The **Aerostat** provides a wealth of opportunities for the players, both as terrain and a potential weapon for the especially imaginative. Any movement along its highly-polished skin counts as (D3) hazardous/vertical terrain from the possibility of a fall, though this can be reduced as low as (D0) with appropriate equipment, such as safety lines or suction/magnetic gear. The clear line of sight available from this vantage point negates any cover or saturation zone, excepting those from **Buildings**. Proper positioning within the **Aerostat** provides light cover. Should the players consider disabling the lift systems, the **Aerostat** could be a potent weapon of apocalyptic proportion at the point of impact. It would take time to make its final descent, with both this zone and the target zone becoming disappearing zones in 4 rounds.

The surrounding **Buildings** may require zone maps of their own if there are objectives within. They provide heavy cover and poor visibility for anyone acting through their semi-transparent, artificial gemstone windows. They are also difficult to access; see the Infowar and Psywar zones for additional possibilities for entry.

DESIGNING ABSTRACT WARFARE ZONES: The same scene could very easily be translated into a conceptual map.

Abstract zones should be designed with the objective in mind. In this case, the demagogue making a speech before the **Statue** is the objective and centre of attention. One of the **Buildings**, or even a vehicle or intersection on the **City Streets**, could instead become the focus by devoting more detail to that area then building the rest of the map in relation to it.

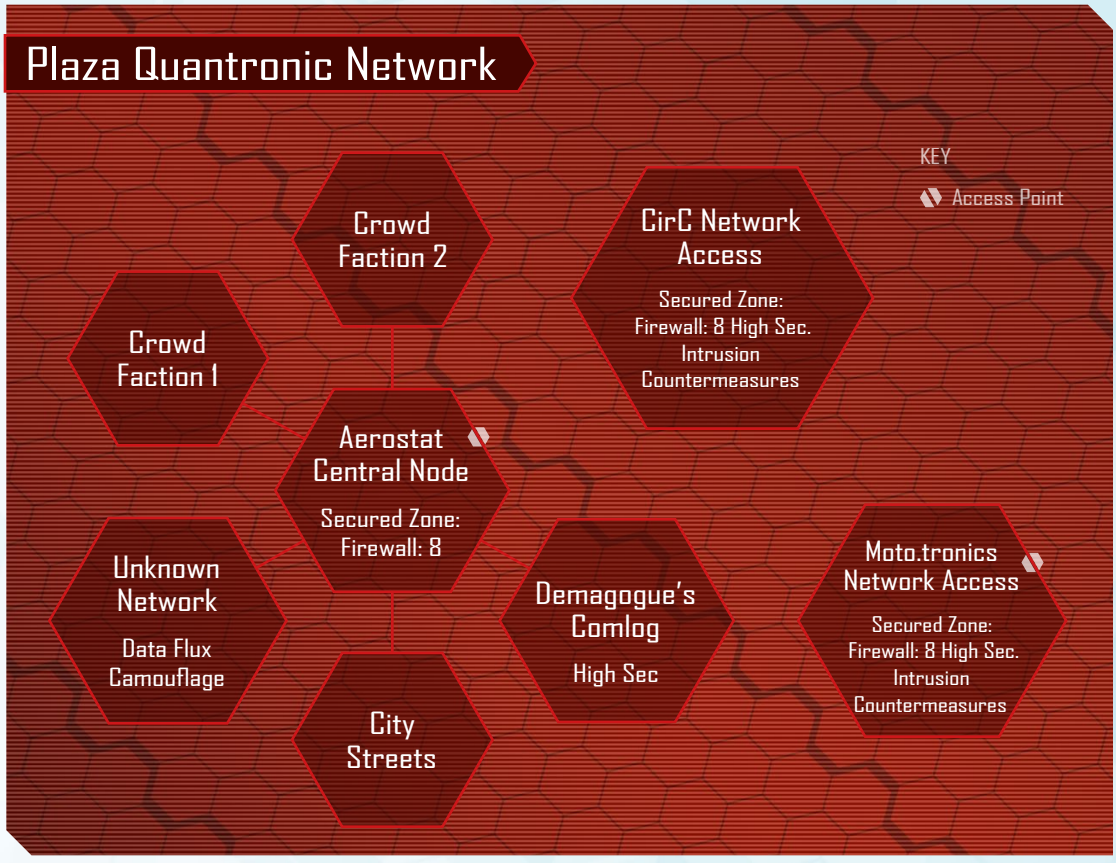
The game effects of these zones can be as conceptual or detailed as desired. GMs can simply let the players know that there are enough stationary vehicles in the streets to grant cover as they approach the plaza or could specify different values within the zone: light cover for a car, heavy cover for an armoured truck, or both heavy cover and hazardous terrain for an overturned bus, which could also happen to be ablaze.

Abstract zones can work well in combination with mapped ones and switching between the two can provide a real boon to the pace of the game. Approaching a Svalarheima research facility may benefit from abstract zones, as the detail is less important, but once inside, exact positioning of players and foes will require mapped zones. Depending on the scene's requirements, preparing abstract zones and their effects only takes minutes, whereas mapped zones take longer.

The various zones from the mapped example – the **Statue**, **Crowd**, **City Streets**, **Aerostat**, and **Buildings** – use the same terrain effects as detailed in the abstract zones. The players should still describe in detail how their characters interact with the zones and their terrain, but their positioning on the map is not as critical.

INFOWAR ZONES

The prevalence of computers and networks in most people's lives tends to make Infowar zones easy to visualize, though not quite so simple to represent. Unlike physical maps, there is no need to place items in terms of location; their links and connections become the primary force behind the zones. Mirroring Infowar maps to those of other conflict types can yield advantages however.



DESIGNING ABSTRACT INFOWAR ZONES: Take the following example of an Infowar map:

Unlike abstract Warfare zones, the main objective may not be the central focus of the map. Instead, the node with the most potential for accessing other map nodes should provide that focus. In this case, the Aerostat floating above the plaza provides quantronic access for most of the other nodes and is a potential point of ingress into other nodes or networks.

Objectives critical to the story, such as the demagogue's comlog, will necessitate detail, but there should also be a variety of generic nodes and networks on hand in case the players head in an unexpected direction. The comlogs of a crowd member, or the quantronics of a passing car or bus provide a distraction for example. Having these noted will keep the action flowing.

Much like buildings in Warfare, other networks might require their own Infowar maps should the players decide to explore them. Prep time allowing, supporting maps for either will aid with the pace of the game.

The **Aerostat Central Node** has data tunnels to every other zone on the map, excepting the two corporate networks. Anyone operating openly in the Infowar realm automatically accesses this zone with User-level authentication, but those acting covertly must bypass its Firewall.

The **Demagogue's Comlog** is a Military HighSec zone — the Demagogue's security team understands the risk he runs in a public venue such as this. The Demagogue's actual comlog is also a piece of NPC equipment, with its own Firewall, programs, and countermeasures beyond the zone effect.

The **Crowd** is included as a zone for two reasons. First, due to the sheer volume of data traffic created by the mass of people, creating a hidden effect is (D1) instead of (D2). It also serves as a location for possible player and NPC actions. The players might want to pose as part of the crowd and mount their Infowar assault from within.

The City Streets zone has Commercial HighSec against anyone operating outside the zone, but not for those within it. The city prefers to keep its roadways safe.

The CirC and Moto.tronica Networks may require entire Infowar maps of their own, but can be represented as Commercial HighSec, secured zones, with Intrusion Countermeasures. Overcoming these outer defensive zones grants physical access to the buildings via ground or rooftop.

The Unknown Network is a hidden (D2) zone, with the same defensive zone effects as the corporate ones above. Its existence and reason for being there could be as innocuous or sinister as the scene requires, and its contents and NPCs could serve as a surprise ally or foe if the players or GM need one to make the scene more dramatic.

LINKING INFOWAR ZONES: By comparing the abstract Infowar sample to the mapped Warfare diagram, they correspond nicely despite graphically representing two distinct realms. This allows both GM and player to intuitively combine Warfare and Infowar combat into a cohesive whole. One of the great strengths of *Infinity* is the ability to simultaneously strike across three different mediums!

While not strictly necessary, Infowar zones can be designed to mirror their physical locations. This allows the action to easily shift from realm to realm, particularly when effects in one could support the other. As noted in the zone descriptions above, some Infowar actions can influence zones in other realms. Hacking a delivery truck that's accurately represented on both Infowar and Warfare maps really makes the combined nature of *Infinity* conflicts come alive.

PSYWAR ZONES

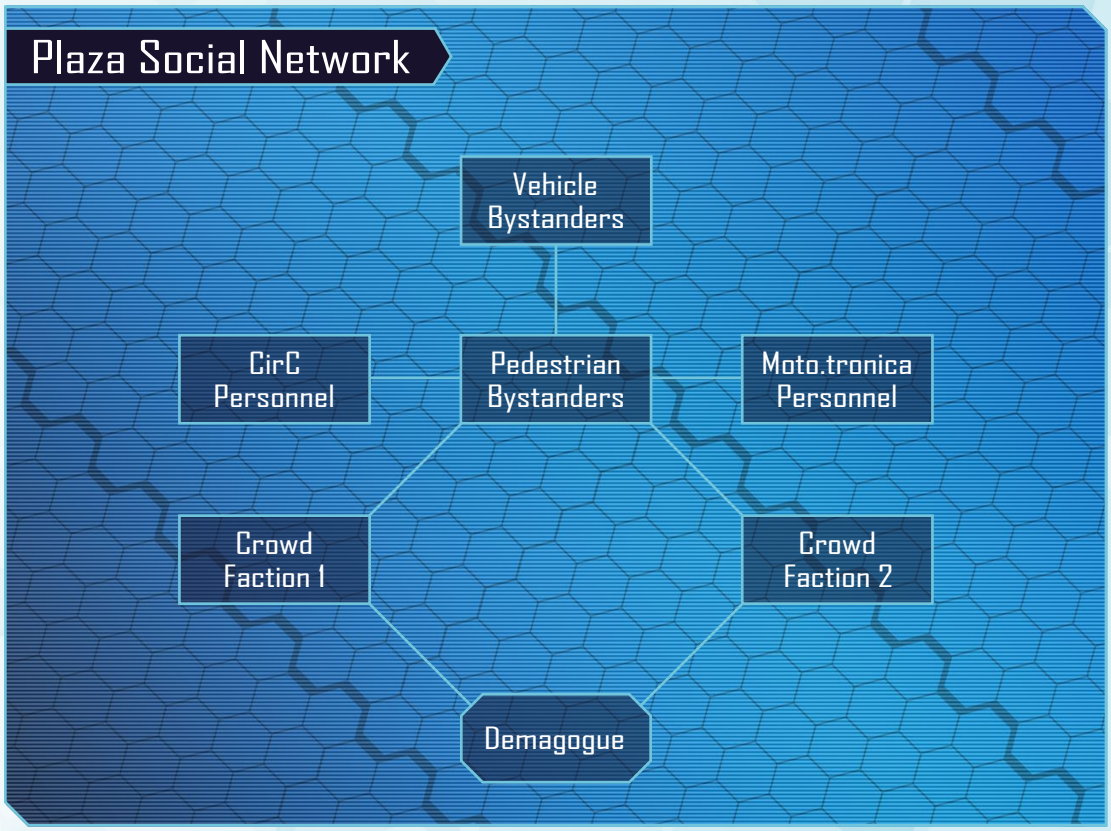
Psywar zones can be the most difficult to imagine. Like Infowar zones, they need not reflect physical space, but instead show relationships between the opinions, willpower, or mental strength of individuals and/or groups. The links between these zones may represent access or social standing. Layering the Infowar and Warfare maps will provide conflict on many different fronts.

DESIGNING ABSTRACT PSYWAR ZONES: The following map presents the demagogue scene in a Psywar context:

Begin developing Psywar maps by placing all the individuals or groups that the players might influence over the course of the scene. As depicted above and in parallel to abstract Warfare zones, the objective will likely be protected by other elements. The Psywar zones involved, like zones for the maps for other realms, should reflect the possible allies and opponents available to players or GM within the scene.

The objective of the scene or critical element to the scenario should have social elements that shield, hide, or deflect social conflict. Savvy opponents protect themselves in the Psywar realm just as vigorously as in the Warfare or Infowar, so Psywar zones should reflect this.

The demagogue has gathered two opposing crowds that are becoming increasingly agitated, which could potentially create a conflict that will



spill over into the physical realm. The players can attempt to calm one or both factions to approach close enough to socially engage with the demagogue. Bystanders can be cajoled into supporting their efforts, or corporate officials from surrounding buildings might be persuaded to take a more active role in defusing the potential riot about to happen on their doorsteps.

The **Demagogue** zone, due to natural acoustics and a commanding position, confers light resistance (+2 Morale Soak) against anyone outside of the zone. It also provides one bonus d20 for any Demoralize actions against anyone outside the zone.

The **Crowd Faction** zones both share the same effects. A herd mentality makes them resistant to change, which provides light resistance (+2 Morale Soak) until their Resolve is reduced to zero. This resistance dissipates as soon as their opinion has been swayed, i.e. Resolve reduced to 0 or less for the first time, regardless of recovery after that point. The two different **Crowds** have radically different views, and any social movement between the two faces a (D3) stubborn Persuade test.

The **Pedestrian** and **Vehicle Bystanders** primarily want to be left alone within the social context, with movement into their Psywar zone facing a (D2) Persuade Test. They also benefit from light resistance (+2 Morale Soak) until they take their first Resolve damage, after which they enter the fray with zeal.

CirC and **Moto.tronica Personnel** are well trained and do not wish to get involved in the protests, which grants them heavy resistance (+4 Morale Soak). Movement into these zones requires a (D3) Persuade test, with 1+3 Resolve damage for failure. The staff inside are well trained and have little patience; reducing their Resolve to zero means that they have been convinced to become involved in the Warfare or Infowar realms, either by closing all outside access or providing passive support.

LINKING PSYWAR ZONES: In this example, the positioning of the zones on the Psywar map mirror those of the Infowar and Warfare maps, making it easier to combine efforts between the realms.

Linking the zone maps in this manner will make it much easier to manage conflicts that spill from one zone to another and aid in keeping things organized should the players decide to shift their efforts from one plane of challenge to the next. The examples above amply demonstrate that actions in one scope of conflict can affect others. These sorts of crossovers empower players to find creative solutions to the scene and serve to engage all the characters, not just those with skills suited to one particular realm.

ABRIDGED PSYWAR

The Psywar arena of conflict is depicted through a comprehensive set of rules that lend themselves well to the complex social intricacies of the Human Sphere. The planning of a psyop can be organised as tactically as any Warfare or Infowar assault using the rules presented in the *Infinity Corebook*. Some GMs, however, may prefer to employ a lighter set of rules that still achieve the same ends, but require less intricate planning. Enter social conflict.

SOCIAL CONFLICT

Sometimes, a conflict is fought with words, rather than with weapons. Disputes, challenges, and dangers can occasionally be overcome by talking, and knowing how and when to apply this sort of interpersonal skill to a problem can be vital.

Social conflict is the collective term for skill tests, challenges and problems that are resolved through deception, diplomacy, bargaining, intimidation, and a range of other social skills. Not all personal interactions are social conflict, but all social conflict is driven by these interactions, especially those where each side has different goals or may not wish to yield to the desires of another.

At the heart of social conflict is a desire or goal, which takes the form of a request: one side wants something, and the other side is either able to grant that request, or they are standing in the way of that goal. At its very simplest, it comes down to one character asking another a question. There are a few different responses to that question, and the character being asked may respond in one of two ways:

Yield: The character receiving the request agrees to it, and grants that request as far as they are able. A character won't inconvenience themselves to do this, nor will they do more than is reasonably necessary to help. This is automatic and requires no skill test.

Resist: The character receiving the request refuses to grant it. Regardless, the character denies the request outright, but they may face consequences

ALTERNATIVE SKILL ASSOCIATIONS

The method social conflict is conducted or resisted might not always be clear-cut, which can provide an opportunity for some freedom in the attributes related to the skills being employed. An interrogator employing cold logic rather charm to garner information, for instance, could be said to be employing Intelligence rather than Personality to get results. Answering seductive charm with cold logic could likewise be deemed as resisting through Intelligence than anything else. As an optional rule in such situations, so long as the character can justify their action or response in different terms, the GM may allow an alternative trait to be employed in place of the attribute for which the skill is normally associated.





OVERWHELMING CONSEQUENCES

If the resisting character would, because of resisting, suffer a third or subsequent Obstacle, then they are overwhelmed, and no longer able to act within that scene. The character is still alive and well, but they're stressed out, and probably frustrated or agitated, and they may even have stormed off and left the area entirely. A character who is overwhelmed in this manner hasn't given in to the request, though they may no longer be able to prevent the asking character from getting their way, depending on what the request was. Whenever a PC suffers an Obstacle from resisting, they may choose to be come overwhelmed immediately, even if they have fewer than 3 Obstacles from resisting. In exchange for making this choice, the character gains one Infinity Point immediately.

for resisting. Regardless of any other consequences, if a character resists a request in a social conflict, then that request cannot be made again without being changed, or without some other change of context.

BITE-SIZED SNIPPETS

As persuasion is driven by context, what is impossible in one situation may be entirely feasible in another. It may be useful, then, to break up a goal into smaller, more reasonable requests, each resolved separately but interconnected to pursue a greater objective piece by piece. This is also where social tools come in. Social tools allow a character to alter the context or circumstances of persuasion, normally in the form of applying beneficial modifiers or other factors used individually or collectively to shape a social conflict. During a social conflict, each side may have different goals, meaning that each side will engage in their own actions to further those goals. Even in something as seemingly one-directional as an interrogation, the interrogator will be trying to get information, while the interrogated party may have a goal of their own, such as trying to prove their own innocence.

ADVANTAGES & OBSTACLES

Social conflict uses an abstract method of determining superior position quantified as Advantages and Obstacles. Unless otherwise specified, possessing 1 or more Advantages during a social conflict reduces the difficulty of related tests by 1 (or more). Conversely, being hindered by 1 or more Obstacles during a social conflict increases the difficulty of related tests by 1 (or more).

RESISTING PERSUASION

If a character resists when faced with a request, this becomes an opposed test. The Difficulties for both the asking and resisting characters are normally **Average (D1)**, but these can be altered by factors specific to the scene, and at the GM's discretion, additional factors such as the reasonableness of the request (less reasonable requests increase the requestor's Difficulty) and the wariness, defiance, or suspicion of the resisting character (the more reluctant they are to help, the lower their Difficulty).

The asking character will normally use Persuade for this, unless another skill is more suitable. The resisting character will normally use Discipline, again unless another skill is more suitable. If the resisting character wins, then the request is not granted, and there is no further effect.

If the asking character wins, then the resisting character is put under pressure, and suffers Resolve damage. The asking character's damage roll is 1+1N, plus additional N equal to the skill employed. If this damage would cause a Metanoia, it instead causes the resisting character to acquire an Obstacle. This Obstacle should reflect some problem or consequence that comes from resisting the request.

DECEPTION: Falsehood and deceit can be a powerful tool in the hands of the cunning, but they are dangerous if mishandled. Deception can be used by itself to make a request seem more reasonable or palatable, or it can be used in conjunction with other tools to create a more significant impact. Effective deception requires skill, cunning, and an understanding of who is being lied to. Deception requires an opposed skill test, with the deceiver's Difficulty based on how reasonable or believable the lie is to the target, and the target's Difficulty being determined by their suspicions.

- **Limited Lies**: Successfully deceiving someone convinces them of some fact or facts which are not true, and subsequent persuasion tests are resolved with those fictions in mind. Deception cannot convince someone of something which is blatantly untrue, or which contradict their worldview, but in turn, deception that plays into the beliefs and preconceptions of the target can be especially effective. The deceiving character will normally use Persuade for their test, while the character being lied to will normally use Analysis. Other combinations are possible for different approaches, as normal.

SOCIAL SKILLS

The skill tests used for social conflict can vary, typically by determining the intent and the method used. The following combinations should provide a basis for judging this. While any use of the Persuade skill is a social skill — which encompasses talk, after all — there are a few other combinations that can be useful. Unless the **Alternative Skill Associations** optional rule is being employed, these tests rely on the Personality attribute. Suggested alternative attributes are offered in parentheses.

Close Combat (Awareness) is useful mainly in sizing up someone's ability in a fight, being able to discern training and capability by subtle cues taken from body language, the way they carry themselves, the way they move, the way they talk, or even the way wear their clothes. This can reveal useful information during a social conflict, but it isn't a particularly broad use.

Observation is useful for close examination of others, which can be invaluable in spotting a liar or seeing through a ruse, but also for more active techniques like cold reading.

Analysis (Intelligence) is less a matter of observation and more of logic and deduction, like reaching a conclusion based on previously-known facts. This combination is also crucial for any persuasion that relies on facts and evidence, where the technique is often used to find holes or logical flaws in a situation. This makes it useful for spotting lies, particularly elaborate ones.

READING A TARGET

A key element of most social conflicts is understanding your target. Everyone has places where they're strong and places where they're weak, and success in social conflict often relies on learning how to discover or spot these details. This normally requires some effort to achieve, but the results can be extremely rewarding. Awareness + Education and Awareness + Persuade tests are often a good basis for trying to learn about a target (either in advance, or while encountering them), though more in-depth research or analysis may use Intelligence + Education instead. The base difficulty for this is 0, with Momentum spent to ask questions with the *Obtain Information* Momentum option. The difficulty will increase if the target is particularly secretive or inscrutable, and if they know or expect someone to try reading them, they may turn the skill test into an opposed test (using Intelligence + Education or Hacking to hide traces of them that can be researched, or Coordination + Discipline or Persuade to control their body language and other signs that could be read). Useful questions to ask include: what do they fear, what do they seek to protect, what do they desire, and what do they believe? Ambiguous questions about a person's background, history, and accomplishments are also potentially useful.

Deception establishes lies that are the foundation for other social tools as well. Empty threats can intimidate a foe with a peril they believe is real, and history is full of scams, cons, and tricks where people bargained with things they didn't own. The problem with deception is, of course, that it's all a lie. If the target discovers that they were deceived, they will hesitate to trust the deceiver in future, and may even seek recompense or retribution. Further, Obstacles suffered while lying may reveal flaws in a lie, making the target suspicious. Successful deception also adds +1 per successful lie to the damage roll after an opposed Persuade test. However, it also increases the deceiver's complication range by 1 for each lie as well, as falsehoods can become entangled and complicated affairs.

EVIDENCE: The counterpoint to deception is evidence, offering something that provides certainty and proof of a character's claims. In many cases, providing evidence may be a straightforward affair, automatically successful, but convincing someone that the evidence is legitimate may be difficult, particularly if that person expects deception and may require a skill test to overcome. In some cases, evidence may have a contrary effect: a police badge may get cooperation from some people, but cause others to flee rather than stay and talk. Each piece of evidence is a Trait, representing a single piece of evidence and the facts that it proves.

- **Proving the Facts**: Proving that evidence is legitimate normally employs Analysis or Persuade, though evidence that pertains to other skills may make other combinations useful. (For example, Intelligence paired with Close Combat could explain details about weapons, fighting styles, or the aftermath of a battle.) Evidence can be used in conjunction with any of the other social conflict tools, with their inclusion often driving uses of those tools: providing proof of your ability to carry out a threat can be vital when intimidating someone, while giving evidence of ownership or wealth can smooth along negotiations, and forged documents can serve as fake proof to support deception. Providing the character presenting evidence succeeds at an opposed test, each relevant piece of evidence that the target is willing to accept also adds +1 to the damage roll. If the character has one or more pieces of evidence that apply especially well to the situation, it also adds the *Vicious 1* effect to the damage roll.

INTIMIDATION: A direct and crude method of coercion is to inspire fear, doubt, and uncertainty. Intimidation is the practice of using threats to compel action or compliance, often by convincing others that non-compliance will be met with force. Intimidating someone uses the normal rules for Psywar (see *Infinity Corebook* p. 130), with each Metanoia the target suffers increasing the difficulty of that character's skill test during an opposed Persuade test. On the other hand, failing to intimidate someone increases the difficulty of further attempts to intimidate them, as should be the case with any failed mental attack. The drawback of intimidation is that it is inherently hostile, which can cause problems of its own. Employing intimidation creates an antagonistic tension between the two sides that can worsen other interactions, cause lingering resentment, or even provoke a target to aggression.

NEGOTIATION: Negotiation is a fine art, requiring a keen and perceptive mind and a strong will. The PCs and NPCs offer compensation in exchange for granting a request, and this compensation can take many forms, with different people and different circumstances susceptible to different offers. Regardless of circumstance, negotiation means creating an Advantage that represents a favourable position created by the offer, and an Obstacle that represents the cost of that offer. Each new offer is considered a

DECEIVING PLAYER CHARACTERS

For obvious reasons, player characters may not be especially receptive to NPCs lying to them. This can make the deception part of social conflict tricky to use against the PCs, particularly as picking up the dice and making a skill test can signal that an adversary is lying, regardless of the result. In these situations, there are a couple of possible approaches.

Play the rules entirely straight, with the players knowing things that their characters cannot always detect. It may be worth occasionally offering Infinity Points to players to convince them to play along with an NPC's lie.

Keep NPC lies secret during play, and let the player decide if they think an NPC is lying to them rather than rolling. If they suspect deceit, let them make a skill test to see if their character notices anything. If the players ask to roll too frequently — asking for a skill test with everything said by every NPC — then treat suspicion as escalation, so each time they make a skill test to find if an NPC is lying, it adds 1 Heat, as NPCs notice and are insulted by the unfair scrutiny.

MUTABLE MEDIATION

Negotiations may involve a lot of position shifting from both sides, as they make and retract offers, or discover that the other party doesn't have what they want. This may make skill tests valuable to discern the price that the other side is willing to pay or what they're really looking to gain. In some situations, numerous sessions of negotiation may be needed to obtain what one party wants from someone else to progress.



new change of circumstances for the persuasion test as well. Negotiation doesn't require a skill test by itself; it is more a process of trial and error.

The drawback to negotiation is the cost of success. Characters may find themselves offering more than they wanted to give up, or they may find what they obtained was worth far less than the price they paid for it. Failing to provide what was offered can produce serious problems of its own, which can be particularly significant if the negotiations are based on a lie. In some ways, negotiation is the antithesis of intimidation, achieving a goal through offering something productive rather than threatening something destructive. Certainly, few people will be amenable to trade and negotiation with those they've been threatened by, and such trades may have a steeper cost because of previous hostilities. Each Advantage gained through negotiations reduces the persuading character's difficulty on the opposed Persuade test or increases the resisting character's difficulty. In addition, the damage roll gains Piercing X, where X is the number of Advantages gained from negotiation.

CHAPTER 9

BEYOND THE PHYSICAL

THE DIGITAL AGE

The future is bright, clad in the luminescence of the digital. To an inhabitant of the modern age, the physically real and the digitally artificial is only as divided as they chose it to be. The quantronic age brought with it the ability for mankind to choose their vistas and surroundings, whether that be enhancing them, picking them apart, or controlling them.

For players and GMs, this reality poses a unique opportunity. The physical world is merely bedrock to a greater digital reality, one that poses unlimited possibilities and dangers. To understand these uses and pitfalls, one must understand how integral the quantronic networks of the Sphere are to their inhabitants.

NEW AGE APPLICATIONS

Except technologically remote locations such as Dawn and the outer planets, the digital world is an ever-present reality to a human. Through implants such as comlogs and audiovisual devices, one can view the web of information that suffuses their surroundings. Comlogs assist their owners by diluting this information into easily comprehendible facets. These facets vary wildly depending on their function. If one was to look at another person, they would see their Halo, a user designed interface that works similarly to social media of the 21st century. A person's name, interests, and relationships are easily viewed, allowing a prospective friend to learn more about this new person.

But this doesn't just end at people; locations can be displayed in a similar way. Walking into a shopping complex will find maps, advertisements, reviews, and all other manner of digital guides tailored to assist the user. A thought and a spoken word can bring up a wealth of information unheard of in humanity's past.

This connection isn't only used for social and commercial purposes, however. Through the quantronic field, a person is tapped into a majority of their lives' functions. Banking accounts and legal records can be brought up through secure data feeds from nearly any connected location. People can start their cars and other devices with their comlog, and through the process of ghosting can attend meetings and educational events. From their sofa, a person can book entry into a museum a continent away and project an extrasensory spectre of themselves to marvel at the wonders of mankind.

THE DEEPER PICTURE

This technology has allowed amazing leaps, but as is technology's nature, its uses have strayed into darker territories. Hacking is a tool of incredible power in the present day, able to obtain information and resources that were originally safe within the physical world. Ghosting offers yet another way to conduct espionage, breaking into secure networks and becoming a silent observer in the most secret locations. Access to the raw data streams of the datasphere allow experienced hackers to pull apart raw source code and manipulate the world to their ends, rewriting the very building blocks of digital society. Within a fight, a skilled hacker can even divert and abuse the equipment of a sufficiently high-tech enemy. Guided rounds swerve into different targets, power armour locks and shuts down, and even hallucinations can be induced within the AR technology of a hacker's victim.

As a GM, it is within your responsibilities to inform and regulate the power afforded to your players within this framework. The possibilities and consequences are as infinite as you are willing to allow, and it can be overwhelming to consider the sheer multitude of uses quantronic technology can offer. This chapter is dedicated to offering several general uses for the mediums of the ALEPH-controlled Maya and Nomad-hosted Arachne, as well as distinguishing the merits and faults of each of these systems. Inspiration may strike and guide you and your players to uses that have never been dreamed of however, and experimentation is encouraged to find the right amount of integration that you and your role-playing group are comfortable with.

KNOWLEDGE IS POWER

The first and most obvious use for an immense information network is to obtain knowledge beyond ordinary reach. Through access to Maya and Arachne, players should be able to discover simple information. The date, weather, time, current political trends, and general information on people and places can be obtained with little to no effort, taking an **Education (D0)** test. The only time this



kind of information should be restricted is in locations without connection to Maya and Arachne.

As the sensitivity or complexity of the information grows, the difficulty of tests required to access the information should also increase. Checking up on current political trends is a simple case of looking at the information feeds and news sites. Understanding the hidden undercurrents of political manipulations, noticing irregularities, or predicting future changes would require tests in several other skill disciplines. Education would allow the player to access and sift through the information, as well as recognize the figures and governments involved. Analysis would allow for deeper study of the patterns to better predict a person or parties next move. Command could inform how the government's constituents would react to a new policy or decree. In this way, players can utilize the information they gain for a variety of uses.

HALOS & CLOUDS

Information gathering can be used in a more direct fashion as well. The advent of halos — the information one presents to others and social clouds, the information a person is connected to consciously or not — have allowed others to see the wealth of information that is a person and their activities. A canny player can use these resources to turn situations to their favour. On the surface, a halo will reveal useful information. A person's hobbies, interests, and affiliations are readily available, offering conversation paths and leverage in social situations. Players who tap into this resource will obviously find benefits in the openings it creates, but successful hacking attempts to extract more information can be achieved if the hacker delves into a person's social cloud.

Using a target's social cloud can obtain leverage on a target. By delving into Maya, a player character can find out about almost anything a citizen of the Human Sphere has dabbled in. Threads connecting people to places, people, and organizations run deep and persist for years. Through Arachne and its extensive hacktivist forums, sensitive information can be obtained for an appropriate cost. The trouble is untangling the web that these threads create. Theoretically a hacker with enough time and resources could find any secret in Sphere, but this is rarely the case, and if they do find their quarry, it is almost always encrypted. As the GM, it

is important to make this information available, but maintain the level of difficulty such a task would have. As the level of information becomes more important, or its source older, the difficulty of a Hacking test should increase in turn.

ARACHNE FORUMS

In addition, if a hacker pulls information from Arachne, there will almost always be a price for the information. Arachne and its users haven't survived to the present on good will and faith, but with pragmatism and ingenuity. Almost all information a person can gain will either cost money or information as trade. A simple scrap of information such as a minor politician's affair or who a local business bribed will cost relatively little. The price for information that could bring down a Hypercorps would equate to a literal fortune. This level of information should be the major playing piece in an adventure. Arachne hacktivists tend to be a morally rigid folk, and it is common that they seek the transparency that the secretive world of the Human Sphere denies. Sometimes the cost of information, and almost always in addition to other costs, is the dissemination of the information after it is used for its intended purpose. It is up to players how they navigate this obligation, but Nomad hackers are a terrible foe to make.

OUTSOURCING OPPORTUNITIES

Oftentimes a group of players will encounter a situation that they cannot overcome due to limitations of experience or simple lack of training in a subject matter. Other times they might need outside assistance to mask their own in covert operations, or manpower to match the forces of another faction. Fortunately for players, Maya and Arachne are filled to the brim with specialists and mercenaries ready for hire.

The sheer amount of personnel available can be staggering, but they can generally be separated into a few distinct groups. The first is specialists, people who have achieved mastery of a discipline above all others. Specialists are the hackers found in deep recesses of Arachne, masters of information and technology. With a hacker on the side of the players, they can break into information reserves, disrupt enemy technology and communication, and a variety of other applications. Con men can be hired to bribe and cheat their way into circles and give the players access to people they wouldn't ordinarily have access to. Medical professionals can provide care for injured players who cannot or will not go to hospitals. The list of specialists is as long as there are jobs to be done.

Generally, specialists are the most inexpensive option of the three groupings, requiring a small sum to cover their involvement and fees. This cost can increase if the specialist in question is an expert in their field, and obscenely expensive if they are a legend in it. It is a good idea to set a cost for the service that directly correlates with the specialist's skill in their profession. An amateur with a few points of Expertise and Focus would have a Restriction of 1 and a Cost of approximately 2+2  ; where as a brilliant prodigy with several points in both will require several times that amount. It is up to the GM to decide on this cost, and it can even be substituted with a demanded or favour from the specialist. This allows story paths and Wilderness of Mirrors objectives to be launched.

GROUPS & TEAMS

The second grouping, teams, function in the same way as specialists, but have an expanded expertise and focus pool. Their influence is more expansive as well, since they have the manpower to cover several bases at once. Unlike specialists, teams tend to rely on each other, and it is difficult to hire a single member, leading to a higher cost for increased effectiveness. Teams tend towards units such as mercenaries, tirelessly drilled and coordinated to achieve precise objectives. Other teams include hacktivist cells, crews for medium-sized space and land craft, and couriers of particularly special materials.

The cost of hiring a team is similar to hiring a specialist, with their skill adjusting the price of their recruitment. Teams cost less than hiring an organization of specialists in effect but cost much more than hiring a single operative. Hiring a team should require a team of players contributing to a pool to afford the cost of hiring. This cost is usually worth the players investment provided they assign the team an intelligently crafted plan to follow or leave them to their own devices.

ORGANIZATIONS

Organizations are the final grouping and the largest. Unlike teams and specialists, organizations represent a large community of like-minded individuals. The cost of contracting an organization is small compared to the prices specialists and teams demand and instead require a fee that is paid weekly or monthly. In addition, organizations assign members to the player characters dependant on the PCs' needs, eliminating PC decision but granting them a constant stream of operatives. Organizations tend towards security and mercenary companies hired for defence or military operations, Nomad-based hacking organizations, and technology firms that can source and provide equipment

FACETS OF POWER

Maya and Arachne can be used to achieve different effects. Maya is heavily monitored by ALEPH and its many security systems, seeking the unwary. This ensures the sharing of secrets, true secrets, is rarely found in the reaches of Maya. This incessant detection, however, opens up incredible amounts of general information. Maya records where a person has been and what they have been doing constantly. Arachne's hacking community allows for the retrieval of darker secrets, due to the abundance of criminals seeking the anonymity of Arachne. Unfortunately for them, hackers are quite abundant in Arachne.



for other groups. Organizations will usually require the players to have a patron or constant influx of resources to ensure they can pay for the upkeep of the organization.

VIRTUAL RESOURCES

The quantronic revolution caused a massive decrease in the uses of a physical currency system. Currency found its way into a new digital form, heavily monitored and carefully controlled, and introduced new pitfalls and shortcomings, including a new swathe of cyber crimes. Digital currency duplication, counterfeiting, and online heist jobs have become more and more common as the reliance on the physical decreases. In addition, the information of the Sphere is primarily digitally based in the 23rd century, locked behind security programs and more.

Players, if willing to engage in a little criminal activity, can easily access and move the currency or information of the wider datasphere. The sheer amount of resources accessed with the right information and skill can be invaluable for a team's operations, funding weapons and armour, exposing weaknesses in their opponents, and allowing them to obtain secret technologies and equipment. Obtaining these resources varies in difficulty depending on the amount and location of said funds or information, and the response levelled on the players who try to access it can vary depending on the source.

BREAKING IN

Players can access resources from varying sources. There can be a delicious irony in using the currency of a crime lord the players are targeting to bring them down or overthrowing an evil corporation with information thought secret and guarded. The process that a hacker must go through to obtain resources is universal, starting with deciding on a target. The nature of the target aside, all people and organizations have holdings for their money or information, and these holdings must be identified and found before any further progress can be made. Hackers attempting this blindly will only find themselves lost in the vast depths of Maya and Arachne. A hacker requires a lead to act as their point of reference, their lighthouse in the sea of information. This lead can manifest itself in many ways, but most commonly is a data trail leading to a certain bank or digital vault. This starting point allows the hacker to find the necessary information to discover the holding they seek to rob.

After locating the account in question, the next problem becomes one of distance. Though Maya and Arachne are system spanning, they are ultimately grounded to the physical world by servers and facilities. Banks, holdings, and information dumps will always track back to one of these locations, and after locating the account, the prospective hacker must find their way to their physical counterpart. If they are lucky, this vault may be near them, within the same city or on the same world. Gangs and mobs like to keep their ill-gotten gains close at hand, all the easier to defend them. But corporations spread their investments and secrets across the Sphere, making it harder to access the sum of their wealth. If a hacker is on site when attempting to obtain funds, they will suffer no difficulty increase when they attempt to access the money or technology.

As the distance expands, so should the difficulty. Hackers working in the same town or city should suffer an increase of one step. On the same planet, it should increase two steps. Finally, interplanetary hacking should be reserved for only the most extreme of circumstances. These hacks bring on a difficulty increase of four steps, which will likely render most attempts impossible. Players will need access to allies and resources to bring down the difficulty enough to attempt these hacks and obtaining them should occur over the course of an adventure.

FINDING THE KEY

The next step of accessing the funds is to discover the security codes required to undo or break the digital locks that protect the resources. This is perhaps the most difficult part of the process, as cyber security is one of the most important and developed forms of security in the 23rd century. Depending on the status of its owner and the depth of their investment, the protections of a holding can range from difficult to impossible to break through brute force.

A hack should always begin as a **Hacking (D2)** test for the simplest holdings held by civilians and small businesses. This difficulty should increase as the wealth hidden within grows. Larger businesses and rich individuals will require **Hacking (D3)** and **Hacking (D4)** tests to break through. Finally, the largest organizations and richest individuals should demand a **Hacking (D5)** and higher to break through. Of note, these tests will only allow hackers to break into individual accounts. Intelligent financers and cyber security experts recommend the dissemination of wealth over several accounts to protect assets, so whilst the yield when hacking larger groups and wealthy individuals is high, it is rarely worth the retaliation and difficulty to achieve.

SHAPING YOUR WORLD

Theft is hardly the only use a hacker has for the data streams that flow through Maya and Arachne. Technology is the lifeblood of the datasphere, and perhaps the most valuable commodity that players can gain use of through their skills. Using the technological aspects of the *Infinity* universe can open up avenues to success only limited by the GM's decisions.

As high technology has suffused the modern world, its pillars support all manner of systems like security, infrastructure, transportation, bureaucracy, and intelligence. Maya and Arachne offer the roads to reach them. ALEPH, an AI program, controls nearly all processes within the Human Sphere. Even the Nomad Nation, untethered from ALEPH, is beholden to the technological dependency. Programmers and hackers control the systems of the Nomad mother ships, regulating oxygen, climate control, and fuel distribution.

Hackers manipulate the world from uses such as controlling a door, disabling a security system, unlocking a device, or even manipulating a program. These tried and tested methods of hacking are the barebones experience found in science fiction settings, but players and GMs can and should aspire to more creative endeavours.

For example, the players could be under attack by a force of Druze Society mercenaries whilst travelling between planets on a ship. The players have found cover and bunkered down in the hanger, and the team's hacker decides to put their skills to use. The core rules cover the use of hacking to disable technologically reliant equipment or strike blows against their target with attack ware programs. But in this area, other opportunities await. The hacker could cut off artificial gravity to the ships interior for instance. Or, they could open the hanger doors and vent the room. They could even turn their attention to a craft with weapons and rotate the guns upon their assailants. These methods are unique applications of the hacking mechanic, and will require a bit of give and take on behalf of the GM.

In this vein, it is important to remember that players aren't the only ones who can control the world through hacking. Enemies are also tapped into the world and can affect changes on their surroundings. In the hanger, the Druze Society's hacker could make similar changes the PC hackers did. They could cut the lights and let their better prepared allies engage the players without the benefit of

SOMETIMES FRIENDS, SOMETIMES FOES

Specialists can be characters within their own right. Taking the extra step in detailing a specialist allows them to become a living, breathing part of your story, with their own motivations and methods. They may be hired by the players again, befriending them and becoming a trusted companion. Other times they may very well become the player's worst nightmares, hired by the villains to cause the players pain.

SIDES OF THE LINE

Operatives come in all shapes, sizes, and moralities. Broadly, Maya and Arachne do not have much preference to the professions of the operatives that can be hired. Despite its monitored nature, mercenaries maintain contracts through Maya constantly, legally obtaining and completing their work. Even assassins are able to work through the systems, though they are more common on the more unrestricted systems of Arachne. Criminal organizations such as the Druze make much use of Arachne to ensure they are not discovered and detained by Sphere authorities.

THE LIGHTHOUSE

As the GM, you can leave breadcrumbs for players to follow when they want or need to hack a currency vault. Data trails are one method of discovering the location of a person's data vault, but there exist several other ways. Interrogation and observation of the person in question, talking to those close to them, and even studying their social cloud can lead players to the treasure trove. Reward proactive methods from players, and you never know what they might come up with themselves.



sight. They could lock the doors with powerful programs to ensure the players don't escape. These methods are ways in which the Heat mechanic can be used, and it is a good idea to challenge players with it at every turn. It increases the danger, leading to a more enjoyable session, and encourages them to get creative with their own tech use.

THE PERKS OF FAME

To the dedicated player, the data spheres of Maya and Arachne offer a unique benefit, the power to spread their name and deeds far and wide. Thanks to Maya and Arachne covering the universe and connecting their inhabitants, tales of daring and skill travel further than ever before. Fame is a powerful tool in the arsenal of a savvy character, allowing them to manipulate situations and gain privileges normally inaccessible by lesser-known characters.

Fame takes many forms of course. Joan of Arc maintains a reputation as a divine representative. Miyamoto Mushashi is known as one of the deadliest swordsman in the Sphere. William Wallace is known amongst the Ariadnan people as a saviour and uniter against the oppression of foreign powers. Each of these individuals is easily recognized and command respect amongst certain groups. Players can also achieve this fame and use it to their advantage.

Gaining fame is rather simple; all a player is required to do is appeal to a demographic with their actions. A particularly skilled fighter might impress a unit of soldiers, who pass their tale up and down the chain. A humanitarian might inspire good deeds in others, earning themselves a reputation of caring and charity. A hacker might become famous for their deeds, their tag spread through the communities of Arachne for their skill. Note however that the accumulation of fame is difficult. The whole Sphere won't hear about that one-time Harvey knocked out a Morat on Paradiso, but a small group of soldiers will. Only by a constantly escalating series of deeds will a player achieve a notable level of fame.

In simplest use, fame allows characters to easily converse and obtain things from their fans. This can manifest as extra Momentum on Command, Lifestyle, and Persuade tests aimed at their fans in general. Additionally, they can ask for favours such as food, shelter, and information in a pinch, depending on the fan and what they have to give. This fame can also work inversely. The player will become easier to recognize by enemies and may be denied services or the time of day by people who dislike how they gained their fame. It is a good idea to keep track of what groups the player is famed and disliked in.

VIRTUAL TRAILS

The power that a player character gains through hacking makes it seem like they are above consequence. Indeed, a smart player with the right tools can upend campaigns if left unregulated, and so it is in the GMs interest to ensure that each hack has consequences. This is often no more than a simple task. Security systems damaging equipment or counterhacks disrupting the PCs' plans are simple, functional applications of Heat to ensure the players stay on their toes and don't stray too far into dangerous territory. But options are plentiful in the Human Sphere for retaliation.

First and foremost, one must remember that the Human Sphere is approaching the pinnacle of digital reliance and technology. Maya and Arachne are testaments to this, all pervasive as they are. To assume that security and society haven't grown alongside this dependence can lead to players making dangerous assumptions.

MAYA SECURITY

In the case of Maya, a player can leave trails of information as easily as they leave footprints in the mud, and like mud, the information and code they play in can track onto their social cloud and halo. Players will normally be wary of such things, and canny players accustomed to operating as stealthy characters will know procedures and tricks to ensure they leave any backdoors closed. However, the Sphere is filled to the brim with other InfoTech specialists, and security organisations make consummate use of them.

Whilst using Maya as their access point to achieve an action based in technology, such as hacking or projection of a ghost for use in surveillance, PCs expose themselves to detection or even retaliation. If a PC fumbles or risks detection to achieve a reward but fails, Heat can be spent to exacerbate their situation. Their footprint might be found, then with Heat their identity discovered. Now the player character must deal with law enforcement or private security making an active attempt at detaining them or placing them under arrest. ALEPH security systems might discover the intrusion and forcibly deactivate the Maya-dependant technology of the hacker temporarily, rendering their skills useless without a gateway.

These negative events also reveal the PC's physical location. A canny hacker or villain can easily learn the location of the player and their team by backtracking their location. If the player character is aware of this, normally with a reactive opposed **Analysis test** matched against their opponents **Hacking test**, they can take steps to ensure they aren't found. Quick application of counter-**Hacking tests**, or the application of a previously prepared identity fabrication program can protect identity and location for a time. But, the danger will remain until the PC can clean their trail.

A NEST OF VIPERS

Arachne is another issue all together. Trails left in the wrong places in Arachne can draw some truly dangerous individuals to the characters. Some of the Sphere's best hackers dwell in Arachne's depths and can make life truly miserable for any would-be trouble maker. Add to this the couple of truly deadly people whose secrets can be liberated from Arachne's hackivists, and one can see how using Arachne as a resource is like playing with fire.

Maintaining the reputations of each system is as simple as the costs of associating with them. Be careful to make the danger ever-present, but if an enemy gained from a misstep threatens to divert the campaign onto a new path, it is up to the GM to make the decision of whether it should or not. Sometimes a simple slap on the digital hand is the only reminder a character needs. That said, these complications and trails can lead to riveting action scenes normally found in intense fire fights and dangerous infiltrations rather than digital work as the hacker battles to close access points and throw pursuers off their trail. Use these opportunities to spice up the life of a hacker-based character, and you are sure to draw more enjoyment from them because of it.

DIGITAL HAZARDS

In addition to the data trails that can lead to the characters, there are other hazards that can dwell deep within the datasphere. As the digital world expanded and the ocean of information grew deeper, a form of synthetic evolution took place within Maya. As ALEPH ensured safety from the viruses of early computer technology, the few viruses that remained had to be programmed to be faster, quieter, and deadlier. Evading detection, these super viruses and their creators have become a part of the digital security world, hired and used by less ethical organizations and individuals to act as lethal traps to anyone who would dare interfere with their business. They are highly illegal and breach accords of datasphere safety established in the early days of quantronic technologies.

In the case of Arachne however, viruses are a part of everyday life. Though the same super viruses that dwell in Maya stray into Arachne, they are much rarer thanks to the vast diversity of viruses instead. A twisted ecosystem of sorts has formed within Arachne, favouring viruses that can spread and survive the attentions of Arachne users and their antivirus protections.

VIRUS ENCOUNTERS

When introducing a virus to a system, it is important to decide on the difficulty it will present. This difficulty should depend on several factors. First should be the sensitivity of the information the virus is protecting, which is especially true on Maya as viruses are incredibly rare, spawn only at the deepest levels of the datasphere, and are rarely deployed without purpose. On Arachne there is more room to introduce them as pitfalls that a hacker can stumble upon (think stepping on a landmine as opposed to stumbling into a tiger). Second should be the gateway program. Maya hosts the most dangerous super viruses and should be considered a confrontation akin to battling a Nemesis, requiring skill and determination to bypass as well as a healthy dose of luck.

THE ELEMENTS OF A VIRUS

After deciding if a virus or super virus will form part of the encounter, it is up to the GM to decide on the nature, effect, and intricacy of the virus. The nature of a virus is a simple thing, describing the method of 'tripping.' Some viruses are deployed when a certain file is accessed, exploding from hiding with an onslaught of violence. Some are quiet and deadly, sneakily integrating with the systems of the hacker and infecting their programs. Others skip a traditional trigger and instead react immediately to foreign intrusion unless the user carries a specific identification code.

The effect of a virus is more complicated, as viruses can achieve a massive variety of effects. Some viruses settle for implanting tracking software into the device of the one it afflicts, allowing the owner to track down and deal with the intruders personally. Others settle for nothing less than the utter obliteration of the intruder's systems, shattering their protections and destroying entire directories of information.

Finally, the intricacy of the virus can be considered the difficulty of its defeat, the complexity of its code. Some viruses, even deadly ones, are poorly coded and easily unravelled by a calm hacker. Some are ironclad and reactive, recovering from attempted purges and being difficult to put down.

By deciding on these three points you can create a virus to pursue your players.

These situations work best if constructed with solutions available to players, turning the situation into a high-stakes puzzle to be solved. Perhaps a virus has a weakness that can be exploited, or there might be an exploitable failsafe built within the network by the programmer to ensure they would not fall victim to their own virus. When battling a virus, the player should be encouraged to think their way around the virus instead of just confronting it with hacking tests.

THE \D35ECRATOR VIRUS

Created by an anonymous hacker, the \D35ecrator virus was one of the most intricate and horrific virus templates created until it was hunted down and purged from Maya by a taskforce assembled by a team assembled by 0-12's Bureau Noir. The super virus would begin its assault quietly, rapidly infiltrating the victim's software and replacing files with what were essentially file bombs containing micro viruses. By the time the victim could react, the virus would launch a multifaceted assault, overwhelming the protections of the system and allowing the virus to strike at the vulnerable core systems, tearing the target a part from within.

SECURITY SYSTEMS

The security systems of the datasphere aren't all violent viruses and tracer-ware. Conventional security systems are far more common than unconventional ones, but a vast market exists peddling an impressive array of unique system security programs. Typically, these systems are designed with the bearer in mind, allowing for an impressive amount of modification and user-friendly customization.

Functionally, security systems haven't changed much since their early inception. The objective of a security system is to sift through incoming data, isolate foreign or hostile elements, and either destroy or isolate them for further study. In addition, the security programs constantly survey internal files to ensure that if a foreign harmful element snuck itself in, it will be found and eradicated. Finally, security systems act as bulwarks against hackers, locking the access points into a person's or organization's internal information centres.

EVOLUTION OF SECURITY

The difference between the early systems and more modern security systems is the stakes. More than ever, protection against viruses and external digital threats is a vital part of staying safe within the datasphere. This usually manifests as a character's or adversary's Firewall stat, protecting them from outside influence. Beyond the core mechanics dwells a universe full of unique systems and puzzles. Understanding how these systems operate will allow the GM to use them as puzzles or safeguards, permitting the GM to restrict the amount of plot information a player can access through difficulty levels.

Maya and Arachne security systems tend towards certain standards. Maya's official security systems are, like most products, regulated to ensure a consistent level of quality and protection. Standard security packages ensure protection from digital threats and viruses, but the standard is only so efficient. The intricacy of lower-end packages might protect civilians from mean-spirited attacks from other non-specialists, but a dedicated and effective hacker can tear through these walls like paper thanks to the consistent progression of hacking resources. Higher-end packages, mostly those available to businesses, the wealthy, or government agencies, are much harder to break. Their walls are solid and fitted with effective counter-hacking software designed to throw potential hackers off.

These innovations are normally simple. Some make effective use of a technology called active file displacement, swiftly shuffling the directories under assault by a hacker to new locations. Though this may seem petty, the added bonus of time allows the more powerful systems to find and eject the foreign influence and restore stability. Others use aggressive auto-hacking algorithms to match the advance of the intruding hacker and break their advance. The variety of systems is wide, and it is rare to find a hacker that has dealt with all of them.

MAYA APPLICATIONS

Maya-based security systems aim to be efficient, safe and nonviolent. But to assume that this is the ironclad truth of Maya is to invite disaster. As discussed previously, certain-minded individuals take extra steps in ensuring the safety of their property and employ more violent security systems to guarantee this safety. Hidden super viruses are but one method of this security, rare due to their illegal nature, and other methods strain the bounds of legality. Systems that aggressively counterhack are common, but some take it a step further and seek to obliterate the chance of a future attempt. They break through the hacker's defences and scrub information banks clean of any data relating to the system they had just targeted. The creators of these systems claim that the exorcism of information is surgical, but victims of the software complain to others that the scrubbing of the information is less like a scalpel and more a mace to the head, wiping everything in reach before the hacker can expel their own invader.

ARACHNE APPLICATIONS

Within Arachne, no such laws exist to regulate use of security systems. Arachne systems play by a fierce survival of the fittest rule, due to the sheer number of hackers present in the user base. Many tech-savvy members of the Arachne community sell their services to others to ensure their digital safety, and there are quite a number of free services created by the more private-minded members. These people love the freedom that Arachne provides from the regulated depths of Maya, but don't want others to suffer for its price. This noble goal



is ironically held up with vicious security systems that seek to punish those who attempt to harm their clients.

When one hacks a security system developed for Arachne, they must duck and weave through virus caches, loop feed DDOS traps, and unstable files that prolong the hackers stay. If a hacker isn't careful, or simply not skilled enough, any one of these failsafes will crawl up the link and destroy not just the hacker's personal information, but possibly even their equipment. Programs that cause the hackers equipment to overheat and destroy itself, covert systems that stash illegal contraband within the user's files, and even programs that attack any cybernetic implants the hacker might have aren't just common, they are the standard. Arachne hackers normally joke about the violent scene of datasphere defence, saying that each new day brings a new way for a computer to die. And they aren't exaggerating.

AVOIDING THE GUARD DOGS

Within game play, these systems can be seen as the equivalent of a minefield. Players must use **Analysis** and **Hacking tests** to discover the patterns of a security system and safely navigate around it. As with other challenges presented in this chapter, the difficulty depends on the intricacy of the security system, which is normally decided by the individual or organisation that owns the tech. Consequences of the systems being tripped depend on the brand and type of security. A Maya security brand countering with their own scrub might set the player and their team back in an investigation, destroying vital evidence or intelligence on their comlogs or similar equipment. An Arachne-based system might skip the middle field and simply destroy the hacker's device, requiring them to obtain a new one altogether.

The consequences of a security system should scale with the sensitivity of the information and the morality of its owner. It is entirely possible that a low-level gangster operating off of Neoterra likes their privacy and invests in some of the most dangerous security systems available on Maya, rivalling the systems of Arachne. It is also entirely possible that a rich humanitarian operating on Bakunin might have weaker protections, due to a combination of decency and naiveté. The systems are as unique as the ones who use them, and it is a good idea to think of a system that suits the character that uses them.

CHAPTER 10

LARGE SCALE WARFARE

While many of the military actions in the Human Sphere are deniable black ops, police actions, and similar small-scale skirmishes, there are situations that call for a greater deployment of force.

Mass Warfare divides military actions into two levels: the **strategic** and the **tactical**. The strategic level is a contest between the wits and wills of commanders, as they direct their forces to outmanoeuvre and overcome their enemy. The tactical level is an ordinary Warfare scene, played out when specific conditions are met at the strategic level, which is a larger scene, referred to as a Battle.

ENGAGING IN BATTLE

The strategic level of warfare is focussed around the decisions of a small number of individuals: those involved in the major decision-making that occurs during a Battle. At the beginning of the scene, the GM should note the composition of each side — what Forces are available, and the Commands of those Forces. The Commanders make the key decisions during the scene, and some or all the Player Characters may be Commanders in a Battle, each responsible for different Forces.

Each Battle is divided into Strategic Rounds, during which each Commander may take a single Strategic Turn. Unlike with a normal action scene, Strategic Turns alternate between the sides of a Battle. One Commander takes a Strategic Turn, then hands the action to the opposing side, which selects a Commander to take the next Strategic Turn. Either side may pay 2 Heat to take a second Strategic Turn before handing to the other side.

During a Strategic Turn, a Commander receives a single Manoeuvre and a single Engagement, or two Manoeuvres. A Manoeuvre allows a Commander and their Force to relocate to a different part of the Battlefield. An Engagement allows the Commander and their Force to engage the enemy in combat.

COMMANDERS AND FORCES

Each Commander will have a single Force under their authority, with Commanders taking the actions needed to move Forces around the Battlefield and enter engagements with one another. A Commander is a character every sense, with attributes, skills, and so forth, and many Commanders will be Player Characters.



Forces have specific traits that determine how they operate on the Strategic Level.

- **Pace** determines how quickly and efficiently a Force can manoeuvre around the battlefield.
- **Impact** determines how dangerous the Force is. This is equivalent to a weapon's Damage rating.
- **Size** is a measure of the size of a Force, which influences how much damage it can inflict and how much it can withstand.
- **Strength** is the morale, determination, and individual courage of the Force, and their ability to withstand the rigours of battle. This is equivalent to a character's Stress.
- **Resilience** provides additional ability to withstand conflict, mainly through armour and other forms of protection. This is equivalent to a character's Armour Soak.

QUICK COMMANDERS

If a Commander is required quickly, a full set of attributes and skills aren't absolutely necessary. Instead, the GM can assign a Commander Quality using one of the following ratings:

QUICK COMMANDER

QUALITY	COMMAND TN	FOCUS
Inexperienced	7	0
Basic	9	1
Proficient	11	2
Talented	13	3
Exceptional	15	4

THE BATTLEFIELD

The area the Battle will take place within is called the Battlefield and this, like any area, is normally broken up into zones for the purposes of movement and range. Each of these zones is far larger than those used in conventional action scenes, to the point where the entire environment for a normal action scene should comfortably fit within one zone of a Battlefield. A zone may cover several hundred metres, or even kilometres of terrain, with an entire Battlefield covering a city, a town and surrounding territory, or some similarly large area.

When a Force is manoeuvred on the Battlefield, it may move a certain number of zones, determined by the unit's Pace and the Manoeuvre chosen. This is the Force's movement allowance and certain other factors can impact it.

These zones may have terrain effects just as normal zones do, though they work differently.

- **Hindering Terrain** slows down manoeuvres through the zone, and each instance of Hindering Terrain has a rating of 1 or more. Any Force that enters Hindering Terrain immediately loses a number of zones from its movement allowance equal to the terrain's rating. If this reduces the unit's movement allowance to zero, then the Force immediately stops moving.
- **Hazardous Terrain** is a potential risk for Forces that move through it. Hazardous Terrain counts as Hindering Terrain. In addition, when a unit enters Hazardous Terrain, roll a number of (N) equal to the terrain's rating plus one. This roll is applied as damage to the Force.
- **Defensible Terrain** is advantageous in some way, making it more difficult for the Force that holds the terrain to be overcome. Defensible Terrain has a rating of 1 or higher. The Difficulty of any test made to begin the Engagement increases by one. Further, whenever a Force is the target of a successful Engagement, it gains a number of (N) of Terrain Soak equal to the terrain's rating, which stacks with that Force's Resilience in the same way that Cover Soak and Armour Soak stack.
- **Impassable Terrain** cannot be moved through from certain directions; moving into a zone of Impassable Terrain from specific other zones is impossible, perhaps due to a sheer cliff or another obstacle. Some zones may be entirely Impassable, unable to be entered from any direction, and unable to contain any Force.

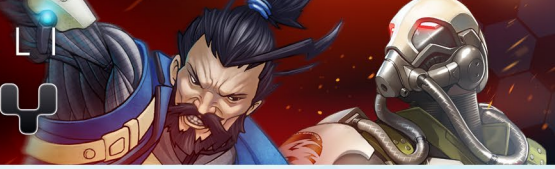
MANOEUVRES

A Manoeuvre is used to move a Force around the Battlefield. Manoeuvres require a Command test to complete, though they are normally easy unless there are other factors involved. The most common factor is nearby enemies: if there are one or more enemy Forces within Medium range (an adjacent zone) of a Force before it makes a Manoeuvre, increase the Difficulty of the Manoeuvre by one for each enemy Force.

A Commander can attempt a single Manoeuvre each Strategic Turn, or two if they attempt no Engagements. The same Manoeuvre may not be attempted twice, and the Command test of the second Manoeuvre is increased in Difficulty by 1 due to the extra strain placed on the Force.

The most common Manoeuvres that can be performed are as follows:

- **Advance**: **Simple (D0) Command** test. The Force has a movement allowance equal to its Pace, +1 per 2 Momentum.
- **Fortify**: **Average (D1) Command** test. The Force has a movement allowance of 0. The Force gains an additional (N) of Terrain Soak, +1 per Momentum. Further, Effects rolled on Terrain Soak dice add an additional +1 to the total.



MASS WARFARE MOMENTUM

SPEND	COST	EFFECT
Bonus Damage	1	Increase the damage inflicted by a successful Engagement; each Momentum spend adds +1 damage.
Penetration	1	The damage inflicted by the current Engagement ignores an amount of Soak equal to twice the Momentum spent.
Guarded	1	The character gains 1 (N) Terrain Soak per Momentum spent (maximum +4 (N)) until that Force's next Strategic Turn.
Reroll Damage	1NR	The Force may reroll any number of damage dice from the current Engagement.
Regroup	1	The Force regains 1 Strength per Momentum spent.
Secondary Target	2	A second Force within Close range of the primary target is also affected by the Engagement, and suffers half the damage inflicted (rounding down).
Overrun	2NR	The Force may make one additional Manoeuvre or Engagement, increasing the Difficulty by +1 on the required Skill Test. Each Force may only use this option once per Strategic Round.

- **Prepare**: **Simple (D0) Command** test. The Force has a movement allowance of 0. During its next Engagement, the Force gains Piercing 1 (or +1 to any existing Piercing).
- **Quick Advance**: **Average (D1) Command** test. The Force has a movement allowance equal to its Pace, +1 per Momentum.
- **Quiet Advance**: **Challenging (D2) Command** test. The Force has a movement allowance equal to half its Pace (round up), +1 per 2 Momentum. Enemies attempting an Engagement against this Force increase the Difficulty of their test by one.
- **Rally**: **Average (D1) Command** test. The Force has a movement allowance of zero. The Force regains two Strength, +2 per Momentum.
- **Withdraw**: **Challenging (D2) Command** test. Ignore increases to Difficulty caused by nearby enemies. The Force has a movement allowance equal to half its Pace (round up), +1 per 3 Momentum.

ENGAGEMENTS

An Engagement is used to take a Force into Battle, fighting against another Force. Nominate an enemy Force within close range (the same zone) of the attacker to be the target. The attacking Force's Commander makes an Average (D1) Command test to begin the Engagement, though circumstances such as fortifications, hidden enemies, and similar impediments will increase this. The defending Force makes their own **Average (D1) Command** test, but this is not a face-to-face test: they happen independently of one another. Failure means that Battle is not effectively joined.

If a Force's test is successful – whether attacking or defending – then that Force inflicts damage equal to its Size plus its Impact against its opponents. This works in the same way as all damage. The roll produces a damage total, the target subtracts their Soak (in this case, Resilience) from that total, and anything less is applied to Stress, which in this case is the Force's Strength. The Force may spend Momentum to reduce Soak, or increase damage, much as they can in any other action scene.

Harm for a Force is called a Loss. It adds +1 Difficulty to any tests made to Command the Force. Once a Force has suffered a number of Losses equal to its Size, it is Routed, and is no longer able to attempt Manoeuvres or Engagements. A Routed Force is made up entirely of the dead and the fleeing and is no longer a meaningful part of the battle. The fate of the Commander of a Routed Force is determined by the GM, but they will normally be captured, pressed into hiding, or otherwise remain alive but in a dangerous situation.

If there are multiple Forces present in that zone on each side, perform the Engagement as normal, with the Commanders of the other Forces assisting the Commander of the Force attempting the Engagement. In addition, each assisting Force adds +1 (N) to the Impact of the active Commander on their side.

ENGAGEMENT ATTACK QUALITIES

The following attack qualities are commonly used during mass battles, and due to the differences between mass battles and a normal action scene, some attack qualities may function differently in mass battle.

- **Area (Close/Medium/Long)**: The attack affects a wide area and can affect multiple targets at once. For each Momentum spent, the attack strikes an additional target within the blast's range, starting with ones nearest to the initial target. If a complication is rolled, the GM may choose to have it strike an ally within the area affected by the attack instead.

- **Backlash X**: Functions as normal. (See *Infinity Corebook* p. 336)
- **Grievous**: Functions as normal. (See *Infinity Corebook* p. 337)
- **Piercing X**: Functions as normal. (See *Infinity Corebook* p. 338)
- **Suppressive**: If the number of Effects rolled equals or exceeds the Size of the target Force, that Force may only attempt a single Manoeuvre or Engagement on its next Turn. Multiple instances of this quality do not stack, nor can a Force lose more than one Manoeuvre from Engagements using this quality.
- **Unforgiving X**: The attack benefits considerably from preparation. When making an Engagement that has gained the benefits of a Prepare Manoeuvre, the attack gains Vicious X.
- **Vicious X**: Functions as normal. (See *Infinity Corebook* p. 338)

TACTICAL LEVEL

The normal flow of Manoeuvres and Engagements is sufficient for most mass battles, but there are times when you want more detail and action than the Strategic Level can provide.

In these situations, in an Engagement where a Force suffers one or more Losses, and especially in those where *both* sides suffer one or more Losses, the GM and players have the option of moving to the Tactical Level. In such a situation, the Strategic Level battle is paused, and the GM sets the scene for a normal action scene, with the environment and combatants involved based on the Engagement just resolved.

In these situations, the GM should allow for additional objectives to be achieved, or even additional Losses to be inflicted, based on the outcome of the Tactical Level action. In all other ways, it is a normal action scene.

Not every Engagement should be played out to this level of detail — it would take a considerable amount of time and effort, and it would slow down resolving the Battle as a whole. Rather, Tactical Level scenes should be used to highlight the deeds of the player characters and the more interesting parts of a larger battle.

FORCE TRAITS

Forces may have one or more special abilities that define the way they function, adding new abilities or limitations, making them more or less useful in different situations, and so forth.

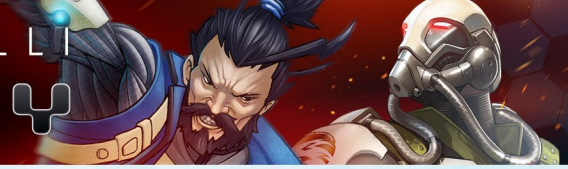
AIRBORNE

These Forces are capable of flight, soaring over the ground and any obstacles in their path. During a Manoeuvre, this Force ignores the effects of Hindering or Hazardous Terrain, and may move freely over Impassable Terrain. Additionally, when performing an Engagement, an Airborne Force has 2 of Terrain Soak, due to their altitude and swift movement.

ARTILLERY X

These Forces are designed to destroy enemies and fortifications from a distance, normally as a prelude to a close-range assault to claim territory. So long as they do not attempt a Manoeuvre on the same Turn,





Artillery may attempt an Engagement against enemy Forces that are not within Close range. The basic difficulty of the test to begin the Engagement increases by +1 for each range category beyond Close (+1 for Medium range, +2 for Long, +3 for Extreme). Further, during an Engagement at longer ranges, the enemy Force does not inflict any damage in return. Artillery cannot attempt an Engagement against any Force which is more than X zones away.

Artillery may also assist allied Forces when at any distance within their maximum range.

However, Artillery may not attempt, or assist, Engagements against enemy Forces at Close range, and halve (round down) any damage they would inflict when engaged by an enemy Force.

WHAT SIZE MEANS

Typically, each point of Size represents a single squad within the Force, with a Size 3 unit representing a small platoon. With vehicles — such as gunships or TAGs — divide the Scale of the vehicle by 3 to determine what Scale it counts as (so two Scale 6 vehicles is a Size 4 Force). Forces can have their Size increased or decreased to represent fewer or greater numbers of troops or vehicles at the GM's discretion.

COMMAND CADRE X

The Force is an HQ unit, and other Forces will follow it into battle. Whenever the Command Cadre attempts a Manoeuvre, up to X units within Close range may immediately perform the same Manoeuvre, moving in the same direction, to the same destination, and gaining the same benefits; the other Forces follow the Command Cadre's Manoeuvre.

INFOWARRIORS X

The Force includes several hackers and repeaters, supporting their engagements with Infowar techniques. Whenever the force succeeds at an Engagement, select one of the following options. In all cases, X is the rating of the Infowarriors trait.

- **Undermine**: By spying and sabotaging enemy defences, reduce the enemy's Terrain Soak by X(N), to a minimum of 0.
- **Directed Support**: Calling in additional fire from remotes and other nearby Forces, the unit gains +X Momentum. This Momentum must be spent during the Engagement, and cannot be saved.
- **Shutdown**: Jamming signals and shutting down enemy comms impose a considerable disadvantage to the enemy, granting the Infowarriors Force +X(N) Terrain Soak.

SCOUTS

The Force exists to gain information on the enemy and pass it on to the rest of the army, using some covert method of communication to relay their findings. Scouts may attempt the following Manoeuvre:

- **Reconnoitre**: **Challenging (D2) Command** test. The Force has a Movement allowance of 0. Nominate a single enemy Force within Medium range; success reduces the Difficulty of the next Engagement made against that Force by one. Reduce that Difficulty by a further one for two Momentum.

SHARPSHOOTERS

Due to superior or focussed training, this Force is extremely accurate and effective when firing at their target from long distances. Such units often operate in small teams in advance of the main host. At the start of any Turn, the Force may choose to have the Artillery 1 trait.

SHOCK TROOPS

The Force is brutally effective during Engagements that it initiates, storming into enemy positions with explosive force and ruthless efficiency. Whenever the Force succeeds at an Engagement, it gains the Vicious 1 quality (or +1 if it already has Vicious X) on its Impact, and +2 to its Resilience. It does not gain these benefits whenever it is the target of an Engagement.

SKIRMISHERS

The Force consists of a small number of combatants, who move in a loose formation to increase their mobility and ability to evade foes.

Skirmishers count the rating of Hindering and Hazardous Terrain as two lower than normal and ignore Hindering or Hazardous terrain with a rating of 0. Whenever Skirmishers succeed at an Engagement, they gain the Piercing 2 quality on their Impact (or +2 if they already have Piercing X), but their scattered nature means that they count their Size as half its normal value (round up) when determining the damage they inflict during Engagements.

Whenever Skirmishers are the target of an Engagement, they may re-roll any Cover dice. However, whenever they suffer one or more Losses, they suffer one additional Loss.

SUPPORTING FIRE

This Force is ideally suited to providing close support. Whenever a Supporting Fire Force assists another allied Force in an Engagement, the d20 it rolls for assistance may be re-rolled, and it grants +2(N) to the Impact of the leading Force, rather than +1(N).

TRANSPORT

This Force is equipped to carry other Forces into battle, often providing them with greater mobility, and supporting firepower during battle. A Force of Transports may carry one or more other Forces with a total Size no greater than that of the Transports.

Embarking onto a transport, or disembarking from a transport, can be done for free as part of any Manoeuvre, though a unit may not both embark and disembark during the same Manoeuvre.

SAMPLE FORCES

TROOP PROFILE

GUNSHIP SQUADRON

Armoured gunships used to provide air support to ground forces and perform tactical air strikes on enemy positions.

STATS

Pace	4	**Impact**	4 (N), Piercing 2		
Size	3	**Strength**	12	**Resilience**	3
Traits	Airborne, Shock Troops, Transport				

TROOP PROFILE

LIGHT INFANTRY PLATOON

Lightly-armed and armoured infantry, ideal for moving quickly through dense terrain and fighting at close quarters.

STATS

Pace	1	**Impact**	5 (N), Piercing 2)		
Size	3	**Strength**	9	**Resilience**	1
Traits	Skirmishers				

TROOP PROFILE

MEDIUM INFANTRY PLATOON

Tough infantry, who can serve as the core of any Force.

STATS

Pace	1	**Impact**	5 (N), Vicious 1		
Size	3	**Strength**	10	**Resilience**	2
Traits	None				

TROOP PROFILE

HEAVY INFANTRY PLATOON

Power armoured infantry carrying powerful weaponry.

STATS

Pace	1	**Impact**	5 (N), Vicious 1		
Size	3	**Strength**	9	**Resilience**	3
Traits	Shock Troops				

TROOP PROFILE

MISSILE PLATFORM

A large ground vehicle laden with remotely-guided missiles.

STATS

Pace	1	**Impact**	8 (N), Area (Close), Suppressive, Vicious 2		
Size	2	**Strength**	6	**Resilience**	4
Traits	Artillery 4, Supporting Fire				

TROOP PROFILE

RECON/SNIPER SQUAD

A small group of light infantry, armed with spotting equipment and long-range rifles.

STATS

Pace	2	**Impact**	5 (N), Piercing 2, Unforgiving 2		
Size	2	**Strength**	6	**Resilience**	1
Traits	Scouts, Skirmisher, Sharpshooters				

TROOP PROFILE

LIGHT TAG SQUADRON

Skilled pilots operating armoured, mobile mechanised suits. These TAGs are relatively small and light-weight, allowing them to move quickly into position in support of other Forces.

STATS

Pace	3	**Impact**	6 (N), Vicious 1		
Size	3	**Strength**	12	**Resilience**	4
Traits	Infowarriors 2, Shock Troops				

TROOP PROFILE

HEAVY TAG SQUADRON

Skilled pilots operating armoured, mobile mechanised suits. These TAGs are heavily-armed and heavily-armoured, and often found where the fighting is most intense.

STATS

Pace	2	**Impact**	7 (N), Piercing 2, Vicious 1		
Size	3	**Strength**	15	**Resilience**	6
Traits	Infowarriors 3, Shock Troops				



OTHER APPROACHES TO BATTLE

The method described so far in this chapter is ideally suited to situations where the player characters are heavily involved in the whole Battle, commanding forces directly or remotely, or where the GM wishes to give the players a birds-eye-view of the whole Battle. That won't always be the case, however, and it may not be suitable for all battle scenes the GM has in mind.

BATTLE AS A BACKDROP

The option requiring the fewest game mechanics is the use of the Battle as a backdrop to the action scenes the players are involved in. This may mean that the players are slightly disconnected from the larger battle — either because they are only a small part of it, or because they have a specific and related objective that feeds into the larger battle. It also permits the GM freedom in defining what happens beyond the players' actions.

In this method, it is important for the players to feel like their contributions matter, so giving them clear personal objectives within the Battle is a good idea. Attempting to secure a specific location, to destroy an important weapon or infrastructure, or even to achieve some clandestine goal with the battle as a distraction are all good examples of this.

The progress of the Battle can be used to give the GM an opportunity to add to and spend from Heat, as events from the rest of the fighting bleed over into the player characters' actions and vice versa. Similarly, the players may have opportunity to make decisions or spend Momentum to help the larger battle.

The drawback is that it is entirely up to the GM what happens in the larger battle, and this can be a lot of work to track on top of the player characters' actions, either requiring a lot of on-the-spot decision-making, or planning out the events beforehand. And whatever the GM decides, this can come off feeling a little arbitrary, as the outcome is determined by the GM first and foremost.

BATTLEFIELD EVENTS

One method around the arbitrary nature of GM fiat battles is to highlight a few key events within the conflict, which the players can be involved within. These events — each a significant choice, and often accompanied by a set-piece action scene — can add a degree of structure to the battle that may not otherwise be there.

Each event should have two or more distinct outcomes, representing the effects of that event played out in different ways, as well as one or more objectives for the player characters to achieve. At the bare minimum, there should be an outcome for the players' success, and an alternative outcome for their failure. Additional outcomes can be tied to specific objectives.

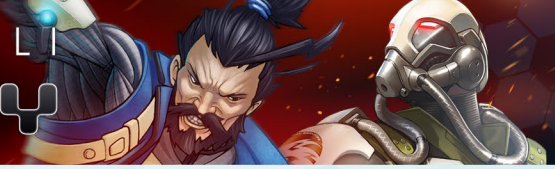
The objectives of an event can normally be summed up in one of the following keywords:

- **Retrieve**: An important item, vital collection of data, or significant person must be taken from enemy hands.
- **Destroy**: Something valuable to the enemy — often an item, collection of data, a person, or some piece of infrastructure — must be destroyed. If the target is a person, then this objective can be considered Assassinate instead of Destroy.
- **Capture**: A key location or resource, which is typically something which cannot easily be removed, must be captured and held against enemy Forces.
- **Defend**: A key location or resource already held by allied Forces must stay in allied hands. In essence, prevent the enemy from achieving a Capture objective.
- **Protect**: Prevent the enemy from achieving a Retrieve or Destroy objective.

The conditions of these objectives will vary immensely. A mission to assassinate key enemy personnel within a fortified bunker is very different from trying to assassinate an enemy on the move.

Those objectives are likely to be the focus of a Battlefield event, with one or two of them serving as a primary goal that can most definitely be keyed with the covert objectives described in **Chapter 7: Beyond the Veil**. If these covert objectives are employed, replace the relevant phrase presented above with its closest covert objective counterpart, for example Destroy for Assassinate or Sabotage, or Retrieve for Acquisition or Extraction. There may be secondary, lesser objectives as well, which may impose additional conditions or complications upon how the primary goal is achieved. A few of the more common secondary goals are described below:

- **No Witnesses**: Requiring either perfect stealth or an utter lack of mercy, this requires that the objective be completed without anyone able to pass on that it has happened. This can be especially difficult if there is quantronic surveillance, as there could be witnesses who aren't directly present.
- **Time Pressure**: Achieving an objective within a specific timeframe can make all the difference during a battle. The longer a battle takes, the



bloodier and more destructive it can become, so achieving goals swiftly can make a big difference.

- **Psychological Warfare**: An objective achieved in an obvious and dramatic way can have a psychological effect, harming enemy morale or inciting reckless anger.
- **Greater Degree of Success**: A secondary objective may call for a primary objective to be achieved especially well. This may require greater precision (destroying a target with minimal collateral damage), a more thorough victory (routing or wiping out an enemy Force while securing an area), or managing to retrieve a target instead of destroying it (such as convincing an enemy to defect, or subverting a resource rather than simply denying it to the enemy).

A Battle should comprise several events, in different locations, and taking place at different points in time. How the GM structures this is as important as defining what those events are and will help convey a greater sense of how the Battle is doing. At the simplest level, the GM could establish a series of events and say that the player characters' side has won if a certain number of those events are won.

To add more nuance to this, the GM may add a score to each of the objectives, with primary objectives being worth more than secondary objectives, and the final cumulative score determines the degree of victory or defeat. This allows some events to be weighted and valued more highly than others and makes it easier for secondary objectives to contribute to the outcome of overall Battle. The GM may add further depth to the Battle by having some events occur simultaneously, forcing the players to either divide their efforts (attempting to win multiple events by splitting up), or to choose which event they wish to attempt, leaving the other to fail automatically.

If the GM wishes to be especially elaborate, they may wish to have some events contingent upon the outcomes of previous events. Victory or defeat in one event may define which events happen next or alter the conditions of those events as the enemy reacts to changed circumstances. This could result in flow-charts of cause-and-effect, where victories and defeats shape entire Battles.

Of course, this method of structuring a Battle doesn't have to be limited to military engagements. It can, with a little creativity, be used for all kinds of different scales of conflict in the Wilderness of Mirrors, and it can be used as the basis for entire adventures or campaigns.

PLAYER-CENTRIC OUTCOMES

While the outcomes of some events may be obvious and easy to extrapolate, that won't always be the case, and sometimes the players may not care as much about the overall Battle as they do their own personal goals and accomplishments. This is fine, and it can be accounted for.

Whatever else occurs during a Battlefield event, success should grant the players some additional advantage or benefit. This could be a single Infinity point each, or it could be access to some high-powered military hardware, clearance to call in extra reserves or airstrikes, or something along those lines that helps the players feel as if their efforts are being rewarded.

Defeat is even easier to handle. A defeat should probably add a few points of Heat to the GM's pool, representing additional problems, setbacks, and complications that may occur because of the players' failure. Three to five points, or at most 1 point per player, should normally be sufficient here, and the GM should make sure that those points are spent in subsequent events in order for the players to feel the consequences of their defeats

USING FIRETEAMS

One of the most straightforward methods of increasing the size and impact of an action scene in *Infinity* is right there in the core rulebook: Fireteams.

Fireteams are normally a GM tool for handling large groups of adversaries (see *Infinity Corebook* p. 416), but that isn't the only way they can be used. A typical Fireteam consists of up to five Trooper NPCs, acting as a single group, and taking damage collectively rather than individually. Fireteams can be accompanied by a leader, which is normally an Elite or Nemesis NPC, who acts and is assisted by the Fireteam.

But, there is no reason that the leader of a Fireteam must be an NPC. A Fireteam could be led by a player character instead, supporting and protecting that character in an action scene. This follows all the rules for a Fireteam leader, and allied Fireteams function exactly as enemy ones do, with the slight difference that their Heat Spends add to Heat, rather than taking from it (see *Infinity Corebook* p. 418).

With the use of Fireteams, a group of six player characters can each command a Fireteam, allowing several distinct squads of combatants to take to the field. Not all player characters may be suited to commanding a Fireteam, however. Some may find their skills more suited to lingering behind the lines in a support role or entering the fray as a solo combatant if their skills would be hampered by a team of subordinates.

The use of Fireteams in an action scene can be combined with the other methods presented in this chapter. They can bolster the player characters' actions in Battlefield events or serve to represent Forces on the tactical level during a larger Battle.

OTHER ARENAS

This chapter presents a heavy emphasis on the Warfare element of the arenas of conflict presented within the *Infinity Corebook*, but with minor adjustments, many of the rules described here can be applied to large scale actions taking place in the Infowar and Psywar spectrums. Battles frequently take place across multiple arenas at once, with the appropriate Commanders taking responsibility for their respective arena of expertise. In this way, the layered Battlefields can represent conflicts of truly staggering depth and scale.

Because of the nature and scale of these conflicts, many of the rules offered here are just as applicable on an earthly Battlefield as they are on a digital or psychological one. Only the names and descriptive elements of the sample Forces and their



traits need altering. The following suggestions are presented to reflect strategic actions within alternative Battlefields and multiple arenas of conflict.

INFOWAR

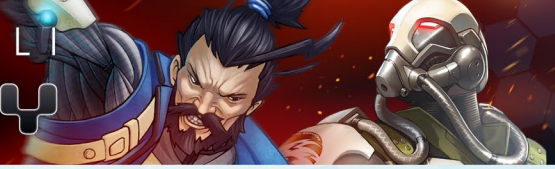
Often accompanying sweeping offensives in the physical realm, large-scale Infowar confrontations pit teams of hackers, remotes, and data thieves against each other in deadly quantronic Battles that can have far-reaching effects on the Warfare offensives they support. Large-scale Infowar conflicts take place at a level beyond the immediate remit of the teams of Infowarriors sent to support the Warfare arena, both in terms of number of personnel involved and area of responsibility to cover.

A Combined Army offensive on the Acheron Blockade or hostile takeover of another corporation's assets by a major rival are both example arenas that might call for a large-scale Infowar engagement. In the former case, a large-scale fleet action commanded by a seasoned admiral in the physical realm can readily be layered upon a desperate holding action in the digital, as deadly and subversive threats threaten to shutdown not only the coordinating network of the entire fleet, but also the weapons and defences of the individual ships themselves. In the latter example, a full-scale assault on the access nodes of a target corporation can be supported by a strategic psychological campaign against the employees of its various departments and subsidiaries, with the intent to divide, confuse, and conquer the organisation both spiritually and financially.

INFOWAR FORCE TRAIT ALTERNATIVE LABELS

A Force that isn't listed remains unchanged from its Warfare counterpart.

- **Authentication Spoofers (Airborne)**: Hacker teams dedicated to cracking open security protocols and ghosting data tunnels. They leave a trail of open doors for the more destructive hackers set to follow in their wake.
- **Data Moles (Scouts)**
- **Data Manipulators (Shock Troops)**
- **Data Packet (Transport)**
- **Flak Team (Artillery X)**: These Forces are experts in creating quantronic flak to cover the advance of their digital counterparts. They follow the same rules as a Force that possesses the Artillery X quality but cannot target an enemy unit. They must instead target a friendly unit beyond Close range with an engagement. If successful, the engagement does not inflict Impact damage, but instead increases the target unit's Resilience by X for one turn, where X is equal to the Flak Team's rating. Any Suppressive quality they possess is only effective against enemy Forces engaged at Close range. Unlike their physical Artillery counterparts, Flak Teams may engage, or assist, engagements at Close range, although any resultant damage is halved exactly as if they had been engaged.
- **Spec Ops X (Infowarriors X)**: A unit in the physical realm dedicated to assisting the actions of the digital. The team is tasked with disrupting the activities of enemy hackers by any means possible, which frequently involves bullets, blades, and high explosives.
- **System Disrupter (Supporting Fire)**
- **Taggers (Skirmishers)**



SAMPLE FORCES

The following two units offer an example of the alternative Forces that may be employed within the Infowar arena. GMs may of course make any alterations they see fit to the regular Forces presented above to better represent the units available within the digital battlefields of their own scenarios.

TROOP PROFILE

DEDICATED REMOTES

A squadron of dedicated remotes used to transport the quantronic presence of their allies closer to the intended target. Remotes designed for this function will often include aggressive LAIs tasked with acquiring secure access and supporting the offensive.

STATS

Pace	4	**Impact**	4(N), Piercing 2		
Size	3	**Strength**	8	**Resilience**	3
Traits	Authentication Spoofer, System Disrupter, Transport				

TROOP PROFILE

DDOS TEAM

A Force dedicated to creating quantronic flak that impedes counterattacks against the friendly units they support. They have little to no offensive capability at range, instead providing defensive support. They are still capable of defending themselves however.

STATS

Pace	1	**Impact**	8(N), Area (Close), Suppressive, Vicious 2		
Size	2	**Strength**	10	**Resilience**	4
Traits	Flak Team, System Disrupter				

PSYWAR

The Psywar arena rarely goes hand-in-hand with either of the other theatres of conflict on a Battlefield scale for which these rules are intended. That said, as with the corporate takeover example mentioned above, there are some occasions when the contents of this chapter might be applicable. A destabilising campaign to sway the sympathies of a population during an armed conflict is an example of the psychological battlefield layering with, and perhaps influencing, an additional arena of conflict; warfare in this case. Formulated advert campaigns, canvassing teams, and media manipulation are the tools of the trade for large-scale Psywar actions, all of which can go a long way to motivating or demoralising significant groups of people.

PSYWAR FORCE TRAIT ALTERNATIVE LABELS

- A Force that isn't listed remains unchanged from its Warfare counterpart.
- **Agitators** (Shock Troops)
- **AR Presence** (Supporting Fire)
- **Diplomats** (Skirmishers)
- **Flyer** (Airborne): Physical leaflets and brochures dropped or delivered over large areas. There is little that can be done concerning their initial deployment and rounding every leaflet up is a painstakingly laborious process, making this an effective means to deliver a message.
- **Misinform X** (Artillery X)
- **Plants** (Scouts)

SAMPLE FORCES

The following two units offer an example of the alternative Forces that may be employed within the Infowar arena. GMs may of course make any alterations they see fit to the regular Forces presented above to better represent the units available within the digital battlefields of their own scenarios.

TROOP PROFILE

CANVASSING TEAM

A highly mobile Force that can arrange leaflet drops and ad campaigns with far-reaching effects. They can deliver campaign messages or supporting personnel with equal efficacy.

STATS

Pace	4	**Impact**	4(N), Piercing 2		
Size	3	**Strength**	12	**Resilience**	3
Traits	Flyer, Agitators, Transport				

TROOP PROFILE

HR TEAM

Skilled manipulators capable of absorbing the impact of most psychological weapons launched their way, these personnel are iron-willed, remorseless, and often found in places they aren't wanted.

STATS

Pace	2	**Impact**	7(N), Piercing 2, Vicious 1		
Size	3	**Strength**	15	**Resilience**	6
Traits	Infowarriors 3, Agitators				

CHAPTER 11

VEHICULAR IMPACT

The Human Sphere is traversed in a wide variety of vehicles, allowing people to travel across land, sea, or even through the air, at great speed and often in considerable comfort. Civilian vehicles move people and cargo from place to place, while military vehicles allow a projection of force that even the most elite of infantry cannot truly match.

This chapter expands upon the Vehicles rules found in the *Infinity Corebook* and discusses the specific special rules, effects, and game variants that apply to vehicles during different kinds of scenes (see *Infinity Corebook* p. 133). Most of these rules apply to Warfare scenes, as a vehicle is an undeniably physical object, but vehicles are often vulnerable to Infowar attacks, and can often have a psychological impact that could be resolved as a Psywar attack.

CORE VEHICLE RULES, EXPANDED

These rules are identical to those found in the *Infinity Corebook*, but with several additions and expansions.

VEHICLE TYPES

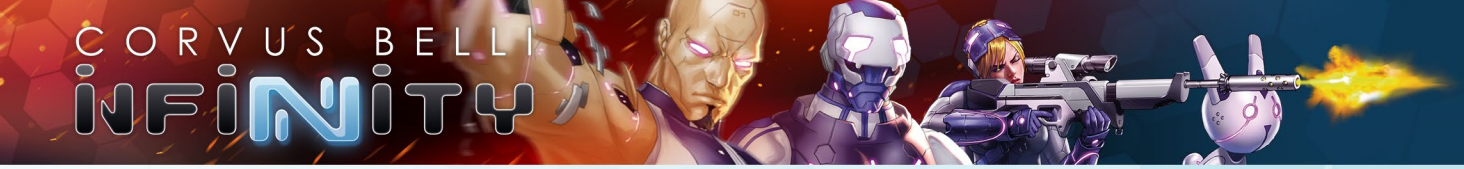
Vehicles come in a range of different types, from sleek and agile TAGs, to nimble motorcycles, to rugged trucks, and everywhere in between. A vehicle's Type describes how it and its passengers interact with terrain and other characters. A vehicle will always have at least one Type, and some may have several.

A vehicle can only move across terrain types allowed by its Type. (For example, a Ground vehicle like a car attempting to drive across a lake will usually just sink. Conversely, a boat will obviously run aground if it tries to leave the water.)

Aircraft: The vehicle is designed to operate at high altitudes. Full rules for operating aircraft can be found on p. 130.

Cumbersome: The vehicle is bulky and unresponsive, and clumsy to manoeuvre. The vehicle increases the Difficulty of Evasive Action and terrain tests by +1.





Enclosed: The vehicle is completely enclosed, protecting crew and passengers within. Crew and passengers cannot be targeted by attacks from outside the vehicle, but also cannot use their own personal weaponry.

Expert X: The vehicle has an expert system, granting X bonus Momentum on successful Pilot tests. This requires that the vehicle connects to the pilot's personal network, and the vehicle is considered to have the Comms Equipment quality.

Exposed: The passenger and crew of an Exposed vehicle can be targeted by attacks from outside the vehicle and may attack with their own personal weapons. Some Exposed vehicles may still offer cover to their occupants (indicated in parentheses).

Ground: The vehicle is designed to move across land.

Hands: The vehicle has manipulators similar in function to human hands. The pilot can make attacks using melee or ranged weapons held in the vehicle's hands. They can also make unarmed strikes with damage equal to its Impact rating.

High-Performance: The vehicle is powerful and finely-tuned for the best performance. The pilot may increase the Speed of the vehicle by 1 after a successful Pilot Test by spending 2 Momentum (this is not repeatable). However, any Test to repair the vehicle increase in Difficulty by +1, due to its finely-tuned nature.

Hover: The vehicle floats above terrain and obstacles but cannot truly fly. Hover vehicles ignore all zone effects caused by surface conditions (e.g., slippery ice or choppy water) and obstacles shorter than an average human.

Imposing: The vehicle is designed to look ominous or threatening, or has an especially deadly reputation, conveying a sense of dread and potential peril to those nearby. A character attempting to intimidate others with an Imposing vehicle may add the Piercing 1 quality to the damage roll of a resultant Psywar attack. The character must be in, or within Close range of, the vehicle to gain this benefit.

Impressive: The vehicle is obviously expensive, the height of fashionable excess, or it is especially impressive in its luxury or performance. A character attempting to charm or persuade others while inside, or within Close range of, an Impressive vehicle may add +1 to the damage of a resultant Psywar attack. This increases to +2 with a direct demonstration of the vehicle's luxury or performance (such as inviting someone else along for a drive in a sports car or yacht).

Linked: The vehicle is interconnected to several other vehicles, often relying on a single vehicle for propulsion and control. One end of each vehicle must remain connected to at least one other linked vehicle, and each end can only be connected to one other vehicle — in essence, this produces a chain of carriages connected to a single lead vehicle, which provides propulsion and control.

Nimble: The vehicle is especially agile and manoeuvrable and can respond to its pilot extremely quickly. The vehicle counts its Scale as one less than normal for the purposes of Evasive Action and terrain tests. This effect stacks with the same benefits from the Walker type.

Non-Hackable: The vehicle is relatively primitive or was purposely designed not to have quantronic components. This makes operating the vehicle more difficult, +1 Difficulty to Pilot tests to operate the vehicle, but means that the vehicle cannot be targeted by quantronic attacks, nor can it be affected by Breach Effects. A Vehicle with this Type has a Firewall of 0.

Rail: The vehicle is designed to operate on, or near to, a rail, and cannot effectively operate anywhere else. Whether a maglev carriage, or a vehicle using a rail to supply power, the vehicle's Speed is reduced to 0 when it is no longer within Reach of the rail. The vehicle may not deliberately move out of Reach of the rail — it can only occur because of failed terrain tests and similar loss of control.

Remote X: The vehicle can either operate itself autonomously or be directed remotely from another location. When operating autonomously, the vehicle is considered to have an Attribute of 8, and Expertise and Focus values equal to X (X is normally 1–3) for all skill tests the vehicle is required to take, and it is an Elite NPC. During remote operations, the vehicle's LAI takes on the Pilot role only, though if the vehicle has the Single-Seat type, then it will take on gunner roles as well.

Rough Terrain: The vehicle is designed to remain mobile and effective even in rough terrain. When attempting a terrain test, the vehicle allows the pilot to re-roll a single d20.

Rugged: Tech tests to repair Rugged vehicles are reduced in difficulty by one step.

Self-Repairing: The vehicle is designed to repair itself over time. Between scenes, it automatically recovers all lost Structure, and removes a single Fault every day. If its Armour Soak or BTS have been reduced, it regains one point each of those per day until they return to their normal values.

LARGE VEHICLES

Any vehicle with a Scale above 3 may take up multiple zones and may have its internal space divided into several zones. For example, a yacht may have different cabins and decks, and may exist across several zones on the environment map (the fore, the aft, etc.). The specifics of this are left to the GM's discretion.

REMOTE VEHICLES

Any vehicle that lacks the Non-Hackable type can be operated by remote control or ghosting, as if they were remotes, as described on p. 354 and 355 of the *Infinity* Corebook. However, only vehicles with the Remote X type truly count as remotes, as that type specifically allows the vehicle the ability to operate autonomously.

Single-Seat: A single-seat vehicle is specifically designed to be fully operated by a single character. A pilot in a single-seat vehicle can simultaneously assume the role of a gunner without the normal penalty.

Submersible: The vehicle can operate entirely submerged below the surface of the water.

Tracked: The vehicle moves on bands of linked plates or rubber pads which distribute the weight of the vehicle more evenly than wheels and provide good traction in soft ground that could cause other vehicles to sink or become mired. When attempting a terrain test, a tracked vehicle may reduce its Speed by 1 to reduce the difficulty of the terrain test by 2.

Walker: The vehicle moves on legs. Walkers count their Scale as one less for the purposes of Evasive Action or terrain tests.

Watercraft: The vehicle is designed to travel across water.

Wheeled: The vehicle travels on wheels. Wheeled vehicles are swift across open ground, but sometimes difficult to control over rough terrain. A Wheeled vehicle counts its Speed as one higher if there is no difficult terrain in any zone it enters, leaves, or moves through during its movement.

VEHICLE PROFILE

In addition to its Type, a vehicle has the following scores and values.

Speed: A vehicle's Speed determines how quickly it can move during normal use. This is not the vehicle's top speed, but rather how quickly the vehicle can move in the difficult circumstances typical of an action scene appropriate for its type.

Scale: A vehicle's Scale is a representation of its size. Scale 0 refers to any vehicle which is approximately the same size as a human. Scale 1 covers vehicles around twice the size of a human, and each additional increase in Scale approximately doubles the size of the vehicle.

Brawn: A vehicle has a Brawn score of its own, which is used when using the vehicle to shift heavy loads or employ brute force. This is also used to calculate the bonus damage for the vehicle's melee attacks. Further, vehicles have the Superhuman Brawn X special rule, where X is equal to the vehicle's Scale.

Armour: A vehicle's Armour Soak is subtracted from physical damage dealt to the vehicle.

BTS: A vehicle's BTS value applies to both the vehicle and its passengers.

Firewall: A vehicle has a Firewall score of its own, which is used when the vehicle is unattended. Vehicles currently being operated are considered part of the pilot's network.

Impact: A vehicle's Impact is a damage rating measuring its weight and the force it can bring to bear against those nearby. This rating includes any bonus damage from the vehicle's Brawn score or Superhuman Brawn trait.

OPERATING A VEHICLE

Characters inside a vehicle are referred to as **passengers**. Some passengers can take on specific roles within the vehicle; these passengers are referred to as **crew**.

ROLES

Each role in a vehicle can take specific actions related to the vehicle. Assuming a role requires a Minor Action (i.e., getting into the driver's seat or syncing an AR control panel to the vehicle's systems).

Pilot: A vehicle can have only a single pilot. The pilot may take actions to move the vehicle (see *Vehicular Movement*). Whenever the vehicle needs to make an action test related to physical actions, the pilot will make the test (generally with the Pilot skill unless specified otherwise). A vehicle without a pilot automatically fails all terrain tests.

Gunner: A gunner operates weaponry mounted on the vehicle itself (see *Vehicular Attacks*). A vehicle with multiple weapons can have multiple gunners, but any single weapon may only be operated by one of the gunners each round.

If a vehicle includes other equipment or functions beyond moving and attacking, other passengers may operate that equipment or those functions themselves, though this does not count as taking on one of the other roles.

VEHICULAR ATTACKS

If the vehicle is Exposed, then passengers may normally make attacks with their personal weapons. In addition, a vehicle's gunners may make attacks in the same way as any character does using the vehicle's mounted weapons.

Vehicles can be fitted with any weapon (including those with the Mounted type). Vehicles with Hands can use 1H, 2H, Unbalanced, or Unwieldy weapons in one hand. They may also use Massive weapons in two hands.

ATTACKING PASSENGERS

Characters wishing to target a passenger in an Exposed vehicle should use the Target Passenger Momentum spend, p. 128.

HACKING FROM VEHICLES

Normally, the vehicle's pilot will apply their Firewall, Security Soak, and so forth to any vehicle they are piloting, without requiring any additional effort or actions. However, any other passenger in the vehicle can take on that responsibility, essentially creating an additional role of **hacker**. A hacker may attempt Infowar attacks from a vehicle freely during their own turn (so long as they have a hacking device), and may defend against Infowar attacks against the vehicle, treating those attacks as attacks against the hacker's own network.

SPLITTING FOCUS

A single character can attempt to simultaneously assume the roles of both Gunner and Pilot, but their attack rolls and Pilot tests are made at +1 Difficulty.

GEISTS AND VEHICLES

A character entering or already within a vehicle may choose to place a Geist within any of the vehicle roles as a Free Action. Geists, naturally, don't take up any passenger space, and many characters own a Chauffeur Geist to drive their personal car, while combat pilots often use a Geist to control vehicle weaponry or provide quantronic defence.

BUMPS AND BRUISES

Whenever a vehicle suffers damage, there exists the possibility that the passengers will be hurt as well. Whenever a vehicle suffers one or more Faults from an attack or impact, each passenger within suffers 2+4 damage with the Spread 1, Stun, and Terrifying 1 qualities.

If a vehicle suffers enough Faults to be destroyed (normally 5), then each passenger suffers 3+6 damage with the Knockdown, Spread 1, Stun, Terrifying 3, and Vicious 1 qualities. (See Fault Effects: Injury, p. 333 *Infinity* Corebook)

RAMMING

A pilot of a vehicle which moves during its turn can attempt a melee attack against a target within reach using the Pilot skill. If the attack is successful, it deals the vehicle's Impact rating as damage (this action includes ramming, sideswiping, and other uses of the vehicle's bulk). When a vehicle makes a ramming attack, its Impact damage gains the Backlash X quality, where X is the target's Scale (or 1, whichever is higher).

TARGETING A VEHICLE

Vehicles can be targeted for an attack like any other combatant. They are, however, objects and suffer physical stress as Structure and physical harms as Faults. The full details for resolving damage against objects, as well as repairing them, are discussed on p. 333 of the *Infinity Corebook*.

VEHICULAR MOVEMENT

The following movement actions are available to the pilot of a vehicle. These movement actions are distinct from the movement actions a character can attempt, but, like a character, a vehicle may only take a single movement action every turn.

MANOEUVRE (FREE)

The vehicle moves to anywhere within Close range.

CAREFUL PILOTING (MINOR)

The vehicle moves a number of zones equal to half its Speed, rounding down to a minimum of 1.

HASTY PILOTING (MINOR)

The vehicle moves a number of zones equal to its Speed. All skill tests made by crew or passengers – including terrain tests – are made at +1 difficulty until the start of the pilot's next turn.

FLAT OUT (STANDARD)

The pilot attempts an **Average (D1) Pilot** test. On a success, the vehicle moves a number of zones equal to its Speed plus an additional zone for each Momentum spent. All skill tests made by crew or passengers – including terrain tests – are made at +1 difficulty until the start of the pilot's next turn.



VEHICULAR ZONES

Vehicles take action in combat zones and are generally affected by those zones like any other combatant in a Warfare scene. Vehicles, however, do not always manoeuvre like characters do, and at the GM's discretion, some zone effects may be conditional, only influencing some vehicles, as follows:

- The terrain only affects vehicles of a specific Scale or higher, representing terrain that can easily be navigated by smaller vehicles.
- The terrain only affects vehicles of a specific Scale or lower, representing obstacles that large vehicles can just power through or over unhindered.
- The terrain only affects vehicles of a specific type, such as wheeled vehicles or walkers.
- The terrain has a difficulty of 0, and thus only affects vehicles with an increased difficulty on terrain tests (such as those travelling quickly). This is ideal for tight corners.

Vehicle Terrain Test: When operating a vehicle, pilots make terrain tests using their Pilot skill. If the difficulty of the Vehicle Terrain test would be 1 or higher, then the difficulty is increased by the vehicle's Scale (as larger vehicles can't manoeuvre as easily through rough terrain). If the difficulty would be 0 before the vehicle's Scale is added — that is, if there would not a be a test required without some other modifier — then do not apply the vehicle's Scale in this way.

OUT OF CONTROL!

It can be particularly dangerous for a pilot to lose control of their vehicle, as an uncontrolled vehicle is large, heavy, and can cause a lot of damage in collisions. These are necessary considerations whenever the pilot of a Vehicle fails a terrain test, as a failed terrain test naturally represents some failure to control the vehicle.

The most common outcomes of a failed vehicle terrain test are below, and the GM determines which applies in each case. Not all the results below will be applicable for all types of vehicle or all types of terrain. Some of the results cause the vehicle to stop. This means that the vehicle immediately loses any remaining movement it had from that action and comes to a halt in that zone.

- **Jarring Stop**: The vehicle comes to an immediate halt at the point where the terrain test was required, losing the rest of its movement from that action. Each character in the vehicle immediately suffers 1+3[N] physical damage with the Stun quality.
- **Skid or Slip**: The vehicle does not move as directed from the point where the terrain test was required. Instead, its remaining zones of movement take the vehicle in a random direction. (Roll 1d6: 1–2, the vehicle skids left, 3–4, the vehicle skids ahead, 5–6, the vehicle skids right. These are based on the vehicle's direction of travel when the terrain test was failed.) If the vehicle would reach an impassable obstacle going in that direction, it collides with that obstacle. A collision inflicts 2+X[N] physical damage with the Vicious 1 quality to the vehicle, where X is the number of zones the vehicle would have moved for that action.
- **Spin**: The vehicle loses the rest of its movement from the action and is turned to face a different direction. Due to a need to reorient the vehicle, the next vehicle movement action the Pilot is required to take increases in Difficulty by +1 or requires an Average (D1) Pilot Test if none would normally be required.
- **Stuck**: The vehicle loses the rest of its movement from the action and is held in place by the terrain. The vehicle gains the Hindered condition until it leaves its current zone.

If a vehicle performed a minor or standard action move during the previous Round and was not stopped (either deliberately by the pilot or by a terrain effect), then it must perform a movement action during the subsequent round, even if that is only a free action Manoeuvre. If the pilot is unable to take action, or there is no pilot in the vehicle, then the vehicle is considered to be **Out of Control**, and will automatically repeat whatever previous minor or standard action move, in a straight line directly forwards, and will automatically fail any Pilot tests required, including further terrain tests.

VEHICULAR ACTIONS

ASSUME ROLE (MINOR)

Characters can assume a role operating the vehicle as part of its crew (e.g. pilot or gunner) as a Minor Action.

ENTER/LEAVE VEHICLE (MINOR/STANDARD)

Entering or leaving an Exposed vehicle is a Minor Action. Entering or leaving an Enclosed vehicle is a Standard Action. Characters may assume a role operating the vehicle as part of its crew as part of this action when entering a vehicle.

VEHICULAR REACTIONS

Evasive Action: As a Reaction to a melee or ranged attack against the vehicle, its crew, or its passengers, the vehicle's pilot can attempt Evasive Action. The attack becomes a face-to-face skill test

NPC VEHICLES

Vehicles operated by NPCs can be treated in a similar way to their crews, with different target categories able to withstand different amounts of damage. This should reflect how significant that vehicle is within the scene: a motorcycle ridden by a Trooper NPC or two can count as a Trooper itself, disabled and out of the scene after a single Fault. A vehicle carrying multiple NPCs should be an equal or higher target category than the NPCs within: a car full of Troopers should probably be an Elite vehicle, disabled after 2 Faults, while a car with Elite passengers is treated as a Nemesis, able to withstand the full 5 Faults.

VEHICULAR MOMENTUM SPENDS

SPEND	COST	EFFECT
Quick Entry/Exit	1 NR	Character may enter or exit a vehicle, or assume a role in a vehicle, as a Free Action.
Ram Through	2	After failing a terrain test when piloting a vehicle, continue moving forward as if the terrain test was not failed. However, the vehicle suffers damage (due to a collision, overtaxed motive systems, and so on) with the amount determined by the GM.
Target Passenger	2	The character can target a passenger inside of an Exposed vehicle.

opposed by the pilot's Pilot skill. The difficulty of this test is increased by a number of steps equal to the vehicle's Scale (it's harder to evade with larger vehicles).

If the Evasive Action fails and the attack was targeting a passenger or crew member other than the pilot, the original target can attempt a Defence Reaction normally.

VEHICULAR HARM EFFECTS

Vehicles suffer Faults like other objects, i.e. a vehicle receives a Fault when it suffers physical damage equal to 5 + its Scale (larger vehicles are harder to seriously damage), or when its Structure has been reduced to 0.

Typical Fault Effects for vehicles include Damaged, Disable Function, and Injury.

- **Damaged**: The most common fault effect applied to vehicles, though others can be applied at the GM's discretion. This literally is a damaged vehicle or components on the vehicle.
- **Disable Function**: This may disable individual weapons or equipment on a vehicle.
- **Injury**: The Injury function could represent a vehicle being jolted or shaken in a way that damages one or more of the passengers.

Vehicles can also suffer from Breach Effects. In addition to the normal Breach Effects, vehicles are susceptible to a special Breach Effect.

- **Gain Access**: A Breach Effect against an unattended vehicle allows a character to fake authorisation, allowing them to access a vehicle they aren't approved to use. This cannot be used against vehicles currently attended — the vehicle ignores such deceptions if it already has crew.

MOVING ON VEHICLES

Action scenes involving vehicles don't just contain PCs' actions in the pilot's seat and gunner stations. Characters may find that they need to move around within, on top of, and between vehicles during a scene, often while the vehicles are in motion. This can be highly dangerous, however — falling off the top of a high-speed car or train can be deadly.





JUMPING BETWEEN VEHICLES

Jumping to or from a moving vehicle requires an Acrobatics test, with a Difficulty determined by the distance between the vehicles, their relative speeds, and a few other factors.

If both vehicles are in the same zone, then the basic Difficulty of the Acrobatics test is Average (D1). If the vehicles are in adjacent zones and the GM rules that they are still close enough to jump between, then the base Difficulty increases to Challenging (D2).

If the vehicles travelled the same direction in their last turns and both vehicles moved the same number of zones, then there is no change to the Difficulty. If the vehicles moved in the same direction but a different number of zones, then the difficulty increases by +1 for each zone of difference between the vehicles' most recent movements – that is, if one vehicle moved 3 zones, and the other moved 4, that is one zone difference, meaning +1 Difficulty.

If the vehicles were travelling in different directions during their last turns, then the Difficulty increases by the number of zones both vehicles travelled added together.

Finally, compare the Scale of the vehicles. If the vehicle being jumped to is larger than the one being jumped from, reduce the Difficulty by 1 for each point of Scale the destination vehicle is larger.

If either or both vehicles made Evasive Action reactions in the last round, add +1 to the Difficulty.

The character jumping may choose to reduce the Difficulty by 1, 2, or 3, and for each point of Difficulty reduced, increase the complication range by 1. This represents a character taking bigger risks to make the jump.

If the final Difficulty is above 5, then the jump cannot be attempted.

Success means the character makes the jump successfully but falls prone in the process. The character may spend 1 Momentum to land on their feet or pull themselves to their feet immediately. Failure means that the character did not manage to cross the distance and suffers falling damage.

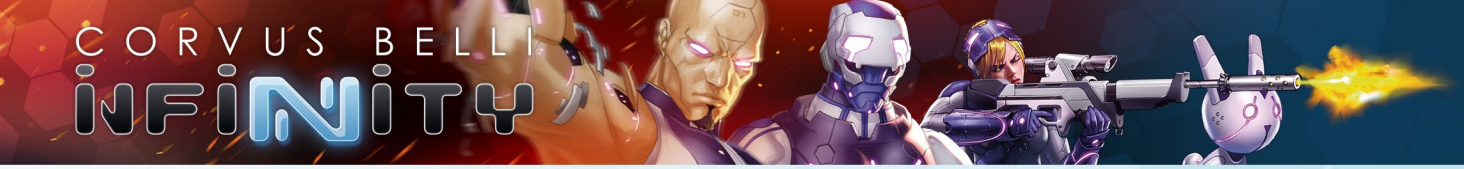
COMBAT ON A VEHICLE

Moving and fighting on top of a moving vehicle can be dangerous. The top of most vehicles are uneven, smooth surfaces, hardly ideal for maintaining a stable footing, and this only gets worse with jostling, unpredictable movement, and high winds.

The top of a moving vehicle is hazardous terrain, requiring an Acrobatics test to remain standing. If the character is already prone, they slip off and suffer falling damage instead. Further, the unstable conditions mean that the difficulty of attacks and other physical activities is increased by +1, and complications may see the character lose their balance and fall prone.

FALLING OFF A VEHICLE

Falling from a fast-moving vehicle is extremely dangerous. Whenever a character falls off a vehicle, increase the falling damage suffered by +1 for each zone the vehicle moved during its previous turn.



The Difficulty of the terrain test is equal to half the number of zones the vehicle moved during its previous turn, rounding down (to a minimum of 0).

SHAKING OFF INTRUDERS

If a character is piloting a vehicle, they may want to shake off any enemies who are standing or climbing on the vehicle. This requires a normal movement minor or standard action and an **Average (D1) Pilot** test, which counts as a melee attack. On a success, any enemies on the vehicle immediately fall off.

Those enemies may attempt to hang on as a Reaction, turning it into a Face-to-Face test instead. The enemies attempt an **Average (D1) Acrobatics** test to resist falling. If they succeed, they fall prone, but do not fall off the vehicle or suffer damage.

AIRCRAFT

Aircraft are commonly seen in the skies above the worlds of the Human Sphere. The rich and powerful use them to travel in high-speed comfort and style, distanced from the city streets and the plebeian people in them. Governments use them to ferry agents and operatives to the places they're needed. Military forces use them to deploy troops and materiel to hostile warzones, often dropping them into battle from above, as well as to extract assets from combat.

This section deals with how Aircraft differ from other vehicles, and the additional considerations that need to be made for high-flying aerial action, whether it involves only other aircraft or mixes both action in the skies and on the ground.

AIRCRAFT AND OTHER TYPES

For the most part, how the Aircraft Type interacts with other vehicle Types is obvious. However, there are a few that require additional consideration.

Exposed: An Aircraft with the Exposed type will normally require occupants to wear respiratory gear, pressure suits, or other environmental equipment to operate effectively at high altitudes.

A vehicle with the Hover, Submersible, Tracked, Walker, and/or Wheeled types do not apply those while the vehicle is airborne: those Types apply only when the aircraft has landed.

THE AIRCRAFT TYPE

Vehicles with the Aircraft Type are capable of self-propelled flight at a variety of altitudes. This distinguishes them from Hover vehicles, which push off from a nearby surface and can only hover a short distance from the ground, water, or other surfaces.

Most contemporary Aircraft are capable of vertical take-off and landings, and a considerable degree of lateral movement. However, they cannot manage this at their top straight-line speeds. Thus, Aircraft operate in two distinct modes, Vector and Thrust, and two Speed values (presented as "X/X"). The first of these two Speeds is used in Vector mode, the latter in Thrust mode.

A few Aircraft are limited to one mode or another, which will be noted in parentheses after the Aircraft type. For example, an Aircraft which can only operate in Vector mode has a type of "Aircraft (Vector)."

Finally, Aircraft as standard can travel short distances on the ground for the purposes of take-off and landing. However, an Aircraft with the Watercraft type can *also* take-off, land on, and travel a short distance across the surface of water. Aircraft on the ground or water in this manner have a Speed of 2.

AIRCRAFT MOVEMENT

Moving an Aircraft is slightly different to moving other vehicles, due to altitude and zones, facing, and movement modes.

ALTITUDE AND ZONES

While, in theory, any physical environment can expand indefinitely upwards, with layer after layer of empty zones above the ground, this is rarely a practical concern in most action scenes. Few creatures and characters can move through those empty zones freely or easily, and normally only in specific circumstances.

Aircraft, however, exist almost entirely within that three-dimensional space above the ground, often so far up that the ground isn't even a concern. Most of the zones an Aircraft is likely to move amongst are also empty, devoid of any terrain features except possibly clouds, which can count as zones of Light Cover, due to their obscuring effect. Breaking up an area into zones can't rely on terrain features, and for most airborne action scenes, a grid or hex map (dividing the area into regular spaces) serves as an environment for an open sky. This pattern of regular zones can be continued indefinitely in every direction if desired, but the GM may wish to note if there are interesting or important terrain features below.

The GM should then document the "zero altitude" for this environment. This doesn't need to be a precise altitude, but the GM should have a rough idea of how far above the ground the scene is taking place. Then, for each vehicle in the environment, the GM should note a relative altitude, a positive or negative number, denoting how far above or below the "zero altitude" that vehicle is. This allows aircraft to fight at different altitudes with minimum tracking. The GM may record what altitude is ground level, defaulting to –10. Aircraft that reach ground level may crash if not properly controlled.

When an aircraft moves, it has the options to **climb** and **dive** in addition to remaining level:

- An Aircraft which **climbs** may increase its altitude by one for every zone of movement it uses.
- An Aircraft which **dives** may decrease its altitude by two for every zone of movement it uses.

FACING

In addition to tracking altitude, it is valuable to keep track of which direction each Aircraft is facing as they move. Even agile aircraft are limited in how quickly they can turn, though this affects mostly Aircraft in Thrust mode. Each Aircraft has a specific facing and will face a single edge of its current zone. For that Aircraft, "forwards" is in whichever direction it is currently facing.

MOVEMENT MODES

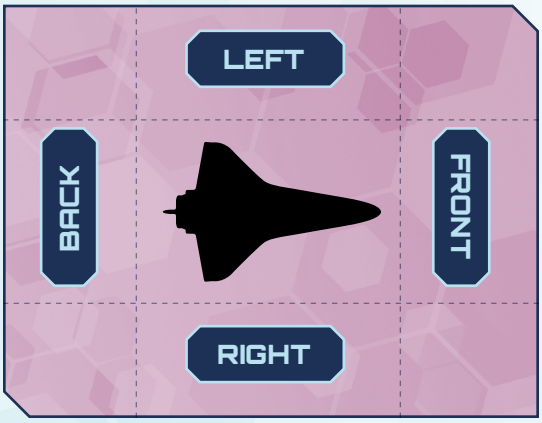
Aircraft move in one of two modes: Vector and Thrust. These modes represent different ways that the Aircraft can manoeuvre around the skies by adjusting and directing their engine output. The Aircraft's pilot may spend a Free Action to change between the two modes.

In **Vector** mode, an Aircraft may move freely in any direction, including climbing and diving, and may turn to face any direction at the end of their movement. Further, they are not required to move at all. They are able to hover in place if desired. Aircraft in Vector mode use the first, and smaller, of the Aircraft's two Speed values.

In **Thrust** mode, an Aircraft uses the second, and higher, of the Aircraft's two Speed values. However, it is far more restricted in *how* it moves. The Aircraft's pilot **must** spend at least a Minor Action on moving the Aircraft, move the maximum distance allowed by that movement action, and perform a movement action before any attacks are made. Further, the Aircraft's movement must be divided between moving forwards and moving in other directions. The Aircraft may not move backwards. This movement alternates between moving forwards and moving left or right (or climbing or diving), starting with forward movement for the first zone. At the end of the Aircraft's movement, the pilot may choose the Aircraft's facing between forwards or the most recent non-forwards direction it moved.

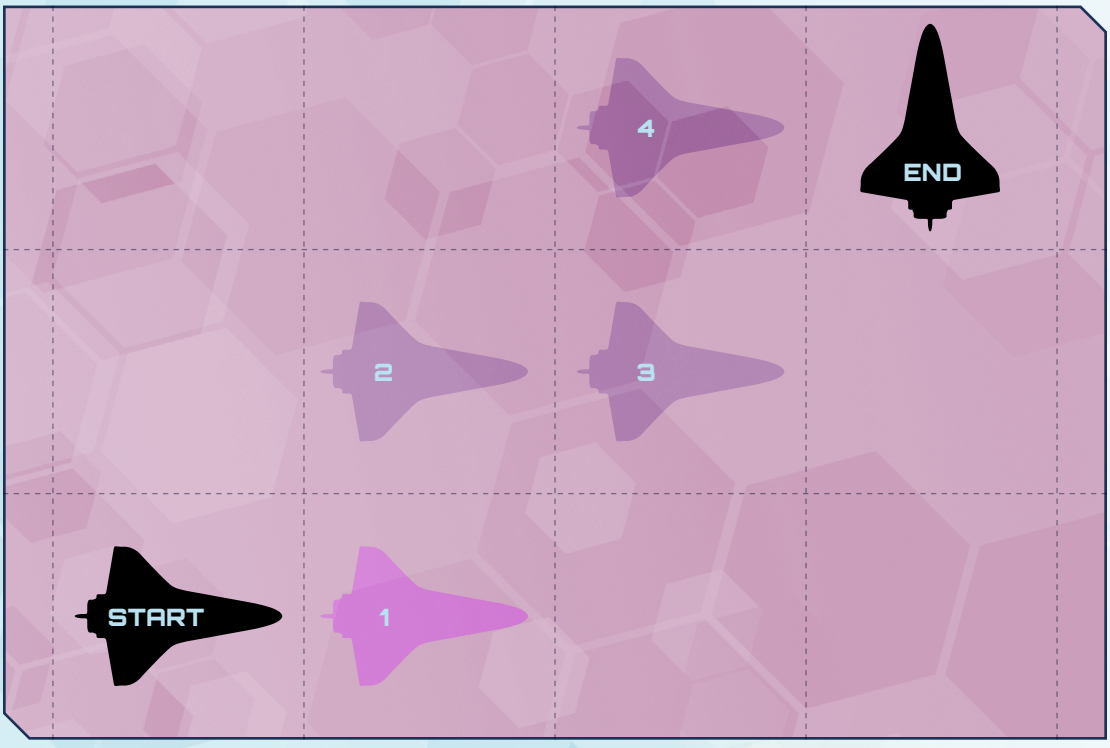
A pilot moving an Aircraft in Thrust mode has a few additional Momentum Spends, which may be used to avoid some of these restrictions. These options represent the advantages of a skilled aviator (see table on next page).

AIRCRAFT FACING



AIRCRAFT OUT OF CONTROL

If an Aircraft goes out of control (it has no pilot, or the pilot is unable to take action), then the Aircraft's movement has additional restrictions. An out of control Aircraft may not change modes, and its zones of movement must be spent alternating between moving forwards and diving.



AIRCRAFT MOVING IN THRUST MODE

TAKE-OFF AND LANDING

If an Aircraft's movement reaches ground level (whatever altitude the GM has defined ground level at), the pilot may attempt an **Average (D1) Pilot** test to land safely. This is considered a vehicle terrain test, though it does not increase in Difficulty based on the Scale of the Aircraft. However, it does increase in Difficulty by 1 for every point of altitude the Aircraft was above ground level at the start of its move.

If this is successful, the Aircraft safely touches down and stops. Failure can be problematic, as fast-moving Aircraft colliding with the ground can suffer a lot of damage.

Taking off requires no test under normal circumstances, though strong winds and other adverse conditions can force a terrain test. The vehicle simply performs a move action and climbs to an altitude above ground level.

In Thrust mode, there are some additional considerations. Even when taking-off or landing, a vehicle in Thrust mode must use all the movement distance provided by the action it performed, and movement in directions other than directly forwards are limited. During a take-off or landing, an Aircraft in Thrust mode must spend a number of zones equal to the Aircraft's Scale moving along the runway for the take-off or landing to be attempted. For example, a Scale 4 Aircraft would need to reach ground level and then roll along the runway for four zones before stopping, or it would need to spend four zones moving along the runway before climbing during a take-off. For this reason, most aircraft will switch to Vector mode for take-off and landing when possible.

AIRCRAFT THRUST MODE MOMENTUM SPENDS

SPEND	COST	EFFECT
Air Brakes	1	The Aircraft's Speed is decreased by 1, to a minimum of half its normal Speed.
Fast Turn	2 NR	Immediately after climbing or diving, the Aircraft's facing is changed to the opposite of its previous facing, so that it is now facing the direction that was previously behind it. This change of direction is performed during the movement and determines a new "forwards" for the remainder of that movement.
Jink	1	The Aircraft may sacrifice Speed to become a harder target. Each point of Momentum reduces the Aircraft's Speed by 1, but also grants the Aircraft 1 N Cover Soak until the start of its next Turn. The Aircraft's Speed may be reduced to a minimum of half its normal Speed.
Offensive Swoop	1	The Aircraft reduces the Difficulty of the next attack it makes by 1, to a minimum of 1. This spend may be used once for each time the Aircraft dives during its movement.
Rapid Dive	1	The Aircraft's Speed increases by 1. This spend may be used once for each time the Aircraft dives during its movement.
Tight Turn	1 NR	The Aircraft may change its facing immediately after moving left or right during the move. It must change to face whichever direction it has just moved. This change of direction is performed during the movement and determines a new "forwards" for the remainder of that movement.
Tighter Manoeuvre	1	The Aircraft may move a single zone left or right, or climb or dive, without moving forwards first.

AIRCRAFT ATTACKS

Attacks made by Aircraft are little different to those made by other vehicles and consist of gunners using mounted weaponry to attack other aircraft

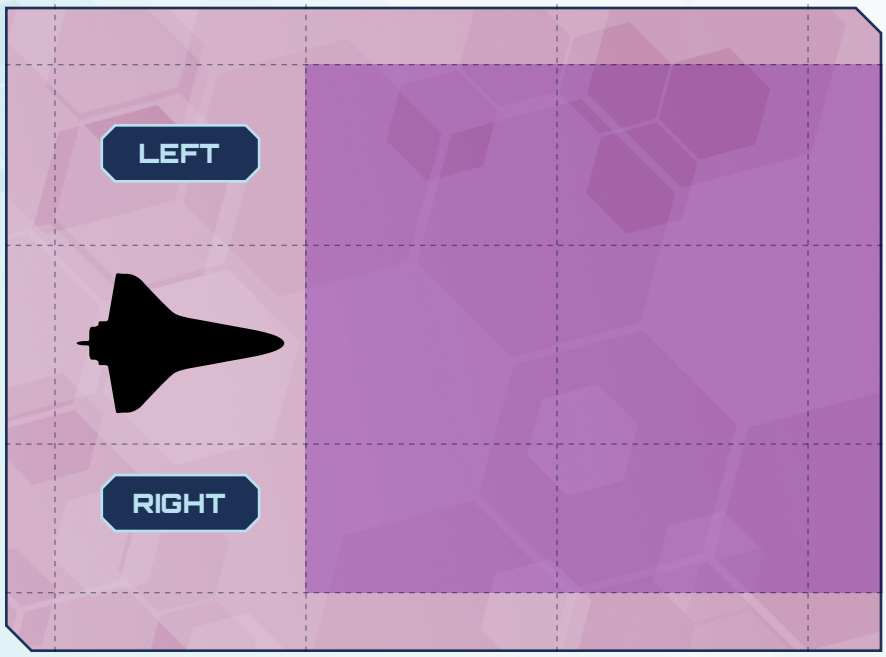


or nearby ground targets. Due to the distances involved, and the speed and manoeuvrability of Aircraft, attacks are most likely to be made at Long or Extreme range, and reliably scoring hits is often a matter of manoeuvre, position, and precision flying.

Altitude is the additional consideration here. When an Aircraft makes an attack, determine the range to the target normally: count the number of zones between the attacker and the target. However, each point of difference between the altitudes of the attacker and the defender also counts as one additional zone between them. If the attacker has a higher altitude than the target, then the attacker may reduce the Difficulty of their attack by 1, to a minimum of 1. In addition, if the target is currently in Thrust mode, the attacker must increase the Difficulty of their attack by 1.

Further, if the aircraft has weapons which specifically face forwards, those weapons may only target enemies in any zones along a straight line forwards from the aircraft and any zones adjacent to that line of zones, whose altitude is no more than 1 higher or lower than the attacking aircraft.

AIRCRAFT ATTACK ZONE



VEHICLE PURSUITS

The speed allowed by many vehicles can often result in a need for high-speed pursuit. Law enforcement and security forces often use high-speed, high-performance vehicles to pursue criminals, who in turn look for agile vehicles of their own to evade the law.

Pursuits can be resolved in a couple of different ways in *Infinity*, and these rules can apply to pursuits on foot or involving spacecraft. Pursuits can even apply to quantronic traces seeking a target within a datasphere, with very little adaptation.

USING ZONES AND ENVIRONMENTS

The most direct approach is to simply use the existing rules for zones and environments. While this can be satisfying, it does require a considerable degree of planning on the part of the GM. An environment well-suited to a pursuit is long and narrow — perhaps fifteen or so zones long and two to three zones wide — and represents a route or several routes to an important destination. The goal, then, is simple. If the pursued party reaches the destination first, they succeed. If they are stopped before they can reach their destination, they have failed.

Populating that environment, however, is the important part. Most zones should contain one or more obstacles or hazards that make the pursuit difficult at full speed, at which point the skills of both the pursuer and the pursued become key.

It is important not to make the route too linear. Twists and turns are good, as are alternate-but-parallel routes, such as being on two different sections of road headed the same way. The GM may wish to include shortcuts, zones that allow for faster travel or a bypass. These should only be accessible by overcoming a more difficult or dangerous obstacle, granting swift progress in exchange for a greater risk. For example, this might be a tight alleyway that allows a motorcycle to pass but not a car, an impromptu ramp onto a nearby rooftop, driving over the side of an overpass to get onto the road below, or something similarly impactful.

Similarly, the GM may wish to include extra interactive elements that characters on either side can influence to change the situation, such as hacking the traffic control system to cause traffic to collide, or similar activities to add or remove obstacles from the route.

Nonessential elements like bystanders and traffic should be abstracted into obstacles and terrain features, rather than treated as individual vehicles and characters. This allows the GM to be more cinematic in their descriptions as well as keep the important part of the scene, the pursuit itself, in central focus.



Note that as this uses the normal rules for environments, that characters can still attempt all the things they'd normally be able to do during an action scene, such as attacking. This can make for exciting running battles, mixing gunfire with high-speed, high-risk driving.

THE PURSUIT TRACK

A more abstract way to handle pursuits is the Pursuit Track, which borrows concepts from the stress and harm mechanics and repurposes them to represent how the pursuer and the pursued gain and lose distance. This doesn't require as much forward planning and requires no mapping, simply a few numbers that will adjust in response to skill tests.

This is designed for a single pilot pursuing a single pilot. If there are additional pilots on either side, choose a 'lead' for each side, and then have the others assist.

A Pursuit Track is composed of several components:

- **Pace**: The Pace score for a Pursuit Track is akin to the Vigour, Resolve, and Firewall scores for a character, or the Structure of an object. As Pace changes, the advantage shifts between the pursuer and the pursued. The Pursuer benefits when Pace increases, while the Pursued benefits when Pace decreases. A Pursuit Track normally has a maximum Pace of between 8 and 20, and the starting Pace will be half that, rounded as the GM sees fit.
- **Distance**: The Pursuit Track has several points of Distance, representing the space between the Pursuer and the Pursued. The Pursuer will attempt to reduce Distance, while the Pursued will attempt to increase it. If the Distance reaches 0, then the Pursuer has caught the Pursued. If the Distance exceeds the maximum (normally 5), then the Pursued has managed to escape. The starting Distance should be about half of the maximum.
- **Obstacle Soak**: The Pursuit Track will have Soak, representing the obstacles along the route that could slow down and impede movement. A clear path has 0 Obstacle Soak, while higher Soak represents increasingly difficult terrain and other impediments.

When the GM lays out the Pursuit Track, they must define the maximum and starting Pace, the maximum and starting Distance, and the Obstacle Soak.

RESOLVING THE PURSUIT

The Pursuit Track is resolved as a series of face-to-face tests between the Pursuer and the Pursued, with both rolling **Simple (D0) Pilot** Tests.

Whichever Pilot wins the face-to-face test then makes a pursuit roll. In the case of a draw, neither side makes any progress. A pursuit roll is 1+2, with additional equal to the vehicle's Speed. The total of the pursuit roll is then reduced by one for each point of Obstacle Soak. This final total is then applied to the Pace on the Pursuit Track.

- If the Pursuer was the winner, then increase the Pace by 1 for each point of the final total. If the final total was five or more, if the Pace increases to the maximum, or if the Pace was already at the maximum before the pursuit roll was made, then reduce the Distance by 1. If multiple of those conditions occur, reduce the Distance by 1 for each.
- If the Pursued was the winner, then reduce the Pace by 1 for each point of the final total. If the final total was five or more, if the Pace reduces to 0, or if the Pace was already at 0 before the pursuit roll was made, then increase the Distance by 1. If multiple of those conditions occur, increase the Distance by 1 for each.

If the Distance increases beyond the maximum, then the Pursued escapes and the pursuit is over. If the Distance is reduced to 0, then the Pursuer catches up to the Pursued, and the pursuit is over.

VARIATIONS AND EFFECTS

Naturally, variations in vehicles make some better at pursuits than others. These variations affect the pursuit roll for the vehicle, such as adding to the roll itself or providing benefits for Effects rolled.

THE PURSUIT TRACK AND NON-VEHICLES

The Pursuit Track can be used for chases that don't involve vehicles. In these situations, some slight adjustments need to be made to the rules.

Pedestrians versus Vehicles: If a character on foot is attempting to pursue or evade a vehicle, a character is considered to have a Scale of 0, a Speed of 1, and the Nimble and Walker types. Characters use their choice of Acrobatics or Athletics skill instead of the Pilot skill. Dogfaces and other characters with Super-Jump count their Speed as 2 instead of 1. Naturally, characters on foot excel when pursuing or escaping vehicles through dense terrain, where obstacles (and thus Obstacle Soak) reduce a vehicle's ability to move quickly.

Pedestrians versus Pedestrians: If both pursued and pursuer are on foot, then ignore Scale and Speed. Instead, a pursuit roll is 1+2, with additional equal to the character's Acrobatics or Athletics Expertise. Dogfaces and other characters with Super-Jump add +2 to their pursuit roll. Characters may ignore X Obstacle Soak per Effect rolled, where X is their Acrobatics or Athletics Focus, and score +1 on their pursuit roll per Effect rolled if they have two or more talents from the Acrobatics or Athletics talent trees. In all cases, a character uses only one of Athletics or Acrobatics for their pursuit rolls, chosen when the pursuit begins.

- **Relative Size**: Smaller vehicles can more easily manoeuvre between and around obstacles. If one vehicle is smaller than its opponent, it ignores X Obstacle Soak for each Effect rolled on the pursuit roll, where X is the difference in Scale between the larger and smaller vehicles.
- **Aircraft Type**: If one of the vehicles has the Aircraft type, it gains +2 to its pursuit roll for each Effect rolled.
- **Cumbersome Type**: If a vehicle has the Cumbersome type, reduce its pursuit roll by 1.
- **Hover Type**: If a vehicle has the Hover type, it can move more freely than most vehicles, and gains +1 to its pursuit roll for each Effect rolled.
- **Nimble Type**: If a vehicle has the Nimble type, it counts its Scale as one less than normal during a Pursuit.
- **Rough Terrain Type**: If a vehicle has the Rough Terrain type, it ignores 1 Obstacle Soak for each Effect rolled on the pursuit roll.
- **Walker Type**: If a vehicle has the Walker type, it can navigate obstacles easily and counts its Scale as one less than normal during a Pursuit.
- **Tracked Type**: If a vehicle has the Tracked type, it ignores 1 Obstacle Soak for each Effect rolled on the pursuit roll.
- **Wheeled Type**: If a vehicle has the Wheeled type, it gains +1 to its pursuit roll for each Effect rolled.

PURSUIT ROLL MOMENTUM SPENDS

SPEND	COST	EFFECT
Bonus Pace	1	A character can increase the total from the pursuit roll. Each Momentum spent increases the total of the pursuit roll by +1.
Evasion	1	The Obstacle Soak against this pursuit roll is reduced by 2 per Momentum spent.
Reroll Pursuit	1	The player may reroll any number of N from the current pursuit roll.
Create Hindrance	1	Increase the Obstacle Soak of the Pursuit Track by +1 per Momentum Spent. This only affects the opponent's next pursuit roll and lasts only for that roll.

VEHICLE CUSTOMISATION

As large, often complex machines, vehicles contain a large amount of sophisticated technology, which can — in the hands of a skilled technician — be altered, modified, and augmented to suit a variety of needs and tastes.

Vehicles in *Infinity* can be customised in several different ways, defined and limited by their hardpoints. Each hardpoint represents the space and capacity to replace, refine, change, or upgrade a specific aspect of the vehicle's function. Different hardpoints accept different types of upgrades, and different vehicles have different types and quantities of hardpoints.

HARDPOINTS

As noted above, a vehicle's hardpoints represent an overall capacity to accept upgrades and alterations, and different types of hardpoints can accept different types of upgrades.

Each vehicle has one or more hardpoints, and each hardpoint a vehicle possesses will be listed as one of the following types:

- **Chassis** hardpoints alter the vehicle's superstructure, construction, and outer surface.
- **Comms** hardpoints connect specifically to the vehicle's comms system, firewall, and quantronic interfaces, and normally include other comms equipment such as Repeaters.
- **External** hardpoints add extra components to the outside of the vehicle.
- **Internal** hardpoints add extra components to the inside of the vehicle, accessible to characters in the pilot and passenger sections.
- **Motive** hardpoints alter the way the vehicle is propelled and manoeuvres.
- **Weapons** hardpoints add weapons to the vehicle. If the vehicle has the Hands type, then weapons carried and wielded in the vehicle's hands are separate from those mounted on Weapons hardpoints.

UPGRADE CATEGORIES

This section lists a range of different upgrades within each category of hardpoints, as well as any additional considerations that apply to that category.

CHASSIS

These modifications alter a vehicle's underlying structure, its construction, and/or its outer surface, and can have a variety of different effects, from altering the vehicle's mass, weight distribution, and handling, to making the vehicle more durable and resistant to mishap or damage.

Some Chassis upgrades will increase a vehicle's Structure score. This will often be by some value related to the vehicle's Brawn as vehicles with more power can support heavier upgrades. In all cases, once this value has been worked out, add the vehicle's Superhuman Brawn rating to the total.

This section also refers to vehicles as "Part-Enclosed." This refers to any vehicle with the Exposed type which provides 2 or more of Cover Soak, such as vehicles with retractable windows.

DEFAULT UPGRADES

Some vehicles are listed with upgrades already included in their profiles. These upgrades do not take up any of the available hardpoints, as they have already been installed. The listed number and types of hardpoints is specifically a listing of those which are available for use.



AUTOMAINTENANCE: The vehicle uses microfabricators, flash-produced 'trauma patches,' pseudo-organic metamaterials, or some combination of these and other technologies to allow the vehicle to recover from damage quickly. The vehicle gains the **Self-Repairing** type.

BALLAST: Vehicles with the **Watercraft type** can include ballast tanks that allow vehicles to submerge underwater and return to the surface on command. The vehicle gains the **Submersible** type. If the vehicle does not have internal life support (or is Exposed), then it may take this type, but the crew and passengers must provide their own breathing apparatus.

BIO-TECH SCREENING X: **Enclosed** vehicles or **Part-Enclosed** vehicles only can have additional protective systems that help preserve the lives of the crew and passengers, shielding them from biological and technological threats. The vehicle's BTS increases by X.

CONVERTIBLE: **Enclosed** vehicles or **Part-Enclosed** vehicles can have a roof that can be retracted or extended on command, allowing passengers to see out of and move around within the vehicle easily. This reduces the vehicle's Structure to 3/4 of its normal value (rounding up) but allows the pilot to spend a Minor Action to change the vehicle from **Exposed** to **Enclosed**. This change may only be made once per round.

ENCLOSED: **Exposed** vehicles can be upgraded so that the pilot and passenger sections are sealed within a protective, enclosing shell, though this also limits their ability to interact with things outside the vehicle. This may be as simple as replacing fragile windows with sturdy panels made from the same material as the rest of the vehicle, or as extensive as building an entirely new structure around the passenger section. The vehicle loses the **Exposed** type and gains the **Enclosed** type instead. In addition, the vehicle's Structure is increased by 1/4 the vehicle's Brawn (rounding down).

ENVIRONMENTAL CONDITIONING: **Enclosed** or **Part-Enclosed** vehicles can be modified so that the interior is carefully climate-controlled, adjusting internal temperature and humidity to something comfortable for the passengers, independent of the outside environment. While the vehicle remains powered and the doors remain closed, the interior is a safe and comfortable environment protected

from environmental extremes. Air conditioning and atmosphere control systems also increase BTS by +1.

HEAVY CONSTRUCTION: The vehicle is built from denser, sturdier materials that can withstand greater punishment before failing. The vehicle's Structure is increased by 1/2 its Brawn, rounding down. However, the additional weight imposes one of two penalties, chosen when this upgrade is installed: the vehicle gains the **Cumbersome** type, or the vehicle's Speed is reduced by 1 (minimum 1).

LIFE SUPPORT: **Enclosed** or **Part-Enclosed** vehicles can be upgraded so that the vehicle's interior has a self-contained life support system with atmosphere recycling and can be given an air – and water-tight seal on command. The vehicle contains Oxygen Loads equal to its Scale multiplied by 5, though it must use up one Oxygen Load per passenger each hour or scene, rather than only one. However, due to the recycling system, roll 1d6 when an Oxygen Load would be expended; on a 5+, that Load is recycled rather than expended.

PASSENGER PROTECTION: **Part-Enclosed** vehicles can be upgraded so that the chassis is lined with ballistic cloth and absorbent gels, and the windows are made of transparent metals, all to provide added protection to the passengers and crew within. In addition to this, the vehicle's structure is reinforced to better absorb rolls and crashes, and improved passenger restraints have been installed. The vehicle grants +2 Cover Soak to passengers and crew, and the vehicle's Cover Soak now applies to any damage suffered by passengers and crew due to a collision, mishap, or loss of control, in addition to ranged attacks.

REBALANCED MASS: The vehicle's mass distribution has been carefully adjusted and balanced to improve its handling during extreme situations. When attempting a terrain test for the vehicle, the character gains two bonus d20s to their Pilot test per Momentum spent (instead of the normal one). The normal limit of three bonus d20s still applies.

REDUCED WEIGHT: The vehicle's weight is significantly reduced, replacing materials and components with lighter-weight equivalents, allowing it to use its power more efficiently. However, this can compromise the integrity of the vehicle, making it less resistant to harm. The vehicle's Speed increases by +1, but its Structure is reduced by 2 and its Armour Soak is reduced by 1.

VEHICLE ARMOUR X: The vehicle's outer layer has materials and coatings designed to resist and deflect gunfire, shrapnel, and other impacts. The vehicle gains X additional Armour Soak. If the additional Armour Soak exceeds the vehicle's Scale, then it must reduce its Speed by 1 or gain the Cumbersome type.

COMMS

This category covers hardware tied into a vehicle's communications system, which in turn connect to the pilot's comlog and personal network. This hardware isn't necessarily very large, but often requires a considerable amount of bandwidth to support, limiting how much can be included in a vehicle.

All the items in this section are items with the Comms Equipment quality (See *Infinity Corebook* p. 334), meaning that they can be disabled by the Systems Disruption Breach Effect and can become non-functional if the network they are connected to – either that of the vehicle, or that of the pilot – is disabled or destroyed.

Comms upgrades can never be fitted to a vehicle with the Non-Hackable Type.

DEFLECTOR-1/DEFLECTOR-2: The vehicle is fitted with a defensive umbrella that shields against quantronic attacks. This functions in the same way as the Deflector-1/Deflector-2 items listed on p. 367 of the *Infinity Corebook*. A Deflector upgrade also takes up an External hardpoint.

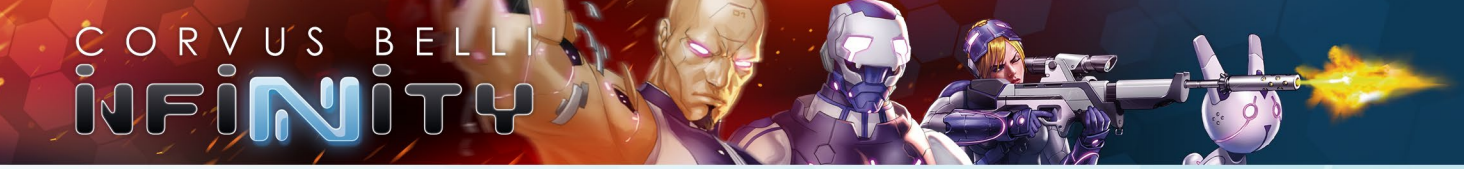
ECM X: Commonly found on TAGs and other combat vehicles, these devices can protect against guided attacks (See *Infinity Corebook* p. 367).

EXPERT X: The vehicle's controls are computer-assisted, granting it the **Expert X** type.

HACKING TERMINAL: The vehicle is fitted with a dedicated hacking device that can be operated by the pilot or another passenger. This is, in all ways, identical to any other form of hacking device, but it is a permanent part of the vehicle rather than being carried by a single character.

When this upgrade is chosen, select the type of hacking device to be installed within the vehicle. Software for the hacking device must be obtained separately.

NEURAL INTERFACE: The vehicle is fitted with one or more interfaces that allow for direct neural control over the vehicle. A character with existing Neural hardware (a neural-implanted comlog, neural hacking socket, or similar Comms item with the Neural quality, other than remote presence gear) may connect to the vehicle when they take on a crew role and gain one bonus Momentum on all skill tests related to that role (tests to move the vehicle for pilots, tests to operate weapons for gunners, hacking tests for hackers) at the cost of



being vulnerable to some neural-specific Breach effects during Infowar attacks against themselves or the vehicle.

REPEATER: The vehicle is fitted with one or more standard signal repeaters. If the vehicle is especially large and takes up multiple zones, each zone the vehicle occupies and each zone the vehicle contains are considered to be within Close range of a repeater.

SENSOR SUITE: The vehicle is fitted with a sensor suite (see *Infinity Corebook* p. 379) of a type or types determined when this upgrade is obtained and installed. If the vehicle is especially large and takes up multiple zones, each zone the vehicle occupies and each zone the vehicle contains are considered to be within Close range of the sensor suite.

EXTERNAL

This category covers hardware mounted on the outside of the vehicle.

ADDITIONAL WEAPON MOUNT: The vehicle can mount one additional weapon. This transforms an External hardpoint into a Weapons hardpoint.

CAMOUFLAGE: **Enclosed** vehicles only can be fitted with thermo-optical camouflage, capable of rendering a vehicle invisible to the naked eye and most other common forms of detection. This functions identically to thermo-optical camouflage (see *Infinity Corebook* p. 383). However, while travelling at high speed in locations with other vehicles, invisibility can be a liability, as other vehicles may unwittingly collide with a vehicle they cannot see. This increases the complication range of Pilot tests by 3 while moving through heavy traffic.

OFFENSIVE SYSTEMS: The vehicle has been reinforced and adapted to be more effective as a weapon, more able to ram and crush other vehicles in their path. The vehicle's Impact damage gains Vicious 1.

REMOTE DOCK: Scale 1 and larger vehicles only can be modified to contain a slot or dock for the storage of one or more Remotes. A Remote may enter the vehicle into this space with the Enter/Exit Vehicle action and counts as a passenger in every way except that it does not take up any of the vehicle's normal passenger space.

The number and type of Remotes carried varies based on Scale. A Scale 1 vehicle can carry a single Remote that is smaller than a person, such as Spotbots and TinBots. A Scale 2 vehicle can carry a single larger (human-size, or slightly larger, Scale 0) Remote. A Scale 3 or higher vehicle can carry a Remote 2 Scale smaller than itself. Each increase in Scale doubles the number of Remotes that the vehicle can carry, but it may only carry Remotes of a single size at once. The storage space reconfigures for different makes and models of Remote, allowing it to be used in a range of different situations.

At the time of purchase, decide whether the remote dock is Exposed or Enclosed. This is determined independently of the vehicle's own type.

RUNNING BOARDS: Scale 1 or larger vehicles only can be outfitted to have additional rails and boards for characters to hang on to the outside. These additional passengers cannot take on a crew role and count as being on an Exposed vehicle (receiving no Cover Soak) even if the vehicle is Enclosed. However, these extra passengers do not count towards the vehicle's normal passenger limit, and they allow these passengers to enter or exit the vehicle as a Free Action. Further, they reduce the Difficulty of Acrobatics tests to jump on or off the vehicle by 1, to a minimum of 0. They also allow characters to ignore the difficulty increase for physical actions on the outside of a moving vehicle, so long as they use one hand to hold on to the rails.

Running boards on a Scale 1 vehicle can carry 2 additional passengers. Double this for each Scale above 1.

SMART COATING: The vehicle's outer surface is layered with motile, display, and holographic materials that allow it to change colours, display images, change its apparent texture, and make small adjustments to the vehicle's profile at a moment's notice. While normally a decorative addition, this can allow a vehicle to adopt a livery used by a specific group, or faction, serving as a disguise no different to wearing a fake uniform. This sort of deception is illegal, however, and heavily prosecuted when adopting the guise of a government official or the employee of a powerful corporation. The pilot gains 1 bonus Momentum to skill tests to disguise the vehicle.

INTERNAL

This category covers hardware mounted inside the vehicle, designed to be accessible to, or able to interact with, the passengers within. Many of these options also take up passenger space within the vehicle, on top of the Hardpoint they use. An option cannot be taken if it would reduce the number of passenger spaces in a vehicle below 1.

ANALYSIS SUITE: Taking up 2 passenger spaces, this collection of displays and interface devices make it easier to view and study datafeeds. This functions as an Analysis Suite but is set up within a vehicle (see *Infinity Corebook* p. 361).



ENGINEERING WALDO X: Takes up 3 passenger spaces. The waldo, and the portable workbench it is mounted to, allows for repairs and other technical works in any location. It functions as an Engineering Waldo X (see *Infinity Corebook* p. 368).

SURGICAL WALDO X: Taking 3 passenger spaces, the waldo is affixed to a surgical bed, allowing it to assist in providing treatment for a passenger on the bed (who may not take any other role). It functions as a Surgical Waldo X (see *Infinity Corebook* p. 382).

KIT LOCKER: Taking up a single passenger space, this upgrade contains a quick-access locker that can contain up to three Kits of varying kinds (any item with Kit in its name, barring the AutoMediKit). The locker will only open for the vehicle's owner and any other authorised users.

IMPACT PROTECTION: The vehicle contains impact cushions, reinforced safety harnesses, and structural supports designed to reduce the risk of damage to the vehicle's passengers. Whenever the vehicle's passengers would suffer damage because of the vehicle suffering a Fault, the impact protection grants the passengers 3 additional Armour Soak. This does not apply against damage caused when the vehicle is destroyed.

WEAPON LOCKER: The vehicle contains storage for one or more weapons. A single weapon locker contains two 1H or Unbalanced weapons, or a single 2H weapon. It can also store up to three Reloads.

A large weapon locker can carry more or heavier weaponry but takes up 1 passenger space. A large weapon locker can contain up to four 1H weapons, up to three Unbalanced weapons, up to two 2H weapons, or a single Unwieldy weapon. It can also store up to six Reloads.

MOTIVE

This category covers the vehicle's engine, power plant, traction, and propulsion systems, or whatever combination of devices make the vehicle move.

HAULAGE: A **Ground** or **Watercraft** Type vehicle's powerplant and engine are extremely powerful, but its weight and handling do not allow it to move especially quickly. It is, however, ideal for shifting heavy cargo and exerting brute force. The vehicle's Brawn increases by +2.



HIGH-PERFORMANCE: The vehicle's engine has been tuned and adjusted to produce the best performance. The vehicle gains the High-Performance type.

MAG-LEV: A **Wheeled** or **Tracked** type vehicle can have its wheels or tracks replaced by a magnetic impellor that holds the vehicle a short distance above the ground. The vehicle loses the Wheeled or Tracked type and gains the **Hover** type.

TERRAIN ADAPTATION: The vehicle has been adapted to move most effectively through rough terrain, though this comes at the cost of some of its straight-line maximum speed. The vehicle gains the **Rough Terrain** type but reduces its Speed by 1. If its Speed is already 1, it gains the **Cumbersome** type instead.

TRACKED: A **Wheeled** type vehicle can replace its wheels with tracks. The vehicle loses the Wheeled type and gains the **Tracked** type.

TURBO-CHARGED: The vehicle's engine or power-plant has been overhauled or replaced with something more powerful. The vehicle's Speed increases by +1. This may be selected multiple times.

WHEELED: **Tracked** type vehicles can have their tracks replaced with wheels. The vehicle loses the Tracked type and gains the Wheeled type, *Infinity Corebook* p. 133.

WEAPONS

This category covers any armaments fitted directly to the vehicle. This covers both weapons which are controlled from within the vehicle, as well as those which are simply affixed to the vehicle. Weapons mounted on a vehicle are always considered to be braced.

If the vehicle has the Hands type, then it may carry and wield weapons within its hands in addition to any weapons mounted upon the vehicle. Any weapons carried and wielded by the vehicle's hands do not count as weapon mounts, though they are still considered to be braced.

Weapons mounted on Scale 0 vehicles can be Two-handed or smaller. Weapons mounted on Scale 1 vehicles can be Unwieldy or smaller. Weapons mounted on Scale 2 or larger vehicles may be of any size (1H, Unbalanced, 2H, Unwieldy, Mounted, or Massive).

When a weapon is mounted onto a vehicle, the owner must choose how that weapon is operated.

- If the weapon is controlled from within the vehicle, it can be operated by quantronic link by any character within the vehicle (or a character operating the vehicle remotely, or a geist), but Breaches to the vehicle's network can disable these weapons. These weapons, if removed from the vehicle, cannot be used, as they have no manual triggers.
- Weapons simply affixed on the vehicle must be operated manually, requiring that the character physically place themselves at the weapon's location and operate it normally. If the weapon is removed from its mounting (Standard Action, **Average (D1) Tech** test, or **Daunting (D3) Athletics** test, though the latter breaks the mounting), it may be used as a normal weapon of that type, though it is no longer braced once removed.

Weapons controlled from within the vehicle have a built-in ammunition supply, containing up to the vehicle's Scale +1 in Reloads. If the weapon can accept multiple types of ammunition, the Reloads may be divided between those types as the vehicle's owner sees fit, but Reloads cannot be added to or removed from this supply easily. While this can be done freely out of combat, during an action scene it takes a standard action and an **Average (D1) Tech** test to access the ammunition supply and add or remove Reloads. Additional ammunition can be added using another weapon hardpoint, which stores another 3+ Scale Reloads that may be divided between the vehicle's weapons.

THE GARAGE

NAME	RESTRICTION	COST	TARIFF
Car	1	9+2 (N)	–
Gecko TAG	4 (Nomad 3)	14+4 (N)	T4
Gūijiǎ TAG	4 (Yu Jing 3)	16+4 (N)	T4
Hovercraft	2	11+2 (N)	T1
Motorcycle	1	8+2 (N)	–
Speedboat	2	9+3 (N)	T1
Truck	1	9+2 (N)	T1
Yacht	2	12+3 (N)	T3

THE MOD SHOP

UPGRADE	CATEGORY	RESTRICTION	COST	TARIFF
Automaintenance	Chassis	1	3+3	T1
Ballast	Chassis	2	5+2	T1
Bio-Tech Screening 1	Chassis	2	2+3	T1
Bio-Tech Screening 2	Chassis	3	3+4	T1
Bio-Tech Screening 3	Chassis	4	4+5	T1
Convertible	Chassis	1	4+2	–
Enclosed	Chassis	1	4+4	–
Environmental Conditioning	Chassis	2	4+3	T1
Heavy Construction	Chassis	2	5+3	–
Life Support	Chassis	2	4+5	T1
Passenger Protection	Chassis	2	6+4	T2
Rebalanced Mass	Chassis	1	3+3	–
Reduced Weight	Chassis	1	3+2	–
Vehicle Armour 1	Chassis	1	2+3	T1
Vehicle Armour 2	Chassis	1	3+3	T1
Vehicle Armour 3	Chassis	2	3+4	T2
Vehicle Armour 4	Chassis	2	4+4	T2
Vehicle Armour 5	Chassis	3	4+5	T3
Deflector-1	Comms	4 (Ariadna 2)	7+3	T1
Deflector-2	Comms	4 (Nomads 3/Yu Jing 3)	7+3	T3
ECM X	Comms	3	8+(2+X)	T2
Expert X	Comms	X	8+X	T(X)
Hacking Terminal	Comms	As per chosen Hacking Device		
Neural Interface	Comms	2	5+2	T3
Repeater	Comms	1	3+2	–
Sensor Suite	Comms	1 to 3, per type	4+3	T1
Additional Weapon Mount	External	1	2+2	T1
Camouflage	External	4	6+6, +1 per vehicle's Scale	T3
Offensive Systems	External	3	3+2	T1
Remote Dock, Exposed	External	2	2+2, +1 per vehicle's Scale	T1
Remote Dock, Enclosed	External	3	3+3, +1 per vehicle's Scale	T2
Running Boards	External	1	2+2	–
Smart Coating	External	3	6+2	T4
Analysis Suite	Internal	1	10+3	–
Engineering Waldo X	Internal	X	7+X	T(X+1)
Surgical Waldo X	Internal	X	7+X	T(X+1)
Kit Locker	Internal	1	3+2	–
Impact Protection	Internal	1	4+3	–
Weapon Locker	Internal	3	2+4	T1
Weapon Locker, Large	Internal	4	4+6	T2



THE MOD SHOP (CONT.)

UPGRADE	CATEGORY	RESTRICTION	COST	TARIFF
Haulage	Motive	2	6+3 N	T1
High-Performance	Motive	1	6+4 N	T1
Mag-Lev	Motive	3	8+4 N	T2
Terrain Adaptation	Motive	1	5+2 N	–
Tracked	Motive	2	6+3 N	–
Turbo-Charged	Motive	3	7+4 N	T2
Wheeled	Motive	2	6+3 N	–
Weapon Mount (Remote)	Weapon	2	3+3 N	T1
Weapon Mount (Manual)	Weapon	2	2+3 N	T1
Additional Ammunition	Weapon	2	3+2 N	T1

CAR

Even with the wonders of modern propulsion available, it's tough to beat the classics. When it comes to reliability, efficiency, and consistency, the classic 4-wheeled automobile remains the gold standard across the Human Sphere.

CAR
EXPOSED (+2 N COVER), GROUND, WHEELED

ATTRIBUTES

Scale	Speed	Brawn
1	2	12 (+1)

DETAILS

Max. Passengers	Impact
5	2+5 N (Knockdown)
Hard Points	
Chassis 2, Comms 2, External 1, Internal 1, Motive 2, Weapons 2	

DEFENCES

Structure	12	Firewall	6
Armour	3	BTS	1

HOVERCRAFT

Capable on land or sea, hovercraft see extensive use as personnel carriers across the Human Sphere. Modern air-cushion vehicles are frequently assisted by applied repulsor technology for great manoeuvrability and durability. The most advanced are powered by sub-zero Apollo plates using hyperflux pinning technology utilizing a quantum vortex stabilised using apollonium (a neomaterial superconductor capable of creating tuned flux tubes among other uncanny effects) alongside hyperpressure skirts.

HOVERCRAFT
EXPOSED (+4 N COVER), GROUND, HOVER, WATERCRAFT

ATTRIBUTES

Scale	Speed	Brawn
3	2	14 (+3)

DETAILS

Max. Passengers	Impact
14	4+6 N (E/M, Knockdown)
Hard Points	
Chassis 3, Comms 2, External 1, Internal 2, Motive 1, Weapons 3	

DEFENCES

Structure	20	Firewall	8
Armour	4	BTS	1

MOTORCYCLE

From the nimble sport bikes raced in Acontecimento, to the thunderous choppers preferred by Haqqislam's Kum Motorized Troops, bikes remain the go-to choice when you want something fast, manoeuvrable, and open.

MOTORCYCLE
EXPOSED, GROUND, SINGLE-SEAT, WHEELED

ATTRIBUTES

Scale	Speed	Brawn
0	3	9

DETAILS

Max. Passengers	Impact
2	1+3 N (Knockdown)
Hard Points	
Chassis 1, Comms 1, Motive 2, Weapons 1	

DEFENCES

Structure	7	Firewall	6
Armour	2	BTS	1

SPEEDBOAT

From personal leisure vessels to high-speed pursuit craft, a good speedboat is essential to transportation on planets like Varuna, though they see use anywhere with enough water. While basic enclosures can provide protection from the elements, speedboats are built as light and open as possible.

SPEEDBOAT
EXPOSED (+2 [N] COVER), WATERCRAFT

ATTRIBUTES

Scale	Speed	Brawn
1	5	12 (+1)

DETAILS

Max. Passengers	Impact
6	2+5 [N] (Knockdown)
Hard Points	
Chassis 1, Comms 2, External 1, Internal 1, Motive 2, Weapons 2	

DEFENCES

Structure	10	Firewall	6
Armour	3	BTS	1

TRUCK

A tough, rugged vehicle designed for trekking cargo over land; whatever these chiselled haulers lack in grace, they make up for with their solid construction and expansive capacity.

TRUCK
EXPOSED (+2 [N] COVER), GROUND, WHEELED

ATTRIBUTES

Scale	Speed	Brawn
2	2	14 (+2)

DETAILS

Max. Passengers	Impact
6	2+6 [N] (Knockdown)
Hard Points	
Chassis 3, Comms 2, External 1, Internal 3, Motive 1, Weapons 2	

DEFENCES

Structure	20	Firewall	6
Armour	4	BTS	1

YACHT

A favourite of the elite, these luxury vessels serve not just as vehicles, but floating residencies, hosting spectacular galas with reliable frequency. Every millimetre of the ship is engineered to create an ambiance of effortless wealth, and refined class. Yachts are hardly military vehicles, but investments of this scope tend to be secured, as many a would-be yacht thief could tell you.

YACHT
EXPOSED (+2 [N] COVER), WATERCRAFT

ATTRIBUTES

Scale	Speed	Brawn
4	5	13 (+4)

DETAILS

Max. Passengers	Impact
12	5+5 [N] (Knockdown)
Hard Points	
Chassis 3, Comms 1, External 1, Internal 3, Motive 1, Weapons 2	

DEFENCES

Structure	25	Firewall	14
Armour	2	BTS	4

MOUNTED WEAPONS

- **Combi-Rifles (×4)**: Range C/M, 1+5 [N] damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1

SPECIAL ABILITIES:

- **Lower Deck**: The lower deck of a Yacht is Enclosed and considered to be a separate zone from the upper deck. The Pilot and any Gunners must be on the Exposed upper deck, but other passengers can remain on the lower deck.



TAGS

Tactical Armoured Gears (TAGs) are single-operator armoured weapons platforms, usually humanoid in appearance, though arachnoid and avian shapes are also used for all-terrain designs.

GECKO

An abandoned line of reconnaissance TAG, the Jurisdictional Command of Corregidor saw in these lightly armoured, mobile TAGs something indispensable — namely, they were cheap, and readily available. Lighter than a heavy TAG, but a juggernaut compared to heavy infantry, the Gecko has enjoyed a resurgence in popularity, largely due to Praxis' never-ending stream of iterations on the design.



GECKO
ENCLOSED, GROUND, HANDS, SINGLE-SEAT, WALKER

ATTRIBUTES

Scale	Speed	Brawn
1	2	15 (+1)

DETAILS

Max. Passengers	Impact
1	2+6 (N) (Knockdown)
Hard Points	
None	

DEFENCES

Structure	16	Firewall	10
Armour	5	BTS	6

MOUNTED WEAPONS

- **Combi-Rifles (×2)**: Range C/M, 1+5 (N) damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Chain-Colt**: Range C, 1+4 (N) damage, Burst 1, 2H, Concealed 1, Torrent, Vicious 1
- **Panzerfaust**: Range L, 2+5 (N) damage, Burst 1, 2H, Munition, Unsubtle

GEAR: ECM 1

SPECIAL ABILITIES

- Ignores penalties imposed by zero-G conditions

GUĪJIĂ

A hulking titan equipped with massive weaponry, the Guījiă is a soldier's nightmare manifest in heavy alloy. A truly monolithic TAG, these 'Armoured Tortoises' laugh off small arms fire, while packing enough power of their own to level a city block should they be so inclined.

GUĪJIĂ
ENCLOSED, GROUND, HANDS, SINGLE-SEAT, WALKER

ATTRIBUTES

Scale	Speed	Brawn
2	2	17 (+2)

DETAILS

Max. Passengers	Impact
1	3+7 (N) (Knockdown)
Hard Points	
None	

DEFENCES

Structure	16	Firewall	10
Armour	8	BTS	6

MOUNTED WEAPONS

- **MULTI HMG**: Range L, 2+5 (N) damage, Burst 3, Unwieldy, Medium MULTI, MULTI Heavy Mod, Spread 1, Unsubtle
- **Heavy Flamethrower**: Range C, 2+5 (N) damage, Burst 1, 2H, Incendiary 3, Munition, Terrifying 2, Torrent
- **AP Sword**: Melee, 3+10 (N) damage, Unbalanced, Parry 2, Piercing 2, Vicious 1

GEAR: ECM 1

CHAPTER 12

STELLAR WARFARE

The worlds of the Human Sphere are connected by fleets and flotillas of spacecraft, from tiny orbital shuttles, to the huge Nomad motherships, and the unimaginably vast Circulars that pass from world to world.

This chapter provides an overview for how spacecraft function and lays out the rules which apply to spacecraft and the characters operating them. There are some similarities between these and the vehicle rules found in Chapter 11, but spacecraft operate on a scale all their own, quite distinct from all but the most massive vehicles.

SPACECRAFT FUNDAMENTALS

The Human Sphere is bound together by the jump gate network, with each gate the result of exhaustive exploration to locate wormholes that can be harnessed through advanced technology. Each solar system — and a few other locations — within the Human Sphere is home to several jump gates, each harnessing one wormhole, which sends travellers to one other destination. Discovery of a new wormhole always heralds a surge of new activity, as nations and corporations rush to capitalise on the new discovery and whatever treasures may be on the other side. However, history shows that not every discovery pans out, not every newly discovered wormhole can be stabilised and harnessed, and the ones that can don't always lead anywhere significant.

For most people, travel between star systems is achieved aboard the Circulars, colossal city-vessels that carry most of the freight and passengers between worlds. The Circulars follow long, fixed routes, and are large enough that most other vessels travelling between systems land within, or dock on the outside of, the Circulars and ride them as "remoras" through the wormholes.





GRAVITY

Experiments in synthetic gravity have had mixed results, and no examples have been more than proof-of-concept tests with highly classified results. Thus, the matter of microgravity environments is a concern for those travelling in space, as it can lead to significant health issues. Treating these problems is within the capabilities of modern medicine, but it's still better to prevent them in the first place.

Some vessels resolve the issue at least partially by orienting their decks so that the ship's engines are beneath their feet, so that when the ship moves, its acceleration serves as a substitute for gravity. Other vessels use centrifugal force, generated by rotating the ship along its axis, to replicate gravity. Others still use diamagnetism to simulate a gravitational force, though typically at less than 1g due to power consumption. These solutions don't work equally for all ships in all circumstances, however, so the search for a better solution continues.

DIRECTION

A spaceship's engines are mounted on the aft of the vessel, providing forward thrust. Each vessel is also fitted with numerous smaller thrusters and gyroscopes to adjust heading and change direction. When a vessel needs to decelerate, it turns around, essentially facing backwards so that its engines can slow the vessel.

NESSIUM

Nessium is a vital component of modern space travel, serving as a catalyst for many kinds of chemical reactions due to its ability to influence the strong nuclear force. Found in abundance on Svalarheima, it is extremely valuable and in high demand, with tiny amounts of it used to massively augment fusion reactions and spacecraft propulsion.

The ubiquity and utility of the Circulars mean that most routine interstellar travel relies upon them. The average commercial freighter or passenger shuttle is capable only of Intrasystem travel — moving from planet to planet within a single star system — and even then only with the aid of Vila Boosters to catapult them from world to world.

There are, however, exceptions to this. Vessels on high-priority journeys often cannot wait for a Circular and are outfitted with the expensive and complex Minotaur Motor that allows them to traverse a jump gate themselves. Still normally reliant on Vila Boosters for swift interplanetary travel, these craft are nevertheless a faster way to cross the stars than a Circular's fixed route and tight schedule. These high-priority journeys tend to fall in one of three categories: government business (including the O-12), hypercorp business, and military activity.

This reliance on Vila Boosters for most interplanetary travel and jump gates for interstellar travel makes them hubs of activity, crowded with incoming and outgoing traffic, and organised by ALEPH-derived systems that handle everything in the safest and most efficient manner possible. But that isn't always enough; impatience can become discontent easily, and traffic incidents in space can occur for all the same reasons they can in a city street. O-12's Bureau Hermes oversees these areas, with interdiction vessels that can stop and inspect vessels flagged as suspicious or causing trouble. As with security on the Circulars, PanOceania and Yu Jing have both sought to impose their own security — vessels operated by the Knights of Santiago and the Imperial Service, respectively — over these hubs within their territories.

GETTING THERE

Vila Boosters sidestepped one of the great challenges of interplanetary travel: fuel. Every spacecraft requires fuel, and fuel has mass, which means that any vessel needs to carry enough fuel to propel both its own mass and the mass of any fuel it carries demanding fuel requirements to increase exponentially with distance. This is before even considering other supplies, such as food, water, and air for the crew and passengers, which also increase dramatically over distance, or the need to decelerate when the vessel reaches its destination.

The Vila Booster massively reduces the amount of distance a vessel needs to travel under its own propulsion, saving fuel both for acceleration and deceleration. This doesn't remove the challenge, but it does alleviate the problem some. Most vessels need only enough fuel for short jaunts, while being carried the rest of the way by an external source.

There is still a push to ensure that engines are as efficient and potent as possible, however, and most contemporary vessels made use of some variation of magnetoplasmadynamic thruster, or MPDT. These ionise a gas propellant mixture and accelerate it through a magnetic field, providing propulsion for the vessel. A few other forms of electromagnetic drive also exist, for various reasons, but these all work on a similar principle and rely on similar forms of propellant, some mixture of lithium, metallic hydrogen, and Nessium.

A few, typically high-priority, vessels employ thermal antimatter drives instead, which again use a hydrogen/Nessium propellant mixture, heated by a dense core being bombarded by an antiproton stream. These have higher performance than MPDT engines, but antimatter production, the engines, and the thermal and radiation shielings are costly and difficult to maintain.

MILITARY ACTION

While a staple of fiction, the cultures of the Human Sphere try to avoid fleet battles where possible, in part because they are extremely costly in terms of lives, materiel, and scarce resources. Fleets posture and skirmish, relying on displays of force to dissuade would-be enemies rather than engaging in battle directly. However, battles have become more and more common with the encroachment of the Combined Army, who seem not to have the same qualms about expense.

When they do occur, space battles are short-ranged, brutal, quick, and localised around locations of importance like planetary orbits, Vila Boosters, and other key infrastructure. While the heaviest vessels can engage enemies effectively from thousands of kilometres away, smaller warships are often too manoeuvrable to hit at such ranges. Smaller vessels, with shorter ranges and more agility, close to distances of only a few kilometres, bringing maximum firepower before withdrawing to safety. The inability of a vessel to meaningfully decelerate during an attack run means that firing windows are brief and do not allow for mistakes.

While all this is going on, vessels are generating heat. In the cold of space and the fury of battle, a warship's heat cannot be dispersed quickly, threatening vessel systems and the lives of the crew. This means vessels must make their attacks as quickly as possible, for a prolonged battle is unsustainable, and even the most capable warship must withdraw and cool down. A key element of warship design is heat management, which translates directly into endurance.



SPACECRAFT ARMAMENT

Vessels use a variety of deadly weapons. Mass drivers are a common primary armament, propelling Teseum slugs or some comparable payload at high velocities (a little over 1% of the speed of light, in the most powerful cases). These are dedicated vessel-to-vessel weapons, and the impact forces are in the multi-kiloton range. The Concilium Convention classifies the use of mass drivers to bombard a planetary surface as a war crime and use in near-planetary orbit is heavily restricted due to potential for massive collateral damage.

The recoil forces from a mass driver of that power are substantial, so the largest of these weapons can only be mounted along the length of a vessel, where recoil is absorbed by the same structure that withstands the power of the vessel's engines. Many vessels mount broadside batteries of smaller mass drivers along their flanks for additional firepower at closer ranges. The longer the weapon, the higher the maximum velocity and impact force, so larger vessels invariably carry more powerful guns, and the spinal guns of a vessel are its most powerful weapons.

After mass drivers, the most common weapons are self-propelled missiles, remote – or LAI-guided, carrying a wide range of different payloads. These are launched in massive quantities to overwhelm a target's defences. Due to the short duration of most space battles, ammunition conservation is seldom a concern. As they do not travel as swiftly as mass driver shot, missiles are most effective at shorter ranges, where the delay between firing and impact is shorter.

Larger vessels often supplement this with high-powered directed energy weapons, lasers and microwave projectors, though these are relatively scarce due to massive power consumption, heat generation, and component wear resulting in infrequent and short burst firing.

Most vessels also carry a range of point-defence weapons. These are typically a mixture of rapid-firing cannons and missile launchers with ranges of less than a kilometre used to defeat nearby threats, such as missiles and fighters. A mixture of explosions, clouds of shrapnel, E/M bursts, and Infowar countermeasures (clouds of deflectors and signal jammers) disrupt incoming attacks and minimise what can reach the vessel itself.

INFOWAR IN SPACE, PART 1

Infowar attacks are both extremely potent tools in vessel-to-vessel combat, and extremely difficult to accomplish. The limited range of hacking devices and similar technologies mean that would-be Infowarriors need to get extremely close to their targets or have some way of extending their range. The use of repeater buoys deployed by missiles and mounting repeaters on fast-moving vessels allows for an onslaught of quantronic attacks. Naturally, any object identified as carrying an enemy repeater becomes a high-priority target.



The best defence against all this firepower is not being hit in the first place. The most manoeuvrable vessels are the most difficult targets, able to evade enemy attacks at longer ranges. However, the heavier the armament and armour of a vessel, the greater its mass, which in turn makes the vessel less manoeuvrable as it struggles against its own inertia. Small vessels can be nimble and agile, but lack significant firepower, while the heavy-hitters of space combat cannot evade with such ease.

As vessels grow larger, they rely more upon armour to protect them. Teseum-laced or Teseum-plated hulls are the standard across the Human Sphere, allowing the greatest resilience at the lowest mass. Even light civilian vessels have a degree of armoured protection to help protect against high-speed impacts from debris, micro-meteors, and similar hazards.

Vessels also maintain a magnetic field generated by a lattice of apollonium filaments embedded in the hull's outer plating which captures and diverts ordinary micro-debris. Larger warships can amplify this field to deflect larger, denser projectiles. This can only be done for a few seconds at a time, due to power consumption, heat generation, risk of damage to the filament mesh, and interference with the vessel's other systems.

SPACECRAFT OPERATIONS

These rules serve as the foundation for all the ways in which a character can interact with or operate spacecraft.

DEFINING SPACECRAFT

All spacecraft have several common scores and values, which collectively define how the starship functions.

SHIP CLASSIFICATION

CLASS	NAMES
0	Fighter, Bomber, Interceptor, Orbital, Shuttle
1	Yacht, Lighter, Gunboat, Aviso (and patrol vessel/gunship variants)
2	Corvette, Courier
3	Escort, Frigate, Freighter, Ferry
4	Cruiser, Carrier, Bulk Freighter
5	Dreadnought, Supercarrier, Superfreighter

CLASS

Perhaps the most important value a spacecraft has, a vessel's Class is an indicator of its size and mass. Class is defined as a number, but each Class also has an accompanying name, reflecting a size and category of vessel. This name is how characters discussing the vessel would describe its size and capabilities. Class has a massive impact upon numerous other elements of a vessel's functions. The typical array of Classes and their names can be found below. Each Class is typically about twice the length, width, and height of the Class below it. (Or approximately eight times the mass.)

Some Classes have two or more accompanying names, depending on the specific function of a vessel. For example, while both corvettes and couriers are Class 2 vessels, their purposes are very different.

Some vessels exceed even this classification, with the main examples being Nomad motherships and the gigantic Circulars, which are so large that they do not fit on this scale. They're more akin to terrain than vessels. As a rule of thumb, a Nomad mothership will likely have a Class of 9 or 10; any larger, and they cannot dock with a Circular. The Circulars themselves could be thought of as having a Class of 15, though they are far longer than they are wide, consisting of many massive sections.

TYPE

Spacecraft come in a range of different types, from mighty warships, to carriers teeming with support craft, to slab-sided freighters. A vessel's type describes how it interacts with space and the vessels around it. A spacecraft will always have at least one Type and may have several.

- **Agile**: The vessel can reorient itself more swiftly than others of comparable mass, so that it can change direction easily. For the purposes of movement, and the difficulty of enemy attacks, the vessel counts its Class as one lower.
- **Antimatter Drive**: The vessel has high-performance engines that can generate massive amounts of thrust, at the cost of also generating greater amounts of heat and radiation. The vessel may increase its Thrust by 1, 2, or 3, but it also reduces its remaining Endurance by the same amount.
- **Cargo Ship**: The vessel is designed to haul massive amounts of cargo, either loose or in huge interlocking containers. Such vessels do not need to be manoeuvrable, but they do need to be sturdy. The vessel's total Hull Integrity is increased by half, but it counts its Class as one higher when resolving a manoeuvre or the difficulty of an enemy attack.
- **Carrier**: The vessel is designed to carry large numbers of attack craft; fighters, interceptors,

and bombers. These attack craft are always Class 0, grouped into squadrons of five. A Carrier carries a number of squadrons equal to its Class.

- **Ionclad X**: The vessel's magnetic deflector – used to deflect micro-debris and similar hazards – can be overcharged briefly to produce a much larger effect, able to deflect enemy attacks, but this places the ship's systems under strain and generates considerable heat. Once per round, when attacked with a non-energy weapon, the vessel may choose to overcharge its deflector. This increases the vessel's Armour Soak by X; each Effect rolled adds +2 to this total, but also reduces the vessel's remaining Endurance by 1.
- **Minotaur Motor**: The vessel has been equipped with a complex and expensive Minotaur Motor, allowing it to traverse jump gates by itself.
- **Passenger Ship**: The vessel is designed to carry passengers in a reasonable degree of comfort, but this means that it often cannot handle as much heat as other craft of the same size. The vessel's Endurance is two lower than normal.
- **Remora**: The vessel is designed to lock onto the hull of a Circular, riding along to its destination.
- **T-Clad**: The vessel's hull is armoured with Teseum plating, making it extremely resilient. The vessel's Armour is increased by an amount equal to its Class.
- **Warship**: The vessel is built for battle, with a reinforced hull to protect it from weapons fire and greater redundancies built in so that it can continue to function when damaged. A Warship counts its Class as one higher when determining its Armour and the number of Hull Breaches it can withstand.



SYSTEMS

Each vessel has four Systems scores, which function in a similar way to a character's Attributes. Whenever a character attempts a skill test that makes use of the vessel's systems, the vessel assists, rolling against a Target Number created from one of its Systems and an accompanying Personnel score.

A vessel's Systems are as follows:

- **Construction**: A vessel's Construction represents how solidly-constructed it is, and how easily it can stand up to the stresses of non-standard operations. It serves a role similar to a character's Brawn.
- **Engines**: A vessel's Engines represent the output of its reactors, the thrust of its main engines, and its ability to adjust its heading and velocity quickly. It serves a role similar to a character's Agility.
- **Network**: A vessel's Network represents its computer systems, LAIs, interfaces, and communications technologies. It serves a role similar to a character's Intelligence.
- **Sensors**: A vessel's Sensors represent its sensory and detection systems, and its ability to perceive objects, phenomena, and potential hazards. It serves a role similar to a character's Awareness.

A vessel's score in any one of these Systems will normally be between 6 and 17. In many cases, the score will be accompanied by a secondary value in parentheses. This score is treated similarly to a Superhuman Attribute (see *Infinity Corebook* p. 418), adding X additional successes on tests assisted by that System. For example, a vessel with extremely powerful Engines may have a score of 13 (2), adding two automatic successes to any skill test assisted by the vessel's Engines.

PERSONNEL

Personnel is the other part of the assistance a vessel provides to characters attempting skill tests. A Personnel score is added to one of the vessel's Systems to create the Target Number for the vessel's assistance. In addition, that Personnel score is used as the vessel's Focus range for that assistance.



If the assistance die rolls equal to or less than the Personnel score, it scores two successes instead of one.

A vessel's Personnel score is split into three categories, representing different areas of competence and skill and is valued from 0 to 5.

- **Combat**: This score governs how combat-ready the crew are, both in terms of operating weapons and defensive systems and in terms of boarding actions, combat flight missions, and any other activities related specifically to combat.
- **Navigation**: This score governs how well the crew can manoeuvre and guide the vessel, both short-term adjustments in combat or some other hazardous or delicate situation and plotting the course for a longer journey.
- **Technical**: This score governs how well the crew handles technical issues aboard vessel, such as making repairs, performing maintenance, and adjusting ship performance during a crisis.

In the case of the smallest vessels, this refers more to software and automation aboard the craft, as well as the work of flight crews and other personnel who maintain the vessel when it isn't in use. Regardless, it has the same effect.

THRUST

Spacecraft do not have an absolute speed. Instead, a vessel's thrust — working against its mass — determines how quickly and easily a vessel can accelerate and alter course. Small vessels require very little thrust to manoeuvre easily, while large vessels require lot of thrust simply to get moving in the first place.

A spacecraft's base Thrust score is equal to half its Engines score, rounded down.

ARMOUR

Even lightweight spacecraft are armoured against the rigours of interplanetary travel. At the bare minimum, this will be armour plating and thermal and radiation shielding to protect against debris, but warships will have outer layers laced or plated with Teseum to protect them against high-yield explosives and massive impact forces from mass drivers.

A spacecraft's Armour functions as Soak, reducing damage inflicted to the vessel by attacks and hazards. Spacecraft have a basic Armour equal to half their Construction score (round down) plus their Class.

HULL INTEGRITY

A vessel's hull integrity is normally proportionate to its size, the resilience of its construction, and whether it was built for combat or other hazardous conditions. Tougher ships have higher hull integrity, allowing them to withstand greater stress and punishment.

Hull integrity functions similarly to a character's Vigour or an object's Structure and is reduced by damage suffered. Too much damage suffered, or damage that reduces hull integrity to 0, will cause hull breaches, which can be disastrous.

A spacecraft's Hull Integrity is equal to its Construction multiplied by its Class. For Class 0 vessels, their Hull Integrity is equal to half their Construction, rounded down.

SECURITY AND FIREWALL

A ship's network has security features no different to those of any other quantronic network. Security Soak and a Firewall score, just as it would be for any other network, follow the normal Infowar rules. A vessel's basic Firewall is equal to its Network plus Technical scores, with a basic Security equal to its Technical score.

IMPACT

Impact is used to determine the force of a collision between the vessel and another object.

Impact is a flat value equal to the vessel's Scale, plus a number of N equal to half its Construction score (rounding down).

ENDURANCE

While not a massive concern for civilian vessels, which are designed to disperse heat at approximately the rate at which they generate it, warships must consider their thermal capacity carefully. The capabilities of a combat vessel are incomplete without considering how much heat a warship can generate before it must disengage. A vessel's basic Endurance is equal to its Construction.

When a vessel's Endurance is at 0, any actions or effects which would reduce the vessel's Endurance further instead cause a single Hull Breach.

OPERATING SPACECRAFT

Much of the time, characters aboard spacecraft will be passengers, and the spacecraft is treated like an environment, no different to a building, or a city street, some other location.

However, at other times, characters will be the crew of a spacecraft, using the vessel itself as a tool to achieve some other goal. In these cases, the ship is how characters attempt actions that they couldn't achieve alone.

During operation, the ship itself assists the characters' actions, rolling against a Target Number

made from one of its Systems scores and one of its Personnel scores, which will depend on the type of action being attempted. (This is up to GM's discretion, if not otherwise mentioned in the rules.) It's normally advisable to get a different player to roll the ship's die for this purpose.

Characters – PCs and NPCs alike – inside a spacecraft are referred to as **passengers**. Some passengers called **crew** take on specific roles within the vessel.

ACTION ORDER

Action scenes involving spacecraft don't use the same action order as other action scenes in *Infinity*. Action scenes are still divided into Rounds and Turns, with each character receiving the normal allowance of actions on their Turn. However, rather than all the PCs acting, and then all the NPCs acting in response (with Heat spent to interrupt things), the action passes from one side to the other, alternating until everyone has acted. One character takes a Turn, then hands the action to the opposing side, which selects a character to take the next Turn. At the end of a character's turn, they may pay 2 Heat for their side to take a second Turn – handing to an ally – before the action passes to the other side, though.

If all the characters on one side have taken Turns, then the other side takes all their remaining Turns until everyone has acted.

CREW ROLES

Each crew role aboard a spacecraft is capable of specific actions related to that spacecraft. Assuming a role requires a Minor Action (taking up the appropriate station, syncing AR controls, etc.). Geists, AI, and the like may take crew roles as well. A character may only take a single role, unless they are the Commander, in which case they may take as many roles as they wish, though they may not have enough actions to make the most of those roles.

A vessel may have a maximum number of characters in crew roles equal to its Class plus 2. Other characters, if any, take supporting roles (factored into the vessel's Personnel scores) and are counted as passengers. This limitation applies only to living characters, not to LAIs, Geists, or similar quantronic entities.

Commander: A commander is a key part of a large vessel's crew, coordinating disparate actions and providing a central authority who makes all the vital decisions. A vessel may have only a single commander. A character in the Commander role may assume any other roles in addition to being Commander and may relinquish other roles (a Minor Action) to allow other characters to take them.

Pilot: A spacecraft may have only a single pilot. The pilot may take actions to manoeuvre the vehicle (see *Movement in Space*, p. 151). Whenever the vessel needs to make a skill test related to physical movement, the pilot will make the test using the Spacecraft skill unless specified otherwise. A spacecraft without a pilot automatically fails all tests to avoid hazards or other terrain.

Gunner: A gunner operates weaponry mounted on the vessel itself (see *Spacecraft Attacks*, p. 153). A vessel with multiple weapons can have multiple gunners, but any single weapon may only be operated by one gunner each round.

Hacker: A hacker oversees control of the ship's quantronic defences and network security, as well as coordinating remote-operated weapons, quantronic attacks on other vessels, and other Infowar techniques. A vessel may have only a single hacker, though other characters may assist the hacker's actions.

Engineer: An engineer is responsible for the technology that allows a spacecraft to function. In a crisis, a skilled engineer can enhance a vessel's performance, pushing it to the very limits. A vessel may only have a single engineer, though other characters may assist the engineer's actions.

MOVEMENT IN SPACE

As with combat in other environments, any battle or other action scene occurring in space is divided up into rough zones. These should be focussed around significant features, such as asteroids, dust clouds, artificial structures such as communications satellites and Vila Boosters, and similar objects. The edges of an environment may be marked by the presence of a planet or natural satellite and its accompanying atmosphere, with zones near to such massive bodies considered to be within a **gravity well**, which will affect movement. (Massive planetary bodies may have a gravity well that extends several zones from the surface.)

However, much of space will be largely empty; in these cases, a regular grid or hex-map will serve well for tracking movement and distance in space, with each zone representing an area about 10km across. The entire environment should be relatively large, as spacecraft can move a considerable distance and don't really have the option of staying still.

While space is three-dimensional, for the sake of simplicity, movement of spacecraft is tracked in two dimensions. The players and GM can track the third dimension by having multiple layers of zones stacked atop one another, or by tracking relative vertical distance in the same way that altitude is tracked in the aircraft rules (p. 130)

NPC CREW AND ACTIONS

Rather than devising and tracking individual NPC crew, the GM can represent the characters taking the crew roles by assigning them a Quality using one of the following ratings. All the crew of an NPC ship should have the same rating, for simplicity.

QUALITY	SKILL TN	SKILL FOCUS
Green	7	-
Basic	9	1
Proficient	11	2
Talented	13	3
Exceptional	15	4

Further, when it comes to the action order, the GM can determine the number of NPC crew aboard each spacecraft as equal to the Class of the ship, plus one.



SPEED AT THE START OF BATTLE

At the start of an action scene, the GM should assign an appropriate current speed to each vessel. A good guideline for this is the vessel's Thrust, minus Scale, to a minimum of 1.

Similarly, each vessel's initial direction of movement is also its facing, to keep things simple.



In addition to tracking position, it is important to monitor which direction each vessel is facing as they move. Spacecraft movement is defined by facing, dependent upon a vessel's ability to turn and accelerate. Thus, each vessel has a specific facing: it will face a single edge of its current zone. It may also become important to consider direction of movement, which may be distinct from current facing. A vessel's inertia may keep it moving in one direction even if it has changed facing. Finally, each vessel also has a current speed, which is the number of zones it will move during its next movement.

The movement of spacecraft is broken down into two distinct parts: movement and manoeuvre. Twice during a round a vessel will move, travelling in a straight line, a predetermined distance, in the direction of movement. During the round, the pilot may attempt to manoeuvre the vessel, altering its speed and/or facing.

A vessel's first movement takes place immediately before the first turn taken by one of the vessel's crew. The vessel travels a number of zones equal to its current speed, in the current direction of movement, and in a straight line. Once this has been resolved, the character's turn continues as normal.

A vessel's second movement takes place immediately after any turn taken by one of the vessel's crew, at the pilot's discretion. If there is no pilot at present, or no other decision is made, the second movement takes place after the last turn taken by one of the vessel's crew. Once again, the vessel travels a number of zones equal to its current speed, in the current direction of movement, and in a straight line. Once this has been resolved, the round continues as normal.

During a pilot's turn, they have a few options that allow them to manoeuvre the vessel, using various Manoeuvre Momentum spends.

A vessel's ability to Manoeuvre is based on two factors: its Thrust, and its Class.

- As a Minor Action, a Pilot may spend Momentum on the Manoeuvre Momentum spends (below) to alter the vessel's speed and direction. Those spends may be used in any combination, though some are restricted in when, and how often, they

can be used. The total amount of Momentum that can be spent in this way is equal to the vessel's Thrust, reduced by its Class, to a minimum of 0. Taking this Minor Action reduces the vessel's Endurance by 1.

- As a Standard Action, a Pilot may attempt a Spacecraft test, assisted by the vessel using its Engines and Navigation scores. If successful, they may spend Momentum on the Manoeuvre Momentum spends. The Difficulty of this test is equal to the Class of the vessel, and a successful test receives bonus Momentum (which cannot be saved) equal to the vessel's Thrust minus its Class, to a minimum of 0. Taking this Standard Action reduces the vessel's Endurance by 2, and Complications may be spent reducing Endurance further (each Complication costing 1 extra Endurance).
- A Pilot may attempt only one of the action options above each Round.
- In addition, a Pilot may attempt **Evasive Action** as a reaction to an incoming attack; this turns the attack into a face-to-face test, with the pilot rolling a Spacecraft test with a Difficulty equal to their vessel's Class. In addition to adding to Heat (as a Reaction), this also reduces the vessel's Endurance by 1. Success allows the pilot to use Manoeuvre Momentum spends, altering course as part of the reaction.

SPACECRAFT ATTACKS

The attacks of a spacecraft are resolved in a similar way to ranged attacks made during normal combat – such as zones and range, intervening obstacles and other difficulty factors, etc – though there are a number of key differences:

SPACECRAFT WEAPONRY

The new technologies that dominate the battlefields on planets can also be found among the stars. The weapons used in space combat are defined by standard traits and values.

Type: Weapons come in a variety common types, which function in different ways.

- **Mass Driver**: Mass Drivers propel a projectile at incredible speeds, using kinetic energy to inflict harm. They have no additional special rules.
- **Munition**: Clusters of semi-guided bombs, rockets, and similar explosives, munitions are short-ranged, but often extremely potent relative to their size. They are normally reserved for smaller vessels, with larger craft using self-propelled, self-guided missiles instead. Each cluster of munitions uses a single Reload.
- **Missile**: Missiles are self-propelled, with a range of payloads, remote-guided to their targets. Each salvo of missiles uses a single Reload. Missiles do not have Range or Burst categories, as they are fired differently. A salvo of missiles is considered to be a Class 0 vessel with Thrust 8, Hull Integrity 3, and Armour 0, controlled remotely by an LAI or the launching vessel's Hacker. A missile, when launched, has a current speed of 5, and the salvo's first movement is performed immediately upon launch. The missiles detonate if they enter the same zone as the target and succeed at an **Average (D1) Spacecraft** test.
- **Energy**: Directed Energy Weapons can be extremely potent but lose effectiveness at longer ranges as the energy diffuses, losing 1 [N] of damage for every zone beyond range 2.
- **Point Defence**: These weapons are used for close range defence and are normally fired in response to an attack. They cannot be used at range 3 or beyond, but they can be fired as a Reaction to an enemy vessel (including missiles) entering within range.

Class: Each weapon has a Class, which reflects the size of the weapon and the size of the ship that weapon is mounted upon. A Class 3 weapon can be mounted on a ship no smaller than Class 3, for

MANOEUVRE MOMENTUM SPENDS

SPEND	COST	EFFECT
Accelerate	1	Can only be attempted if the vessel is currently facing in the direction of travel. The vessel increases its current speed by 1.
Adjust	1	Can only be attempted if the vessel is not currently facing the direction of travel. The vessel moves 1 zone in the direction the vessel is facing.
Decelerate	1 NR	The vessel's current speed decreases by 1.
Full Deceleration	1	Can only be attempted if the vessel is facing the direction *opposite* the direction of travel (i.e., the vessel is facing backwards). The vessel decreases its current speed by 1.
Turn	1 NR	Change the vessel's direction to face either left or right of its current direction.
Reverse Heading	2 NR	Change the vessel's direction to face behind its current direction.
Jink	2 NR	The vessel's current speed decreases by 1 but increases the Difficulty of any of the vessel's attacks until the start of the Pilot's next turn by +1.
Docking Procedures	2 NR	Can only be attempted if within the same zone as another vessel moving at the same speed and in the same direction. The vessel manoeuvres to within a few metres and extends a docking corridor to allow movement between the two spacecraft.
Line Up on Target	2 NR	The vessel reduces the difficulty of any attacks it makes and any attacks made against it by 1, until the start of the Pilot's next turn.
Ramming Speed	1 NR	Can only be attempted if within the same zone as another vessel. The vessel collides with its target; each vessel inflicts their Impact damage to the other. The vessel that initiated this gains bonus [N] equal to its current speed.

example. When making an attack, the Class of the weapon is compared to the Class of the target to determine the difficulty. Smaller weapons can be aimed more easily, however larger weapons are more powerful.

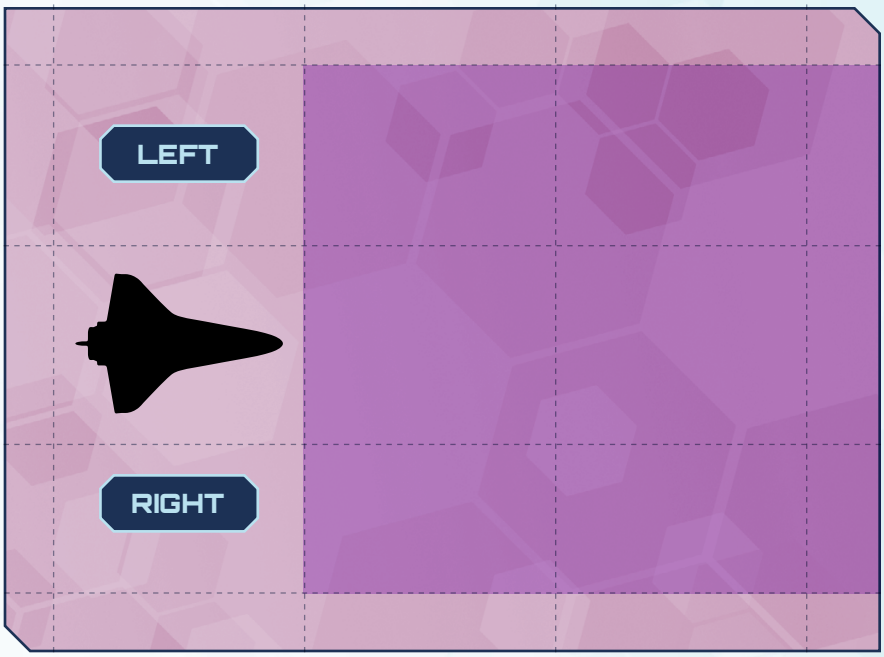
Range: Each weapon has an effective range, and attacks against targets outside that range, closer or more distant, are at +1 Difficulty per zone difference. Unlike weapons in personal combat, range is measured as a number of zones, rather than a range category.

Burst: A weapon's Burst determines the maximum number of Reloads that can be spent on attacks with the weapon.

Damage: A weapon's damage is a mixture of a static value, plus one or more Ns. Unlike with personal combat, a character's above-average attributes do not add bonus dice to attacks. Rather, the vessel receives +1N to damage for every point of its Combat Personnel score, representing the talent of gunnery crews and the targeting devices they use and maintain.

Qualities: These qualities are an intrinsic part of the weapon and can stack with any qualities that come from ammunition used, where applicable. Some of these qualities work differently from normal, due to differences in how space combat functions.

SPACECRAFT ATTACK ZONE



- **Area X**: The attack affects a wide area and can affect multiple targets at once. The attack ignores the target's mobility when making an attack. Further, for each Momentum spent, the attack strikes one additional target within the blast's range (within a number of zones equal to X; if the quality does not have a value, then it affects only the zone including the target), starting with the one nearest to the initial target. If a complication is rolled, the GM may choose to use it to have an ally within the area affected by the attack.
- **Backlash X**: Attacks with the Backlash quality inflict considerable strain on the vessel when fired and inflict X damage to the ship for each Effect rolled, ignoring Soak.
- **Electromagnetic**: These attacks emit a high-energy electromagnetic pulse upon activation or impact. This is a physical attack, determined as normal for space combat attacks, but inflict quantronic damage instead. If this damage causes a Breach, then it must inflict System Disruption as the Breach Effect, as the pulse is indiscriminately disruptive.
- **Front Arc**: The weapon is mounted so that it can fire forwards only, which is often necessary for extremely large weapons. The weapon may only target enemies in any zone which is along a straight line forwards from the attacking vessel and any zone adjacent to that line of zones.
- **Grievous**: As normal (see *Infinity Corebook* p. 337).
- **Hot X**: A hot weapon generates a considerable amount of heat during use, which cannot easily be dispersed, making it dangerous to use frequently. Each Effect rolled reduces the vessel's Endurance by X.
- **Indiscriminate X**: An Indiscriminate attack affects one or more zones (anywhere within a number of zones of the initial target equal to X; if the quality does not have a value, then it affects only the initial target's zone). The attack targets a zone, not a specific vessel, and thus ignores a target's mobility. Each target within the affected zones suffers the effects of the attack, regardless of whether they are friend, foe, or neutral, and whether or not the attacker was aware of the target.
- **Piercing X**: As normal (see *Infinity Corebook* p. 338).
- **Precise X**: The weapon requires exceptional precision to operate but can inflict massive damage on a direct hit. When making an attack which benefits from either the Line Up on Target Momentum Spend or the Firing Solution action, the attack gains Grievous and Vicious X.
- **Recoil**: The colossal force of the weapon firing has a similarly colossal force on the weapon, and the ship. When this weapon is fired, reduce the vessel's current speed by 1 for each Effect rolled. If this would reduce the vessel's speed below

0, then it instead gains speed (by 1, for each point beyond 0), but the direction of movement is in the opposite direction — the vessel is now moving backwards.
- **Salvo X (Quality)**: As normal (see *Infinity Corebook* p. 338).
- **Vicious X**: As normal (see *Infinity Corebook* p. 338).

MAKING AN ATTACK

Attacks, as a crucial part of combat, follow a specific process:

1. The gunner chooses the weapon they plan to attack with. This will be one of the weapons they have control over, determined when they assumed the gunner role.
2. The gunner then chooses a viable target for that weapon: a single vessel or other object visible to the attacker. At this point, the target may choose to attempt evasive action as a Reaction.
3. The gunner then attempts a Ballistics test, assisted by the ship using its Sensors and Combat scores. The base difficulty for this is **Average (D1),** but this is affected by range, target mobility, and other factors. If the target chose Evasive Action, then this becomes a face-to-face test, opposed by the target's pilot's Spacecraft test.
4. If the skill test is successful, then the attack inflicts damage, as described in **Damage** below. Once the attack is resolved, the attacking vessel loses 1 Endurance, or 2 Endurance if the attacking weapon's Class is equal to that of the vessel.

The key factors involved in determining the difficulty of an attack are range and target size.

- **Range**: Each weapon has an optimum range, which determines the ideal distance for targeting with that weapon. The range is the number of zones distant from the vessel the target is, counting the attacking vessel's own zone as 0. Each zone outside that optimum range, closer or further, increases the Difficulty by +1.
- **Target Size**: Large weapons are difficult to bring to bear against small targets, and similarly small weapons can target larger craft with relative ease. If the attacking weapon's Class is the same as the target's Class, then there is no modifier. If the attacking weapon's Class is greater than the target's Class, increase the Difficulty of the attack by +1 for each point of difference. If the attacking weapons' Class is smaller than the target's Class, then decrease the Difficulty of the attack by 1 for each point of Difference, to a minimum of 1.

DAMAGE

When a vessel is successfully hit by an attack during combat, it inflicts damage, first to the ship's hull, then possibly to the systems within. Some environmental hazards also come with a risk of damage, such as gravitational stresses, intense radiation, corrosive gases, micrometeors, extreme heat, ionic discharges, and so forth.

In most ways, damage for starships is handled similarly to damage for characters. However, for clarity and to account for the differences, the process is described here.

Attacks and other hazards have a **damage** rating, a static value and a quantity of Combat Dice (), with the total rolled applied against the target.

Armour is how a vessel is protected from damage, a form of persistent soak, a static value that always applies. The total damage rolled for an attack or hazard is reduced by the target's Armour. If the damage is reduced to 0, then the attack has no effect.

Any remaining damage, after reduction for armour, is applied against the target's **Hull Integrity**. Each point of damage that a vessel suffers reduces its Hull Integrity by 1.

This damage is largely incidental, and represents dents, scrapes, minor punctures, and other trivial effects that can be repaired swiftly and easily, and which don't impede ongoing function. However, if a vessel's Hull Integrity is reduced to 0, or it suffers a total of 5+ Class damage in one attack (after reduction for Armour), then it will suffer a **Hull Breach**. (If both events occur, it inflicts two Hull Breaches instead.)

If a vessel's Hull Integrity was already at 0, any amount of damage will inflict a Hull Breach, while 5+ Class damage will inflict two Hull Breaches.

Hull Breaches are a spacecraft's Harms, and thus each Hull Breach inflicts an additional penalty on the vessel. These effects are typically determined by the attacker (subject to GM approval), and will vary based on the type of attack, the target of the attack, and the attacker's goal. However, the following Hull Breach Effects represent the most likely outcomes of an attack.

- **Structural Damage**: The target's structure has been compromised, with bulkheads buckled, decking and hull plating crumpled like paper, and life support compromised. Add +1 difficulty to any action assisted by the ship's Construction.
- **Engine Damage**: The target's reactors or thrusters are impaired, significantly reducing their output. Add +1 difficulty to any action assisted by the ship's Engines.



DETECTION

Detecting spacecraft is relatively straightforward. Even a relatively inactive vessel generates heat, and against the backdrop of space – which is about 2.6 Kelvin, barely above absolute zero – any warm object appears as a shining infrared light against a black background. Passive infrared sensors and radio antennae sweep for these signs, though the signals they receive can only travel at the speed of light, adding a delay to longer-ranged detection. If a vessel were fifty million kilometres away, its presence could only be detected nearly three minutes later, by which point it may be somewhere else. This means that patrol and reconnaissance vessels are vital for detecting and responding to threats quickly.

At closer ranges, vessels use high-resolution RADAR and LIDAR systems to gain more accurate information for identification and targeting. However, these systems require an active pulse, meaning that a vessel using active sensors is itself a more obvious target.

Detecting a vessel using a ship's sensors is a **Simple (D0) Analysis** test, assisted by the ship's Sensors and Navigation scores. For every zone beyond a distance equal to half the vessel's Sensors score (round down), add +1 to this difficulty. Momentum spent from a successful test can be used to gain more accurate information, such as type of vessel, armament, etc., with the players able to ask one question about the ship per Momentum spent.

- **Network Damage**: The target's network infrastructure has been broken, interrupting data-streams and leaving the vessel's datasphere fragmented as it struggles to route through undamaged channels. Add +1 difficulty to any action assisted by the ship's Network.
- **Sensors Damage**: The target's sensor systems are overwhelmed or disabled, leaving the vessel disoriented and unable to effectively map its surroundings. Add +1 difficulty to any action assisted by the ship's Sensors.
- **Fire**: Internal damage has led to a fire aboard the target vessel, consuming oxygen and increasing heat. The vessel loses 2 Endurance at the start of each Round.
- **Venting**: A section of the target vessel has been opened to space, losing atmosphere and personnel. The vessel immediately loses 3 Endurance and increases the difficulty of the next skill test it attempts by +1.
- **E/M Surge**: The target suffers a surge of electromagnetic radiation, suffering 2+4 damage with the E/M and Piercing 1 qualities.

A vessel can withstand a number of Hull Breaches equal to its Class. If a vessel suffers more Hull Breaches than its Class, then it is disabled, and cannot take further action during the scene, though crew and passengers can be assumed to survive due to emergency life support provisions.

If a disabled vessel suffers one or more additional Breaches, it is destroyed, and any crew and passengers left aboard are slain.

RECOVERY AND REPAIR

Vessels which have suffered damage can remedy it in several different ways, depending on the type of damage inflicted and its severity.

A vessel's personnel, plus onboard auto-repair mechanisms, can perform routine repairs and maintenance relatively easily. The ship may regain lost Hull Integrity equal to its Technical Personnel score at the end of each round, representing sections sealed off and damage re-routed. In addition, an Engineer can attempt the Repair Team action (see p. 158).

Hull Breaches cannot be repaired outside of a dock, and certainly cannot be repaired amid combat. During an action scene, an Engineer can attempt to remove a Hull Breach effect by taking the Repair Team action, but this does not remove the Breach, only the effect it had.

OTHER SPACECRAFT ACTIONS

The following actions are available to characters in one of the Crew Roles. Characters may also attempt any of the following standard Warfare and Infowar actions to affect the ship: Assist, Attack (quantronic attacks only, assisted by the vessel's Network and Combat scores), Exploit (cannot be used to benefit attacks with the vessel's weapons), Ready, Recover (quantronic damage only), Access System/Terminate Connection, Transmit, Use Program.

ACTIVE SENSOR PULSE

COMMANDER OR HACKER (STANDARD)

The vessel emits RADAR and LIDAR pulses to gain more information from their sensors. The character makes an **Average (D1) Tech** test. If successful, reduce the difficulty of all Analysis tests made to detect enemy ships by 1, plus 1 per Momentum spent, to a minimum of Difficulty 0. However, enemy vessels attempting to detect the ship also gain the same bonus until the start of the character's next turn.

COORDINATE

COMMANDER (STANDARD)

The commander directs their subordinates to bolster their effectiveness. This is a **Simple (D0) Command** test, intended to generate Momentum for the group.

DEFENSIVE PERIMETER

GUNNER (STANDARD)

This may only be attempted by a gunner operating a Point Defence weapon. The gunner directs their weapons to fill the void with explosions and shrapnel, deterring vessels and destroying projectiles that stray too close. Choose either the zone the gunner's vessel is within or any zone adjacent to it. Any vessel that enters the chosen zone must attempt a **Challenging (D2) Spacecraft** test immediately. Failure means that the vessel suffers the Point Defence weapon's normal damage. This costs 1 Reload for the Point Defence weapon and 1 Endurance.

DIRECT

COMMANDER (STANDARD)

The commander gives an immediate, specific order. Choose a single other character in the crew; that character may immediately attempt a single standard action, assisted by the commander (who uses

their Command skill to assist). This counts towards the number of standard actions that the chosen character may attempt each round.

ENHANCE PERFORMANCE

ENGINEER (STANDARD)

The Engineer adjusts key systems, pushing performance above normal levels. This reduces the vessel's Endurance by 3. Make a **Daunting (D3) Tech** test, assisted by the ship's Engines and Technical scores. If successful, add +2 Thrust and +1d20 to the next tests involving a single System (choose Construction, Engines, Network, or Sensors). Momentum may be spent to reduce the Endurance cost of this action by 1 per Momentum spent.

FIRING SOLUTION

COMMANDER OR GUNNER (STANDARD)

The character takes additional time to calculate a precise firing solution for a subsequent attack. The character nominates a target they can detect and one of the vessel's weapons and attempts a **Challenging (D2) Analysis** test, assisted by the ship's Network and Combat scores. If successful, the next attack with that weapon against that target, before the end of the character's next turn, gains the Piercing 2 quality.

HEAT MANAGEMENT

ENGINEER (STANDARD)

The character attempts to vent built-up heat in the vessel, cycle the vessel's coolant systems, or otherwise dispose of built-up heat, restoring some of the vessel's endurance. The character attempts a **Daunting (D3) Tech** test, assisted by the vessel's Construction and Technical scores. If successful, the vessel regains 1 lost Endurance, plus one more per Momentum spent. This cannot increase the vessel's Endurance above its normal maximum.

LAUNCH ATTACK CRAFT

COMMANDER (MINOR)

This can only by attempted by a Carrier. The commander gives the order to launch attack craft using magnetic catapults (which also serve to catch landing vessels travelling at high speeds). A single squadron of attack craft are launched, with a speed of 3, and make their first move immediately.

QUANTRONIC COUNTER-MEASURES

HACKER (STANDARD)

The hacker deploys a swarm of repeaters around the ship and begins broadcasting disruptive signals.



Every zone adjacent to the ship's zone now contains a repeater. In addition, make a **Challenging (D2) Hacking** test, assisted by the ship's Network and Technical scores. If successful, any enemy Remote action and any Infowar action attempted within the vessel's zone or a zone adjacent to it is increased in Difficulty by +1 plus an additional +1 for every 2 Momentum spent until the start of the Hacker's next turn.

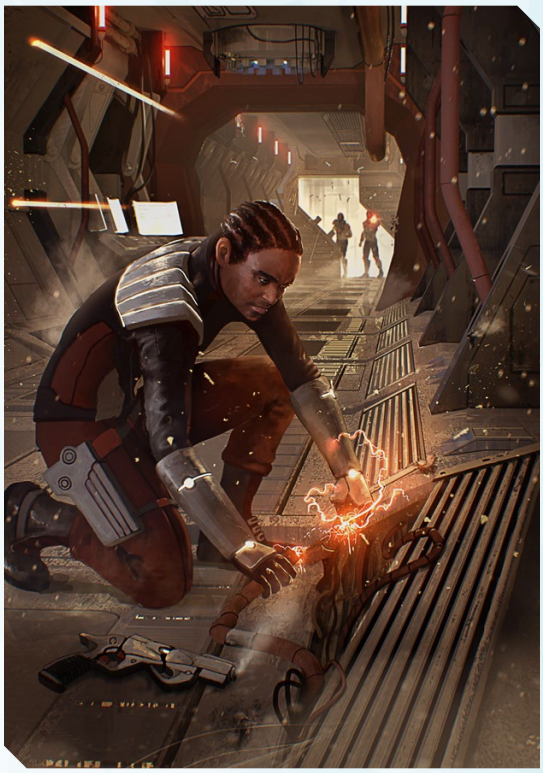
REPAIR TEAM

ENGINEER (STANDARD)

The engineer directs and oversees repairs of the vessel. This is a **Challenging (D2) Tech** test as a Standard Action, assisted by the ship's Construction and Technical scores. If successful, restore Hull Integrity equal to the vessel's Technical score plus an additional 2 per Momentum spent. This action may instead be used to remove the effects caused by Hull Breaches. A successful test removes the effect of a single Hull Breach, though that Hull Breach still counts towards the maximum number that the vessel can withstand.

SPACECRAFT REACTIONS

The following Reactions can be attempted by a vessel's crew on behalf of the ship. If an event would allow more than one of the following reactions from a single ship – regardless which characters attempt them – only **one** may be chosen. For **Evasive Action** from the pilot, see p. 127.



DEFENCE (HACKER)

As a Reaction to a quantronic attack, a hacker can attempt to defend the spacecraft. This functions as the normal Defence reaction to a quantronic attack, described on p. 113 of the *Infinity Corebook*.

DEFENSIVE FIRE (GUNNER)

As a Reaction to an enemy vessel entering a zone within a range of 2 of the vessel, a gunner may attempt defensive fire. This is a normal attack with a single point defence weapon under the gunner's control. If an enemy vessel enters multiple zones within range during a single movement, it may only be targeted by a single defensive fire Reaction from each vessel it has moved within range of.

BRACE FOR IMPACT (COMMANDER OR ENGINEER)

As a Reaction to an attack, a Commander or Engineer may give the order to brace for impact. This adds 4 to the vessel's Armour against that attack as preparations are made to respond to the damage, but the next skill test attempted by a member of the vessel's crew suffers +2 difficulty as a result of those same preparations.

RETURN FIRE (GUNNER)

After being declared the target of a ranged attack, a gunner may perform a Return Fire Reaction if they have a suitable weapon under their control. This functions in the same way as the normal Return Fire Reaction, described on p. 113 of the *Infinity Corebook*.

ACTION IN ZERO-G

More properly known as micro-gravity, zero-g environments can be tricky to traverse, especially in stressful situations. This is most evident in the way that such environments alter how characters move.

- **Prone**: Characters in zero-g cannot drop prone or stand. A character knocked prone by an attack or other effect will instead drift and spin in place, which increases the Difficulty of their next skill test by +2 as they struggle to reorient themselves.
- **Direction of Movement**: There is no up or down in a zero-g environment; characters can move in any direction they wish. This also means that characters cannot fall in the conventional sense.
- **Propulsion**: A character in a zero-g environment cannot move themselves without having something solid and stable to push off from, or some other way of propelling themselves. To push off from an object, a character must be within reach of it. A character may move to a point not within reach of a solid object, but that may leave them stranded and unable to move further.
- **Self-Propulsion**: Some armour, environment suits, and similar gear may allow a character to move in zero-g without "pushing off" something.

ATTACK SQUADRONS

A character operating an attack craft – any military vessel with a Class of 0 used to attack other craft – may often be operating as part of a squadron. Squadrons of attack craft function similarly to fireteams in personal combat, a single leader, assisted by the others, moving and fighting as one.

A squadron receives a single turn during the round, and when the squadron attempts an action, it is resolved as a single character with assistance dice provided by each other member of the squadron. A squadron is considered a single target for the purposes of being attacked. Squadrons may make reactions, but do not benefit from the assistance of the others within the squadron.

When a squadron is successfully attacked, resolve the damage against a single craft in the squadron. If that craft suffers enough Hull Breaches to disable it entirely, then any remaining damage is applied to the next craft in the squadron.



- **Free and Minor Action Movement**: These actions are unchanged. However, a character must have some means of propelling themselves to make such a move.
- **Standard Action Movement**: A character may move as a standard action, using an Acrobatics or Athletics test. The character chooses a direction and a distance. If this test fails, the character still moves the distance chosen, in the direction chosen, but they don't manage to control their movement properly. The character may end up disoriented as if they had been knocked prone, they may overshoot and travel too far, or they may collide with a solid object, suffering damage as if they had fallen the distance they moved.
- **Attacks**: A character fighting in zero-g increases the difficulty and complication range of melee and ranged attacks by 1 each. Enemies can attack from a greater range of directions, and the force of a melee attack, or the recoil of a firearm, can be difficult to control.
- **Other Actions**: If an action involves moving, or controlling the movement of, a heavy object, or fine manipulation of an object, the complication range increases by 2.
- **Extraplanetary Skill**: A character's Expertise and Focus in Acrobatics, Athletics, and Close Combat while operating in zero-g are limited to their Expertise and Focus in Extraplanetary, representing a character's training in, and familiarity with, moving in unusual gravity. A character may use the Extraplanetary skill instead of their Acrobatics or Athletics skills to move in zero-g. A character with the Gravity Savant talent ignores the difficulty and complication range increases for operating in zero-g.

ACTION IN VACUUM

Fighting in the cold vacuum of space can be risky, as a breached suit can end a soldier's life as easily as a bullet.

The effects of being exposed to Vacuum are described on p. 110 of the *Infinity Corebook*. A character can avoid these penalties if they can find some way to gain the *Inured to Vacuum* ability, wear a vac suit, or armour equipped to serve as a vac suit. However, while being innately immune to the effects of hard vacuum is an infallible solution to the problem of combat in such an inhospitable environment, a vac suit can fail.

If deliberately attacked, a vac suit can fail because of a Fault effect. Vac suits will typically only have 4–6 Structure, and have whatever Armour Soak the suit provides (0 for a normal Vac suit, more if built into actual armour). More likely, however, a vac suit will fail if the wearer suffers a Wound, taking a sufficiently damaging hit as to puncture the suit and inflict lasting harm on the wearer.

A failed vac suit loses a single Oxygen Load at the end of each combat round until the damage is repaired. If the vac suit's oxygen runs out, the character within will begin to suffocate. However, the character won't suffer the full effects of vacuum, as the suit still shields them from cold and radiation to a degree.

Patch a damaged vac suit using the standard issue patch kit, which allows it to be resealed easily in

INFOWAR IN SPACE, PART 2

Infowar attacks in space can only be attempted at Close range, with the attacker able to strike from Repeaters scattered around the battlefield as if they were in that zone. These Repeaters can be attacked and subverted by the enemy.

Whenever a Hacker runs a program, attempts an Infowar action, or makes or defends against quantronic attack, they attempt a Hacking skill test as normal. However, in all these cases, they also benefit from their vessel's network infrastructure, assisted by the vessel's Network and Combat scores (for attacks),or Network and Technical scores (for non-attack Infowar actions).

Every spacecraft is considered to have a Repeater, though these are not always active as they can pose a vulnerability. They also frequently load Repeaters into missiles to scatter them across the battlefield and have other ways to spread them. Any Repeater that isn't part of a ship self-destructs after a short time, to avoid leaving network vulnerabilities everywhere. At the end of each round, remove any repeater which isn't aboard a ship and which wasn't deployed during that round

DELIBERATELY TARGETING A VAC SUIT

An easy way to deal damage to a vac suit alongside the wearer is the Secondary Target momentum spend: the suit can be treated as a distinct target to the wearer, allowing damage to be dealt to both at once.

an emergency. It takes a Standard Action and an **Average D1 Extraplanetary** or **Tech** test, at which point the puncture is closed. Characters in a vac suit cannot easily receive medical attention for their injuries because the suit prevents access to the patient's wounds.

EXAMPLE SPACECRAFT

This section contains example of spacecraft of different classes and functions. The effects of different types, as well as bonus damage from each vessel's Combat score, has already been included.

FIGHTER

Though their precise construction and configuration may vary, fighters are a commonplace form of attack craft, often used in large quantities for short patrol and guard duties. Fighters are not particularly specialised and used both against other attack craft and against larger vessels.

FIGHTER

ATTRIBUTES

Class	0	Type	Warship

Construction	Engines	Network	Sensors
8	10	8	9

COMBAT

Combat	Navigation	Technical
3	2	1

Thrust	Impact	Endurance
5	4 (N)	8

DEFENCES

Armour	Hull Integrity	Security	Firewall
5	4	1	9

ARMAMENT

- **Main Cannons**: Mass Driver, Class 0, Range 0, Burst 3, Damage 2+4 (N), Front Arc, Precise 1); 6 Reloads
- **Rockets**: Munition, Class 0, Range 0, Burst 1, Damage 2+5 (N), Vicious 1); 6 Reloads



BOMBER

Heavier attack craft, carrying weaponry designed to damage larger ships, bombers are only used in situations where ship-to-ship combat is unavoidable.

BOMBER

ATTRIBUTES

Class	0	Type	Warship

Construction	Engines	Network	Sensors
11	8	10	8

COMBAT

Combat	Navigation	Technical
3	1	2
Thrust	**Impact**	**Endurance**
4	5 (N)	11

DEFENCES

Armour	Hull Integrity	Security	Firewall
6	5	2	12

ARMAMENT

- **Defensive Guns**: Point Defence, Class 0, Range 0, Burst 3, Damage 1+4 (N), Salvo 1 (Piercing 1); 6 Reloads
- **Heavy Bombs**: Munitions, Class 0, Range 0, Burst 3, Damage 2+6 (N), Precise 1, Salvo 1 (Area 0), Vicious 1); 3 Reloads

NOTES

- Can be equipped with EMP bombs instead, which exchange the Vicious 1 quality for the Electromagnetic quality. This must be decided before the bomber launches.
- Alternatively, Heavy Bombs can be replaced entirely with Torpedoes (Missile, Class 0, Damage 2+6 (N), Piercing 2, Vicious), 2 Reloads, turning the Bomber into a Torpedo Bomber.

INTERCEPTOR

Highly-agile craft, interceptors are outfitted to intercept other attack craft and guided missiles, and to destroy them long before they can pose a threat. Interceptors are almost entirely incapable of dealing meaningful damage to large vessels.

INTERCEPTOR

ATTRIBUTES

Class	0	Type	Anti-matter Drive, Warship

Construction	Engines	Network	Sensors
6	12	10	10

COMBAT

Combat	Navigation	Technical
3	2	1
Thrust	**Impact**	**Endurance**
6	3 (N)	6

DEFENCES

Armour	Hull Integrity	Security	Firewall
4	3	1	11

ARMAMENT

- **Main Cannons**: Mass Driver, Class 0, Range 0, Burst 3, Damage 2+4 (N), Front Arc, Precise 1; 6 Reloads
- **Defensive Guns**: Point Defence, Class 0, Range 0, Burst 3, Damage 1+4 (N), Salvo 1 (Piercing 1); 6 Reloads

PINNACE

A Pinnace is a transport craft designed for surface-to-orbit, and orbit-to-surface, journeys. Short-ranged but surprisingly tough, they mount the powerful engines necessary to achieve orbital velocities. Pinnace are equipped to carry both passengers and cargo and can often be refitted to carry one or the other predominantly in a matter of minutes.

PINNACE

ATTRIBUTES

Class	0	Type	Cargo Ship, Passenger Ship

Construction	Engines	Network	Sensors
10	10	6	6

COMBAT

Combat	Navigation	Technical
0	2	3
Thrust	**Impact**	**Endurance**
5	5 (NI)	8

DEFENCES

Armour	Hull Integrity	Security	Firewall
4	7	3	9

NOTES

- Typical Pinnace carry around 40 passengers if fitted to carry just passengers. If fitted to carry only cargo, they can carry two standard shipping containers.

SHUTTLE

Unlike a Pinnace, shuttles are commonly used to ferry passengers and cargo between ships and stations already in space, and they are not rated for atmospheric use. They tend to be of similar size and configuration to standard Pinnace designs allowing them to dock in the same places, but as they need smaller engines, they have more space for passengers and cargo.

SHUTTLE

ATTRIBUTES

Class	0	Type	Cargo Ship, Passenger Ship

Construction	Engines	Network	Sensors
8	6	6	6

COMBAT

Combat	Navigation	Technical
0	3	2
Thrust	**Impact**	**Endurance**
3	4 (NI)	6

DEFENCES

Armour	Hull Integrity	Security	Firewall
4	6	2	8

NOTES

- Typical Shuttles carry around 50 passengers if fitted to carry just passengers. If fitted to carry only cargo, they can carry two standard shipping containers, with additional space for a half-size container or equivalent.

YACHT

Lightweight, high-speed luxury and recreational vessels, yachts are the preserve of the wealthy. They are typically reserved for transporting VIPs in style, and more than a few business deals have been made upon a luxury yacht in orbit above a planet's atmosphere. Due to their expense and high-value passengers, they tend to carry light point-defence weapons to defend against criminals and rivals.

YACHT

ATTRIBUTES

Class	1	Type	Passenger Ship, Remora

Construction	Engines	Network	Sensors
8	12	10	6

COMBAT

Combat	Navigation	Technical
1	3	2
Thrust	**Impact**	**Endurance**
6	1+4 (N)	6

DEFENCES

Armour	Hull Integrity	Security	Firewall
5	8	2	12

ARMAMENT

- **Defensive Guns**: Point Defence, Class 0, Range 0, Burst 3, Damage 1+2 (N), Salvo 1 (Piercing 1); 6 Reloads

NOTES

- A typical yacht has berths for 10 people but can carry considerably more if not expecting to provide berths for them.

LIGHTER

An old wet-navy term, lighters are cargo vessels designed to unload cargo from much larger ships, typically ones that cannot easily enter a planetary gravity well or get too close to a station. Lighters are heavy, solid vessels, but have small engines to provide maximum cargo space, and are only really suited to short-ranged jaunts.

LIGHTER

ATTRIBUTES

Class	1	Type	Cargo Ship, Remora

Construction	Engines	Network	Sensors
14	6	8	8

COMBAT

Combat	Navigation	Technical
0	2	2
Thrust	**Impact**	**Endurance**
3	1+7 (N)	14

DEFENCES

Armour	Hull Integrity	Security	Firewall
8	21	2	10

NOTES

- Can carry ten standard shipping containers, or equivalent volume of cargo.



GUNBOAT

With prohibitions around the use of mass drivers at a planet, or within a planetary orbit, dedicated craft are used to provide orbital fire support — sometimes called ortillery (a mixture of "orbital" and "artillery") — for ground forces. These use specialised bombardment guns, guided missiles, and similar weapons designed specially to provide effective orbit-to-surface fire without unnecessary collateral damage.

GUNBOAT

ATTRIBUTES

Class	1	Type	Warship, Remora

Construction	Engines	Network	Sensors
13	10	9	10

COMBAT

Combat	Navigation	Technical
4	1	2
Thrust	**Impact**	**Endurance**
5	1+6 (N)	13

DEFENCES

Armour	Hull Integrity	Security	Firewall
8	13	2	11

ARMAMENT

- **Bombardment Gun**: Munition, Class 1, Range 1, Burst 2, Damage 3+7 (N), Area 0, Precise 1; 6 Reloads
- **2× Defensive Guns**: Point Defence, Class 0, Range 0, Burst 3, Damage 1+5 (N), Salvo 1 (Piercing 1); 6 Reloads each.

AVISO

A category of quick system patrol boats and gunships used by police, customs, and defensive vessels, avisos are the first response to a hostile presence in a system, either engaging the hostile force or withdrawing to report their findings.

AVISO

ATTRIBUTES

Class	2	Type	Agile, Antimatter Drive, Warship

Construction	Engines	Network	Sensors
10	14	10	12

COMBAT

Combat	Navigation	Technical
3	4	2
Thrust	**Impact**	**Endurance**
7	1+5 (N)	10

DEFENCES

Armour	Hull Integrity	Security	Firewall
7	10	2	12

ARMAMENT

- **Dorsal Cannon**: Mass Driver, Class 1, Range 1, Burst 2, Damage 3+6 (N), Front Arc, Piercing 2, Precise 1; 6 Reloads each
- **2× Flank Cannons**: (Mass Driver, Class 0, Range 0, Burst 3, Damage 2+5 (N), Salvo (Vicious 1); 6 Reloads

CORVETTE

While the term has applied to a variety of ships over the centuries, modern corvettes are fast attack ships, often with a sizeable missile armament rather than mass drivers. This allows them to approach their target, deploy their payload, and withdraw swiftly without unduly exposing themselves to enemy fire.

CORVETTE

ATTRIBUTES

Class	2	Type	Agile, Remora, Warship

Construction	Engines	Network	Sensors
10	14	10	12

COMBAT

Combat	Navigation	Technical
3	4	2
Thrust	**Impact**	**Endurance**
7	2+5 (N)	10

DEFENCES

Armour	Hull Integrity	Security	Firewall
8	20	2	12

ARMAMENT

- **2× Missile Battery**: Missile, Class 1, Damage 3+6 (N), Area 0, Piercing 2, Vicious 1); 4 Reloads each
- **2× Defensive Battery**: Point Defence, Class 1, Range 1, Burst 3, Damage 2+5 (N), Salvo 1 (Area 0), Piercing 2; 6 Reloads each

COURIER

Designed to traverse jump gates by themselves, couriers are intended for high-priority cargo or passenger transport, for those who can't wait for the next Circular. They can carry very little cargo and relatively few passengers, increasing the expense of such a journey beyond the means of most.

COURIER

ATTRIBUTES

Class	2	Type	Cargo Ship, Minotaur Motor, Passenger Ship

Construction	Engines	Network	Sensors
14	12	10	6

COMBAT

Combat	Navigation	Technical
0	2	3
Thrust	**Impact**	**Endurance**
6	2+7 (N)	12

DEFENCES

Armour	Hull Integrity	Security	Firewall
9	42	3	13

NOTES

- Can carry up to 20 passengers, if fully equipped for passenger transit. If equipped to carry cargo, can carry a single standard shipping container.

ESCORT

Escort vessels are tough warships which take on the role of close defence for other vessels. They are equipped with numerous heavy point defence batteries, allowing them to project a wall of shot to protect their charges. They're heavily armoured, but still relatively quick, allowing them to respond to threats and move into position quickly.

ESCORT

ATTRIBUTES

Class	3	Type	Ionclad 2, T-Clad, Remora, Warship

Construction	Engines	Network	Sensors
15	12	10	10

COMBAT

Combat	Navigation	Technical
4	1	3
Thrust	**Impact**	**Endurance**
6	3+7 (N)	15

DEFENCES

Armour	Hull Integrity	Security	Firewall
15	45	3	13

ARMAMENT

- **3× Defensive Battery**: Point Defence, Class 1, Range 1, Burst 3, Damage 2+5 (N), Salvo 1 (Area 0), Piercing 2;, 6 Reloads each

FRIGATE

Where an Escort is designed to hang close to other vessels and provide protection, a frigate is a fast, agile ship intended for scouting and patrol missions. Frigate groups often form the first wave of an attacking fleet, probing enemy defences and making initial strikes while the heavier elements move into position.

FRIGATE

ATTRIBUTES

Class	3	Type	Agile, Antimatter Drive, Ionclad 2, Remora, Warship

Construction	Engines	Network	Sensors
10	16	12	11

COMBAT

Combat	Navigation	Technical
4	3	2
Thrust	**Impact**	**Endurance**
8	3+5 (N)	10

DEFENCES

Armour	Hull Integrity	Security	Firewall
9	30	2	14

ARMAMENT

- **Main Cannon**: Mass Driver, Class 3, Range 3, Burst 2, Damage 4+8 (N), Front Arc, Piercing 2, Precise 2, Vicious 1; 6 Reloads
- 2× Missile Battery (Missile, Class 1, Damage 3+7 (N), Area 0, Piercing 2, Vicious 1), 4 Reloads each
- **2× Flank Cannons**: Mass Driver, Class 1, Range 1, Burst 2, Damage 3+7 (N), Piercing 1, Salvo 1 (Vicious 1); 6 Reloads

FREIGHTER

Common freighters are normally constructed with cavernous holds, unpressurised and easily opened to space, with relatively small crew and engine compartments added around the edges. The holds can be filled with shipping containers mag-locked together, with the outer hull mainly there to protect the cargo from damage during transit.

FREIGHTER

ATTRIBUTES

Class	3	Type	Cargo Ship, Remora

Construction	Engines	Network	Sensors
12	10	8	8

COMBAT

Combat	Navigation	Technical
0	1	2
Thrust	**Impact**	**Endurance**
5	3+6 IN	12

DEFENCES

Armour	Hull Integrity	Security	Firewall
9	54	2	10

NOTES

- Can carry 100 standard shipping containers.

FERRY

The nearest thing to mass transit between worlds, and to and from the Circulars, ferries can carry a reasonably large number of people in relative comfort which varies. (First-class passengers will have a far more comfortable trip than those in coach or economy.)

FERRY

ATTRIBUTES

Class	3	Type	Passenger Ship, Remora

Construction	Engines	Network	Sensors
12	10	12	6

COMBAT

Combat	Navigation	Technical
0	1	2
Thrust	**Impact**	**Endurance**
5	3+6 IN	10

DEFENCES

Armour	Hull Integrity	Security	Firewall
9	36	2	14

NOTES

- Can carry approximately 2,000 passengers, though this is lessened if there are accommodations for first-class passengers. (Every first-class passenger takes up the space of three normal passengers)

CRUISER

The smallest ship of the line, cruisers are the smallest ships capable of protracted, independent operations. Armed with a diverse array of weaponry, and with additional heat-sinks and radiator systems designed to extend endurance, cruisers can serve both as individual projections of force, or in groups able to face a variety of different foes.

CRUISER

ATTRIBUTES

Class	4	Type	Antimatter Drive, Ionclad 4, Minotaur Motor, T-Clad, Warship

Construction	Engines	Network	Sensors
12	12	12	12

COMBAT

Combat	Navigation	Technical
4	2	3
Thrust	**Impact**	**Endurance**
6	4+6 (N)	18

DEFENCES

Armour	Hull Integrity	Security	Firewall
16	48	3	15

ARMAMENT

- **Main Cannon**: Mass Driver, Class 4, Range 4, Burst 2, Damage 4+10 (N), Front Arc, Piercing 2, Precise 2, Recoil, Vicious 1; 6 Reloads
- **Missile Battery**: Missile, Class 2, Damage 3+8 (N), Area 0, Piercing 2, Vicious 1; 4 Reloads
- **2× Broadside Batteries**: Mass Driver, Class 2, Range 2, Burst 3, Damage 3+8 (N), Area 0, Piercing 1, Salvo 1 (Vicious 1); 6 Reloads each
- **3× Defensive Battery**: Point Defence, Class 1, Range 1, Burst 3, Damage 2+5 (N), Salvo 1 (Area 0), Piercing 2; 6 Reloads each

NOTES

- A cruiser has an Endurance equal to one and a half times its Construction, instead of the normal value, due to additional heat sinks and radiator systems.
- A cruiser may replace its Missile Battery with a Laser Weapon System (Energy Weapon, Class 3, Range 2, Burst 3, Damage 4+6 (N), Hot 1, Piercing 4, Salvo 2 (Grievous), Vicious 2), 6 Reloads

CARRIER

Carriers are typically built to similar specifications as cruisers, though replacing many of their weapon systems with a flight deck and launch catapults. Carriers can act as force multipliers for a fleet, deploying squadrons of attack craft that can bolster a battle line or add extra firepower to an attack wave.

CARRIER

ATTRIBUTES

Class	4	Type	Antimatter Drive, Ionclad 4, Minotaur Motor, T-Clad, Warship

Construction	Engines	Network	Sensors
12	12	12	12

COMBAT

Combat	Navigation	Technical
4	2	3
Thrust	**Impact**	**Endurance**
6	4+6 (N)	18

DEFENCES

Armour	Hull Integrity	Security	Firewall
16	48	3	15

ARMAMENT

- **2× Broadside Batteries**: Mass Driver, Class 2, Range 2, Burst 3, Damage 3+8 (N), Area 0, Piercing 1, Salvo 1 (Vicious 1); 6 Reloads
- **2× Defensive Battery**: Point Defence, Class 1, Range 1, Burst 3, Damage 2+5 (N), Salvo 1 (Area 0), Piercing 2; 6 Reloads each

NOTES

- **Carries 4 squadrons of attack craft**: each squadron may be one of the following types: Fighter, Bomber, Torpedo Bomber, or Intercepto

BULK FREIGHTER

Little more than up-scaled versions of smaller freighters, bulk freighters can carry far more cargo, though their increased size does increase operating costs to a degree that keeps them out of the hands of most companies.

BULK FREIGHTER

ATTRIBUTES

Class	4	Type	Cargo Ship, Remora

Construction	Engines	Network	Sensors
14	12	8	8

COMBAT

Combat	Navigation	Technical
0	1	2
Thrust	**Impact**	**Endurance**
6	4+7 (N)	14

DEFENCES

Armour	Hull Integrity	Security	Firewall
11	84	2	10

NOTES

- Can carry 1,000 standard shipping containers.

DREADNOUGHT

The heaviest class of standard warship, dreadnoughts are massive vessels, able to project huge amounts of firepower and withstand intense punishment in return.

DREADNOUGHT

ATTRIBUTES

Class	5	Type	Antimatter Drive, Ionclad 6, Minotaur Motor, T-Clad, Warship

Construction	Engines	Network	Sensors
16	14	12	14

COMBAT

Combat	Navigation	Technical
7	3	4
Thrust	**Impact**	**Endurance**
2	5+8 (N)	16

DEFENCES

Armour	Hull Integrity	Security	Firewall
20	80	4	16

ARMAMENT

- **Main Cannon**: Mass Driver, Class 5, Range 5, Burst 1, Damage 5+12 (N), Front Arc, Piercing 3, Precise 2, Recoil, Vicious 2; 6 Reloads
- **2× Missile Battery**: Missile, Class 2, Damage 3+8 (N), Area 0, Piercing 2, Vicious 1; 4 Reloads each
- **2× Missile Battery**: Missile, Class 2, Damage 3+8 (N), Area 0, Piercing 2, Vicious 1; 4 Reloads each
- **4× Broadside Batteries**: Mass Driver, Class 3, Range 3, Burst 3, Damage 4+10 (N), Area 1, Piercing 2, Salvo 1(Vicious 1), Vicious 1; 6 Reloads each
- **4× Defensive Battery**: Point Defence, Class 1, Range 1, Burst 3, Damage 2+5 (N), Salvo 1 (Area 0), Piercing 2; 6 Reloads each

NOTES

- A dreadnought may replace one or both of its Missile Batteries with a Laser Weapon System (Energy Weapon, Class 3, Range 2, Burst 3, Damage 4+6 (N), Hot 1, Piercing 4, Salvo 2 (Grievous), Vicious 2)



SUPERCARRIER

As with their smaller counterparts, supercarriers provide a fleet with considerable ability to project force over a large area, making them far more flexible than their dreadnought counterparts.

SUPERCARRIER

ATTRIBUTES

Class	5	Type	Antimatter Drive, Ionclad 6, Minotaur Motor, T-Clad, Warship

Construction	Engines	Network	Sensors
16	14	12	14

COMBAT

Combat	Navigation	Technical
5	3	4
Thrust	**Impact**	**Endurance**
7	5+8 (N)	16

DEFENCES

Armour	Hull Integrity	Security	Firewall
20	80	4	16

ARMAMENT

- **Missile Battery**: Missile, Class 2, Damage 3+8 (N), Area 0, Piercing 2, Vicious 1; 4 Reloads
- **2× Broadside Batteries**: Mass Driver, Class 3, Range 3, Burst 3, Damage 4+10 (N), Area 1, Piercing 2, Salvo 1 (Vicious 1), Vicious 1; 6 Reloads each
- **3× Defensive Battery**: Point Defence, Class 1, Range 1, Burst 3, Damage 2+5 (N), Salvo 1 (Area 0), Piercing 2; 6 Reloads each

NOTES

- **Carries 5 squadrons of attack craft**: each squadron may be one of the following types: Fighter, Bomber, Torpedo Bomber, or Interceptor

SUPERFREIGHTER

The largest cargo vessels – outside of the sheer capacity of Circulars – superfreighters carry vast amounts of cargo, with hypercorporations owning most of these massive ships.

SUPERFREIGHTER

ATTRIBUTES

Class	5	Type	Cargo Ship, Remora

Construction	Engines	Network	Sensors
16	14	8	8

COMBAT

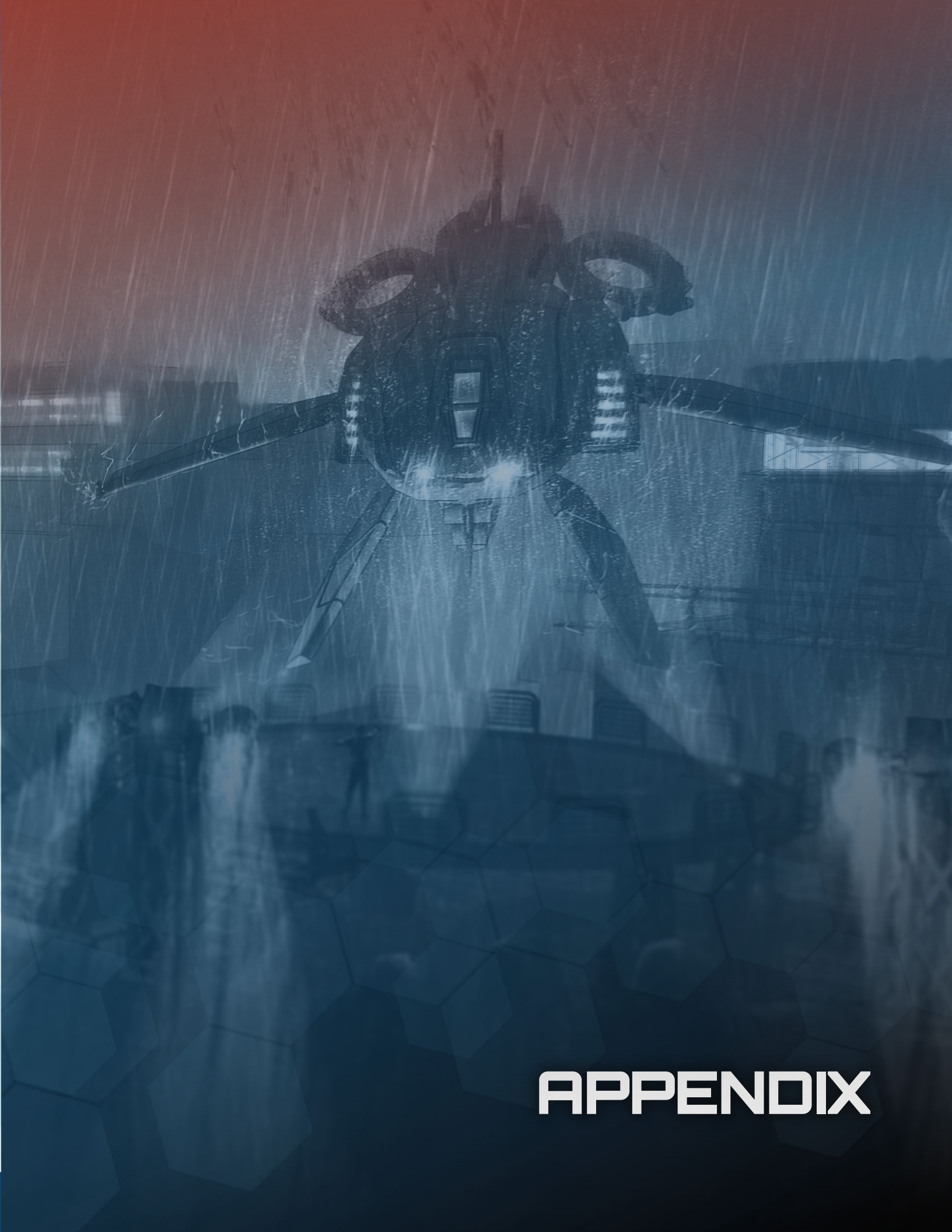
Combat	Navigation	Technical
0	1	2
Thrust	**Impact**	**Endurance**
7	5+8 (N)	16

DEFENCES

Armour	Hull Integrity	Security	Firewall
13	120	2	10

NOTES

- Can carry 10,000 standard shipping containers.



APPENDIX



INFINITY

O-12 MISSION ARCHITECT

ELEMENT ONE: THE ANTAGONIST

Games of *Infinity* can range from battlefield to boardroom; from the cold vacuum of space to the quantronic pathways of Maya. The scope for adventure is near limitless, but at the core of every plot there should usually be a deadly villain or imposing obstacle to overcome; a devious Tohaa sympathetic to the cause of the Combined Army, a rogue AI covering its trail with the bodies of its would-be hunters, a mercenary outfit seeking revenge for being double-crossed, or an executive order that could mean the deaths of thousands of innocents are just a few examples. Establishing a primary antagonist at the outset will provide context for framing the other results.

Roll two d20s on *Table 1 – Antagonist* and combine the results. Some options may require further rolls on *Tables 2* through *4* in order to generate an affiliation for the antagonist.

FLIP-FLOP RESULTS

When the scenario generator has you roll multiple dice at once and combine the results, GMs should feel free to experiment with checking all possible results before deciding exactly which roll belongs to which column.

TABLE 1–ANTAGONIST

D20	PRIMARY ANTAGONIST	D20	PERSONALITY DESCRIPTOR
1	An experimental Posthuman	1	Aggressive
2	A crime syndicate or criminal element (roll on *Table 2 – Corporate Faction*)	2	Disgruntled
3	A rogue scientist	3	Ambitious
4	A mercenary outfit (roll on *Table 4 – Mercenary Faction*, or create one)	4	Manipulative
5	A retired military vet (roll on *Table 2 – Corporate Faction*)	5	Unpredictable
6	A faceless hypercorp agenda (roll on *Table 2 – Corporate Faction*)	6	Obsessed
7	A megacorp-sponsored scientist (roll on *Table 2 – Corporate Faction*)	7	Maniacal
8	A megacorp *Logánto* (roll on *Table 2 – Corporate Faction*)	8	Tortured
9	A noble or member of the social elite (roll on *Table 2 – Corporate Faction*)	9	Cruel
10	A major celebrity (roll on *Table 2 – Corporate Faction*)	10	Psychotic
11	An active-duty officer (roll on *Table 2 – Corporate Faction*)	11	Impulsive
12	An intelligence agent (roll on *Table 2 – Corporate Faction*)	12	Covert
13	An elite military unit (roll on *Table 2 – Corporate Faction*)	13	Disillusioned
14	A senior member of a religious order (roll on *Table 2 – Corporate Faction*)	14	Traitorous
15	A splinter sect of a religious order (roll on *Table 2 – Corporate Faction*)	15	Machiavellian
16	A corporate saboteur (roll on *Table 2 – Corporate Faction*)	16	Intolerant
17	A respected politician (roll on *Table 2 – Corporate Faction*)	17	Vindictive
18	A Tohaa dissident	18	Masochistic
19	A rogue AI	19	Ineffable
20	A Combined Army infiltrator (roll on *Table 3 – Combined Army Faction*)	20	Layered quality (roll twice: first is actual, second is apparent)

TABLE 2–CORPORATE FACTION

D20	CORPORATE FACTION	12–14	CORPORATE FACTION
1–4	PanOceania	15–17	Haqqislam
5–8	Yu Jing	18–19	Nomads
9–11	Ariadna	20	Aleph

TABLE 3 – COMBINED ARMY FACTION

D20	COMBINED ARMY FACTION
1–8	Morat
9–14	Shasvastii Continuum
15–19	Sygma Trihedron
20	Septisorized Human (roll on *Table 2 – Corporate Faction* for original allegiance)

TABLE 4 – MERCENARY FACTION

D20	MERCENARY FACTION
1	Anaconda Mercenary TAG Squadron
2–3	Dahshat Company
4–5	Druze Shock Teams
6–7	Foreign Company
8–9	Free Company of the Star
10–11	Ikari Company
12–13	Kaplan Tactical Services
14–15	SecLock Contingencies
16	Varangian Guard
17–18	Wardrivers
19–20	The White Company



ELEMENT TWO: THE SCHEME

The motivations of individuals and organisations are numerous and varied. Roll two d20s on *Table 5 – Schemes* and combine the results to establish the machinations and driving motivation of the antagonist. Then roll two d20s on *Table 6 – Scheme Requirements* to determine exactly what the antagonist needs to bring their scheme to fruition. Of course, obtaining said component will rarely be easy for the antagonist, otherwise they would already be creating havoc across the known systems.

TABLE 5 – SCHEMES

D20	SCHEME	D20	MOTIVATION
1	Create a wormhole to a new system	1	Vengeance
2	Create a new wormhole to an established system	2	Pure malice
3	Instigate a war between two hypercorps	3	Intense hatred
4	Discredit a megacorp, leading executive, or celebrity	4	Envy
5	Annihilate a place, a group, or a creature	5	Orders from above
6	Gather information to prove the existence of something or someone	6	Corporate policy
7	Recover a technology from a rival	7	The voices have spoken...
8	To protect a person or asset	8	Forbidden knowledge (roll on *Table 10 – Knowledge Objective*)
9	To dominate a person or asset	9	To maintain the supremacy of the elite few
10	To break a deadlock	10	Protect interests
11	Covert or counterespionage warfare	11	Domination



TABLE 5–SCHEMES (CONT.)

D20	SCHEME	D20	MOTIVATION
12	To institute a campaign of terror	12	Spiritual or (un)ethical beliefs
13	Enact revenge for a wrongdoing (real or perceived)	13	To protect a person, place, or asset
14	Cover up a dirty secret	14	To strike first
15	Clandestine experimentation on a group of people	15	An ancient feud
16	The pursuit of knowledge	16	To divert attention from the true scheme (roll again for both the real plot and motivation)
18	Recover an alien entity or person (roll on *Table 12 – Alternative Alien Opponent*)	18	Repentance for a mistake
19	Establish a new power	19	Enslaved by something or someone
20	Domination of the entire Human Sphere! (or something equally as grandiose)	20	Ruthless depravity

TABLE 6 – SCHEME REQUIREMENTS

D20	ANTAGONIST'S REQUIREMENTS	D20	FROM/WHERE
1	An intact Posthuman	1	Acontecimento–Cidade Bomjesus
2	Personality matrix of a Recreation	2	Acontecimento
3	Bodies for experimentation, alive or not	3	Concilium–Edda
4	Wormhole technology	4	Concilium
5	Hidden knowledge (see *Table 10–Knowledge Objectives*)	5	Neoterra–San Pietro
6	A particular location (see *Table 9–Location Objectives*)	6	Neoterra
7	Corporate technology (roll on *Table 3–Corporate Faction*)	7	Paradiso–Rilaspur
8	Access to a hidden area of Maya	8	Paradiso
9	Cube from a powerful figure	9	Shentang–Yián Xiáng
10	Kidnap of a powerful figure	10	Shentang
11	Corporate secrets (roll on *Table 3–Corporate Faction*)	11	Sol–Earth
12	A weapon of mass destruction	12	Sol–Mars
13	Recovery of a lost spaceship	13	Sol
14	A piece of experimental tech	14	Svalarheima–Arkhangel City
15	Access to ALEPH's secure central mainframe	15	Svalarheima
16	A Silk repository	16	Varuna–Akuna Bay
17	A rogue AI	17	Varuna
18	A Combined Army artefact (roll on *Table 11–Combined Army VoodooTech*)	18	Yutang–Tiān Di Jing
19	A living subject from the Combined Army (roll on *Table 12–Combined Army Opponents*)	19	Yutang
20	A deadly biotech weapon	20	Nomad Flagship (roll an additional d6: 1–2 *Tunguska*, 3–4 Corregidor, 5–6 Bakunin)

ELEMENT THREE: SCENARIO HOOKS

Whether they are on the hunt for corporate secrets, experimental military tech, or the key to defeating the Combined Army, the player characters will need some reason – some tangible hook and draw – to become involved. GMs should take their time here and provide the means of involvement with as much depth and believability as possible, as this is the key component to drawing the characters into the plot; an unbelievable or flimsy hook can cause the entire campaign or adventure to fail from the very outset. GMs should personalise these points to their player characters and provide a link that feels tangible and real.

Roll two d20s on *Table 7 – Scenario Hooks and Draws* to determine how the player characters will be drawn in. Then choose an appropriate mission focus (character-oriented or military-oriented) and roll on *Table 8 – Missions and Objectives*. Once you've generated a mission type, roll a second d20 to determine the specific mission objective. (You should end up with an a mission such as "capture an artefact" or "understand a military unit".)

TABLE 7 – SCENARIO HOOKS AND DRAWS

D20	SCENARIO HOOK	D20	DRAW
1	A close friend	1	Delivers outrageous demands
2	A kidnapped relative	2	Sends an invitation
3	An anonymous data communication	3	Provides an intersystem one-way ticket
4	An executive order	4	Delivers sensitive information (roll on *Table 10 – Knowledge Objective*).
5	A tabloid article or advert	5	Offers a fortune
6	A corporate executive (roll on *Table 2 – Corporate Faction*)	6	Asks for help
7	A dying man, woman, child, alien, or AI	7	Attempts blackmail or extortion
8	A strange delivery	8	Seeks protection
9	A fading celebrity	9	Has mistaken a character's identity
10	A member of royalty	10	Offers a contract of employment
11	Unwittingly caught in crossfire (terrorist act, gun battle, corporate skirmish, etc.)	11	Places something in the character's safekeeping with their last breath (roll on *Table 9 – Artefact Objective*)
12	Stumble on a strange event or dangerous location	12	Is being blackmailed
13	A wealthy entrepreneur	13	Calls in a debt or favour
14	A seemingly freak accident	14	Sends a warning
15	A clerical error	15	Has information on someone who has been assumed as missing or dead
16	A second antagonist (roll on *Table 1 – Primary Antagonist*)	16	Delivers corporate orders (roll on *Table 2 – Corporate Faction*)
17	A religious leader (roll on *Table 2 – Corporate Faction*)	17	Seeks revenge
18	The local law enforcement agency	18	Fears for their life
19	A member of an intelligence agency (roll on *Table 2 – Corporate Faction*)	19	Has been framed for crime, treason, or espionage
20	An O-12 operative	20	Offers details on another antagonist (roll on *Table 1 – Primary Antagonist*)

TABLE 8—MISSIONS AND OBJECTIVES

D20	CHARACTER MISSION	MILITARY MISSION	D20	CHARACTER/MISSION OBJECTIVE
1	Explore	Pathfinder	1	An ally (*Table 10 – Person Objective*)
2	Recover	Invade	2	An enemy (*Table 1 – Primary Antagonist*)
3	Attack	Liberate	3	Identity of a person (*Table 1 – Primary Antagonist*)
4	Destroy	Infiltrate	4	A Combined Army opponent (*Table 11 – Combined Army Opponents*)
5	Protect	Defend	5	A Combined Army opponent (*Table 11 – Combined Army Opponents*)
6	Deliver	Ambush	6	Documents or secrets (*Table 10 – Knowledge Objective*)
7	Capture	Evacuate	7	Documents or secrets (*Table 10 – Knowledge Objective*)
8	Find/Locate	Rescue	8	An artefact (*Table 9 – Artefact Objectives*)
9	Negotiate	Attack	9	An artefact (*Table 9 – Artefact Objectives*)
10	Reconnoitre	Seek and Destroy	10	A physical location (roll on *Table 14 – Location Choice* and appropriate sub-table)
11	Divert	Scout/recon	11	A physical location (roll on *Table 14 – Location Choice* and appropriate sub-table)
12	Distract	Support	12	A map or coordinates to (Roll on both Sinister Location and Where/From column of *Table 5 – Schemes*)
13	Expose	Patrol	13	A map or coordinates to (Roll on both Sinister Location and Where/From column of *Table 5 – Schemes*)
14	Hide	Take and hold	14	A Combined Army specimen (*Table 11 – Combined Army Opponents*)
15	Understand	Breakthrough	15	A Combined Army specimen (*Table 11 – Combined Army Opponents*)
16	Prove	Pre-emptive strike	16	The current antagonist
17	Disprove	Hold the line	17	A military unit
18	Steal	Rear-guard	18	A secret organisation
19	Insert	Resupply	19	A rival faction (roll on *Table 2 – Corporate Faction*)
20	Rescue	Field test	20	A religious faction (roll on*Table 2 – Corporate Faction*)

TABLE 9—ARTEFACT OBJECTIVES

D20	ARTEFACT DESCRIPTOR	D20	ARTEFACT CONDITION
1	Pre-quantronic tech	1	Obsolete
2	Rare ingredient	2	Sentient
3	Alien tech	3	Cursed
4	Religious Icon	4	Fragile
5	Key (physical or quantronic)	5	Unstable
6	Experimental tech	6	Mutable
7	Priceless asset	7	Radioactive
8	Evidence	8	Blessed
9	Photographs	9	Bioorganic
10	Blueprints	10	Locked
11	Weapon	11	Frozen (iced)
12	Heirloom	12	Floating in a vacuum
13	Unrecorded life-form	13	Lucky

TABLE 9—ARTEFACT OBJECTIVES (CONT.)

D20	ARTEFACT DESCRIPTOR	D20	ARTEFACT CONDITION
14	Rare ore or resource	14	Toxic
15	Drug	15	Broken
16	Priceless artwork	16	Buried
17	Physical tome or book	17	Powerless
18	Data-slate	18	Secret
19	Cube	19	Sentient and Rogue
20	Combined Army VoodooTech (roll on *Table 11—Combined Army VoodooTech*)	20	Appears to be X, but is actually Y (roll twice, first result is X, second result is Y)

TABLE 10—KNOWLEDGE OR PERSON OBJECTIVES

D20	KNOWLEDGE OBJECTIVE	D20	PERSON OBJECTIVE
1	Schematics (weapon, base, ship, plane, vehicle)	1	Civilian
2	Technological/scientific discovery	2	Law enforcement
3	Cure to a strange illness	3	Soldier
4	A weakness	4	Pilot
5	An ancient secret	5	Insane genius
6	Escape route	6	Fugitive
7	Conspiracy	7	Criminal
8	Chemical formula	8	Intelligence operative
9	Criminal activity	9	Defector or informant
10	Covert operations data	10	Corporate executive
11	Assets	11	Member of a clergy
12	An artefact (roll on *Table 9—Artefacts*)	12	Scientist
13	A corporation's secret (roll on *Table 2—Corporate Faction*)	13	Special Forces operative
14	The truth to a cover-up	14	Politician
15	What is at the location	15	Maya celebrity
16	What happened at the location	16	Archaeologist
17	A traitor's identity	17	Heir/heiress
18	Historical data	18	Blackmarketeer
19	Cartographical data	19	Wounded... (roll again)
20	Combined Army activity	20	Sepsitorised... (roll again)

TABLE 11—COMBINED ARMY OPPONENT OR VOODOOTECH

D20	COMBINED ARMY OPPONENT	D20	COMBINED ARMY VOODOOTECH
1	*Alternative Alien Opponent*, or roll again.	1	An intact Sphinx TAG
2–3	Avatar	2	Gestating SpawnEmbryo
4	Charontid	3	Data from a Shaviish
5	Skiávoros	4	A Tohaa Cube (Sygmaa Trihedron)
6	Morat	5	A fragment of the Ur Probe
7	Morat—Dāturazi Witch-Soldier	6	A fragment from a specific cosmolite
8	Morat—Raicho Pilot	7	A Combined Army comlog



TABLE 11—COMBINED ARMY OPPONENT OR VOODOOTECH (CONT).

D20	COMBINED ARMY OPPONENT	D20	COMBINED ARMY VOODOOTECH
9	Morat—Rasyat	8	An intact slave drone
10	Sepsitorised human (roll on *Table 2—Corporate Faction* for origin)	9	An intact Ímetron
11	Shasvastii	10	A Combined Army hacking device
12	Shasvastii—Seed Soldier	11	Óbsidon Medchanoid nano-forge
13	Shasvastii—Speculo Killer	12	A Sepsitorised human's Cube
14	Shasvastii- Sphinx	13	An Umbral Legate's shock sword
15	Sygmaa Trihedron—Fraacta Drop Unit	14	A Fraacta Jump Pack
16	Sygmaa Trihedron—Maakrep Tracker	15	A perfectly preserved organ (roll for a Combined Army opponent)
17–18	Umbral Legate	16	Combined Army weapon (roll for a Combined Army opponent)
19	Unidron Batroid	17	An EI Avatar's optical disruptor
20	*Alternative Alien Opponent*, or roll again.	20	An EI Avatar's power core

ELEMENT FOUR: TRIALS AND TRIBULATIONS

Once the means and reasons for involvement have been established, the GM can move on to decisions that will directly impact the character's plans though the use of obstacles and twists that must be overcome in order to succeed at preventing the antagonist's scheme. Roll two d20s on *Table 13 – Obstacles and Twists* to provide some possible trials and tribulations.

TABLE 12—OBSTACLES AND TWISTS

D20	OBSTACLES	D20	PLOT TWISTS
1	On a short timescale	1	They must make a great personal sacrifice (one or more group members)
2	Considered an unreachable destination (requires wormhole technology or is beyond current human influence)	2	They *are* the experiment (a group or faction is testing their abilities)
3	Numerous distractions along the way (side missions, rival factions, opportunities)	3	Led into a trap (they are the antagonist's missing ingredient)
4	Key knowledge is required (held in a location or by a person – usually guarded)	4	Into the jaws of death (nobody is expected to leave alive)
5	Physically or environmentally challenging (zero-g, rad zone, desert, corrupt location, acid rain)	5	The antagonist is part of the group (if played right, maybe even a character)
6	Another corporate power or faction is also involved (GM's choice of *Table 2*, *3*, or *4* to determine)	6	Intelligence leads them to believe there is only one to contend with (they were wrong!)
7	It is guarded by a Nemesis or Elite adversary	7	Familial connections (antagonist has family ties to, or is known well by a character)
8	They must carry a hindrance (fragile asset, incompetent person, dangerous prisoner)	8	Snake in the grass (a traitor working for an independent faction – roll on *Table 4*)
	Battered by the elements (volcanic activity, sand or snow storms, earthquakes, tsunamis)	9	High body count (the Pyrrhic victory)
10	Must enter a contested warzone	10	Damned if we do... (letting the antagonist escape will save countless lives)
11	An O-12 faction interferes "for the good of humanity" (roll on *Table 7* to see how)	11	A person or asset that is a requirement of the mission is also exactly what the antagonist needs

TABLE 12 – OBSTACLES AND TWISTS (CONT.)

D20	OBSTACLES	D20	PLOT TWISTS
12	Defective assets (rotten, stolen, corrupted, faulty)	12	To understand villainy, you must become the villain (they must do bad things to achieve their goal)
13	Extortionate cost (in something the character's value)	13	The antagonist is a patsy for the true antagonist (roll again on *Table 1 – Antagonist*)
14	Lesser of two evils (working with an uncomfortable ally)	14	The antagonist is committing terrible crimes in the hope of preventing a greater evil
15	Civil unrest (riots, terrorists)	15	Fulfilment before their eyes (the group arrives too late or the event unfolds around them)
16	Extortion and bribery (a group member is bribed or held to ransom)	16	Cut off and left adrift (the group's employer falls strangely silent and no longer provides support)
17	Sold misinformation	17	A key character of the plot is killed, only to return alive later (can be keyed to Twist 2 or 8)
18	Problems with the authorities (arrest, detention, passport control)	18	The characters are working for the real villain, their antagonist is trying to stop them
19	Strange malady that requires the antagonist's plot fulfilment to cure	19	Misdirection (the plot is a complete cover for the real scheme – roll again for the second layer)
20	Ambushed!	20	Escalation (roll twice on this table, ignoring further 20s)

ELEMENT FIVE: LOCATIONS

From the Shasvastii-haunted ruins and battered fortifications of Paradiso to the enchanting nocturnal bio-luminescence of Bois Bleu on Concilium, the Human Sphere and all that it encompasses is a vast, diverse, and terrifying place. Campaigns and adventures can – and most certainly should – make use of the huge array of locations that are part of the Human Sphere.

Having already established where the requirements for the antagonist's plans are located, as many rolls as required can then be taken on the From/Where column of *Table 6 – Scheme Requirements* to determine the additional sites that are key to the story. *Tables 14* through *26* should then be utilised to generate several settings within these locations that will provide the backdrop for the different stages of the plot or mission.

GMs can take as many rolls as they feel necessary to accomplish this. GMs should remember that it is possible to pick and choose only the elements that are required. If it is known that the entirety of the campaign will take place on Paradiso for instance, but inspiration for specific locations is lacking, then a roll on *Location Choice* or *Unconventional Locations* can be used to stimulate the imagination.

TABLE 13 – LOCATION CHOICE AND ATMOSPHERE

D20	LOCATION CHOICE	D20	LOCATION ATMOSPHERE
1	Building	1	Derelict
2	Building	2	Ruined
3	Building	3	Peaceful
4	Building	4	Abandoned
5	Building	5	Windswept
6	Rural	6	Dreadful
7	Rural	7	Overgrown
8	Rural	8	Submerged
9	Unconventional	9	Ancient
10	Unconventional	10	Volcanic



TABLE 13—LOCATION CHOICE AND ATMOSPHERE (CONT.)

D20	LOCATION CHOICE	D20	LOCATION ATMOSPHERE
11	Unconventional	11	Perched
12	Unconventional	12	Mountaintop
13	Unconventional	13	Clifftop
14	Sea/Lake	14	Flooded
15	Sea/Lake	15	Underground
16	Sea/Lake	16	Remote
17	Military	17	Sinister
18	Military	18	Dripping
19	Combined Army	19	Frozen
20	Combined Army	20	Too quiet

TABLE 14—BUILDING TYPE OR UNCONVENTIONAL

D20	BUILDING TYPE	D20	UNCONVENTIONAL
1	Suburban complex	1	Castle
2	High-rise apartment block	2	Temple
3	Monastery	3	Monolith
4	Factory	4	Church
5	Laboratory	5	Mansion
6	Prison	6	Cemetery
7	Chemical plant	7	Cave system
8	Casino	8	Tomb
9	Palace	9	Archaeological excavation
10	Library	10	Ruins
11	Hospital	11	Mine
12	University	12	Monastery
13	Church	13	Museum
14	Mansion	14	Swamp
15	Museum	15	Outpost
16	Tube station	16	Battlefield
17	Hotel	17	Caravanserai
18	Government building	18	Orbital station
19	Airport	19	Asteroid colony
20	Mall complex	20	Secure area of Maya

TABLE 15—RURAL OR SEA/LAKE LOCATIONS

D20	RURAL	D20	SEA/LAKE
1	Old battlefield	1	Shipyard
2	Cavern	2	Cargo ship
3	Plantation	3	Warship
4	Rad zone	4	Underwater ruins
5	Abandoned settlement	5	Deep sea ridge

TABLE 15—RURAL OR SEA/LAKE LOCATIONS (CONT.)

D20	RURAL	D20	SEA/LAKE
6	River	6	Submerged wreck
7	Desert	7	Underwater base
8	Glacier	8	Lost island
9	Swamp	9	Floating base
10	Coastline	10	Ocean liner
11	Canyon	11	Open sea
12	Lake	12	Coastal waters
13	Forest/jungle	13	Coast
14	Mine	14	Port
15	Farm	15	Underwater caverns
16	Fields	16	Beached wreck
17	Hills	17	Deep sea trench
18	Mountains	18	Island chain
19	Delta	19	Sinking island
20	Snowfields	20	Fleet

TABLE 16—MILITARY OR COMBINED ARMY SITES

D20	MILITARY	D20	COMBINED ARMY SITE
1	Headquarters building	1	NiemandsZone cosmolite
2	Military base	2	ZuluPoint
3	Battlefield	3	ZuluPoint—First Finding
4	Supply dump	4	Behdeti
5	Harbour area/temporary camp	5	Fuyan caverns
6	Path of advance	6	Fuyan surface
7	Convoy	7	Ishmailiyya
8	Frontlines	8	Ravensbrücke
9	Bunker system	9	Silvania
10	Vehicle construction facility	10	Xiongxiang
11	Military spaceport	11	Biguan
12	Arms factory	12	Kaphiri Ruins (above ground)
13	Weapon testing laboratory	13	Kaphiri Harbour (underwater)
14	Comms installation	14	Taittiriya
15	Launch facility	15	Zhongchong
16	Military network hub	16	Aritya
17	Naval base	17	Aritya subways
18	TAG hangar	18	Purgatorio Asharii Base
19	Orbital satellite	19	Orgoglio Asharii Base
20	Orbital facility	20	Dante

MISSION ARCHITECT SUMMARY

ANTAGONIST & SCHEME

Roll for an Antagonist and their Descriptor (utilizing *Tables 1*, *2*, *3*, and *4* as necessary).

Roll for the Antagonist's Plot Concept and Motivation (*Table 5*). Roll on any additional tables as directed (*Table 11* or *12*).

Roll for the Antagonist's Requirements for Success and a From/Where location (*Table 6*). Roll on any additional tables as directed (*Tables 3* and *9–12*).

PLAYER CHARACTERS

Roll for a Plot Hook and Draw (*Table 7*). Roll on any additional tables as directed (*Table 1*, *2*, *9*, or *10*).

Roll for a Mission/Military Mission (depending on your campaign) and a Mission Objective (*Table 8*). Roll on any additional tables as directed (*Tables 1*, *5*, *9–11*, or *13*).

OBSTACLES

Roll for one or more plot Obstacles and Plot Twists (*Table 13*). Roll on any additional tables as directed (*Table 1*, *2*, *3*, or *7*).

LOCATIONS

Roll any number of Mission Locations (roll a single d20 on the From/Where column of *Table 6*).

Roll for a Location Choice and Location Atmosphere (*Table 13*). Roll on any additional tables as directed (*Tables 13–16*).



CORVUS BELLI
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THE ROLEPLAYING GAME

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GUNSHIP SQUADRON

Armoured gunships used to provide air support to ground forces and perform tactical air strikes on enemy positions.

STATS

Pace	4	**Impact**	4 (N), Piercing 2		
Size	3	**Strength**	12	**Resilience**	3
Traits	Airborne, Shock Troops, Transport				

LIGHT INFANTRY PLATOON

Lightly-armed and armoured infantry, ideal for moving quickly through dense terrain and fighting at close quarters.

STATS

Pace	1	**Impact**	5 (N), Piercing 2		
Size	3	**Strength**	9	**Resilience**	1
Traits	Skirmishers				

MEDIUM INFANTRY PLATOON

Tough infantry, who can serve as the core of any Force.

STATS

Pace	1	**Impact**	5 (N), Vicious 1		
Size	3	**Strength**	10	**Resilience**	2
Traits	None				

HEAVY INFANTRY PLATOON

Power armoured infantry carrying powerful weaponry.

STATS

Pace	1	**Impact**	5 (N), Vicious 1		
Size	3	**Strength**	9	**Resilience**	3
Traits	Shock Troops				

MISSILE PLATFORM

A large ground vehicle laden with remotely-guided missiles.

STATS

Pace	1	**Impact**	8 (N), Area (Close), Suppressive, Vicious 2		
Size	2	**Strength**	6	**Resilience**	4
Traits	Artillery 4, Supporting Fire				

RECON/SNIPER SQUAD

A small group of light infantry, armed with spotting equipment and long-range rifles.

STATS

Pace	2	**Impact**	5 (N), Piercing 2, Unforgiving 2		
Size	2	**Strength**	10	**Resilience**	1
Traits	Scouts, Skirmisher, Sharpshooters				



LIGHT TAG SQUADRON

Skilled pilots operating armoured, mobile mechanised suits. These TAGs are relatively small and light-weight, allowing them to move quickly into position in support of other Forces.

STATS

Pace	3	**Impact**	6 (N), Vicious 1		
Size	3	**Strength**	12	**Resilience**	4
Traits	Infowarriors 2, Shock Troops				

HEAVY TAG SQUADRON

Skilled pilots operating armoured, mobile mechanised suits. These TAGs are heavily-armed and heavily-armoured, and often found where the fighting is most intense.

STATS

Pace	2	**Impact**	7 (N), Piercing 2, Vicious 1		
Size	3	**Strength**	15	**Resilience**	6
Traits	Infowarriors 3, Shock Troops				

DDOS TEAM

A Force dedicated to creating quantronic flak that impedes counterattacks against the friendly units they support. They have little to no offensive capability at range, instead providing defensive support. They are still capable of defending themselves however.

STATS

Pace	1	**Impact**	8 (N), Area (Close), Suppressive, Vicious 2		
Size	2	**Strength**	10	**Resilience**	4
Traits	Flak Team, System Disrupter				

DEDICATED REMOTES

A squadron of dedicated remotes used to transport the quantronic presence of their allies closer to the intended target. Remotes designed for this function will often include aggressive LAIs tasked with acquiring secure access and supporting the offensive.

STATS

Pace	4	**Impact**	4 (N), Piercing 2		
Size	3	**Strength**	8	**Resilience**	3
Traits	Authentication Spoofer, System Disrupter, Transport				

CANVASSING TEAM

A highly mobile Force that can arrange leaflet drops and ad campaigns with far-reaching effects. They can deliver campaign messages or supporting personnel with equal efficacy.

STATS

Pace	4	**Impact**	4 (N), Piercing 2		
Size	3	**Strength**	12	**Resilience**	3
Traits	Flyer, Agitators, Transport				

HR TEAM

Skilled manipulators capable of absorbing the impact of most psychological weapons launched their way, these personnel are iron-willed, remorseless, and often found in places they aren't wanted.

STATS

Pace	2	**Impact**	7 (N), Piercing 2, Vicious 1		
Size	3	**Strength**	15	**Resilience**	6
Traits	Infowarriors 3, Agitators				

PROFILE

STATS

Pace		Impact			
Size		Strength		Resilience	
Traits					

PROFILE

STATS

Pace		Impact			
Size		Strength		Resilience	
Traits					

PROFILE

STATS

Pace		Impact			
Size		Strength		Resilience	
Traits					

PROFILE

STATS

Pace		Impact			
Size		Strength		Resilience	
Traits					

PROFILE

STATS

Pace		Impact			
Size		Strength		Resilience	
Traits					

PROFILE

STATS

Pace		Impact			
Size		Strength		Resilience	
Traits					

VEHICLE RECORD

ATTRIBUTES

TYPE/ DETAILS		
SCALE	SPEED	BRAWN

DETAILS

MAX PASSENGERS	IMPACT

HARD POINTS

DEFENCES

STRUCTURE	ARMOUR	FIREWALL	BTS

ARMAMENT

CREW / CARGO / NOTES

HARMS

FAULT | BREACHES

VEHICLE RECORD

ATTRIBUTES

TYPE/ DETAILS		
SCALE	SPEED	BRAWN

DETAILS

MAX PASSENGERS	IMPACT

HARD POINTS

DEFENCES

STRUCTURE	ARMOUR	FIREWALL	BTS

ARMAMENT

CREW / CARGO / NOTES

HARMS

FAULT | BREACHES

VEHICLE RECORD

ATTRIBUTES

TYPE/ DETAILS		
SCALE	SPEED	BRAWN

DETAILS

MAX PASSENGERS	IMPACT

HARD POINTS

DEFENCES

STRUCTURE	ARMOUR	FIREWALL	BTS

ARMAMENT

CREW / CARGO / NOTES

HARMS

FAULT | BREACHES

SHIP RECORD

ATTRIBUTES

CLASS		TYPE	

CONSTRUCTION	ENGINES	NETWORK	SENSORS

COMBAT

COMBAT	NAVIGATION	TECHNICAL

THRUST	IMPACT	ENDURANCE

DEFENCES

ARMOUR	HULL INTEGRITY	SECURITY	FIREWALL

ARMAMENT

CREW / CARGO / NOTES

HARMS

BREACHES						

SHIP RECORD

ATTRIBUTES

CLASS		TYPE	

CONSTRUCTION	ENGINES	NETWORK	SENSORS

COMBAT

COMBAT	NAVIGATION	TECHNICAL

THRUST	IMPACT	ENDURANCE

DEFENCES

ARMOUR	HULL INTEGRITY	SECURITY	FIREWALL

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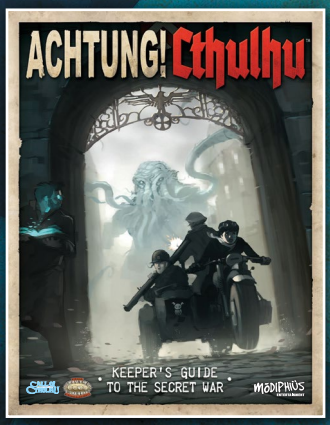
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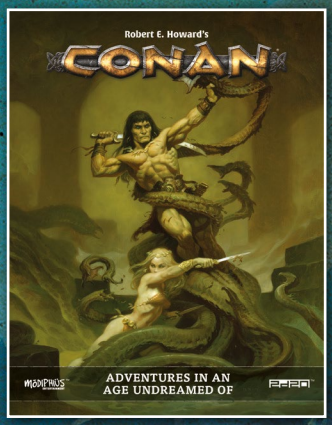
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