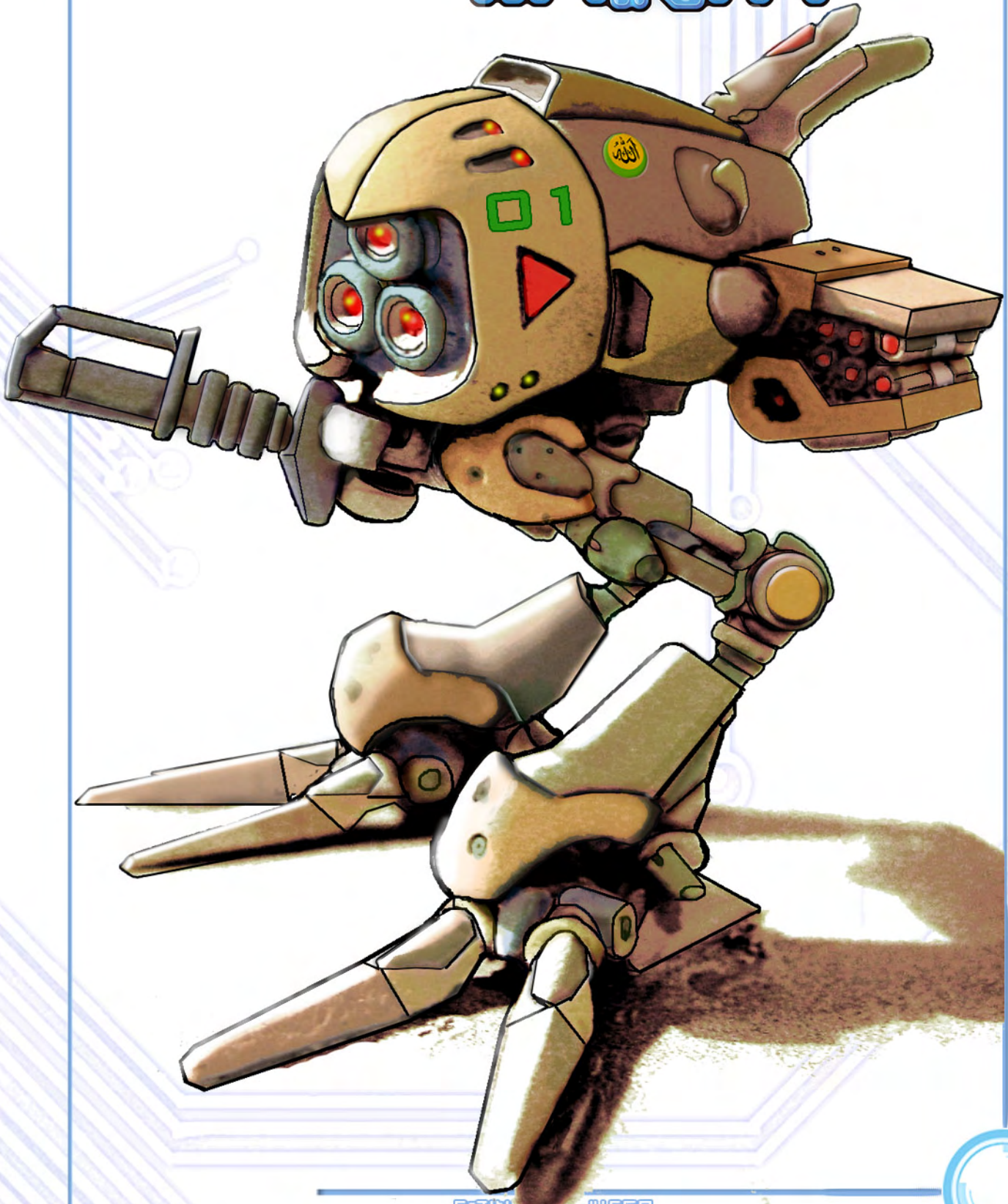


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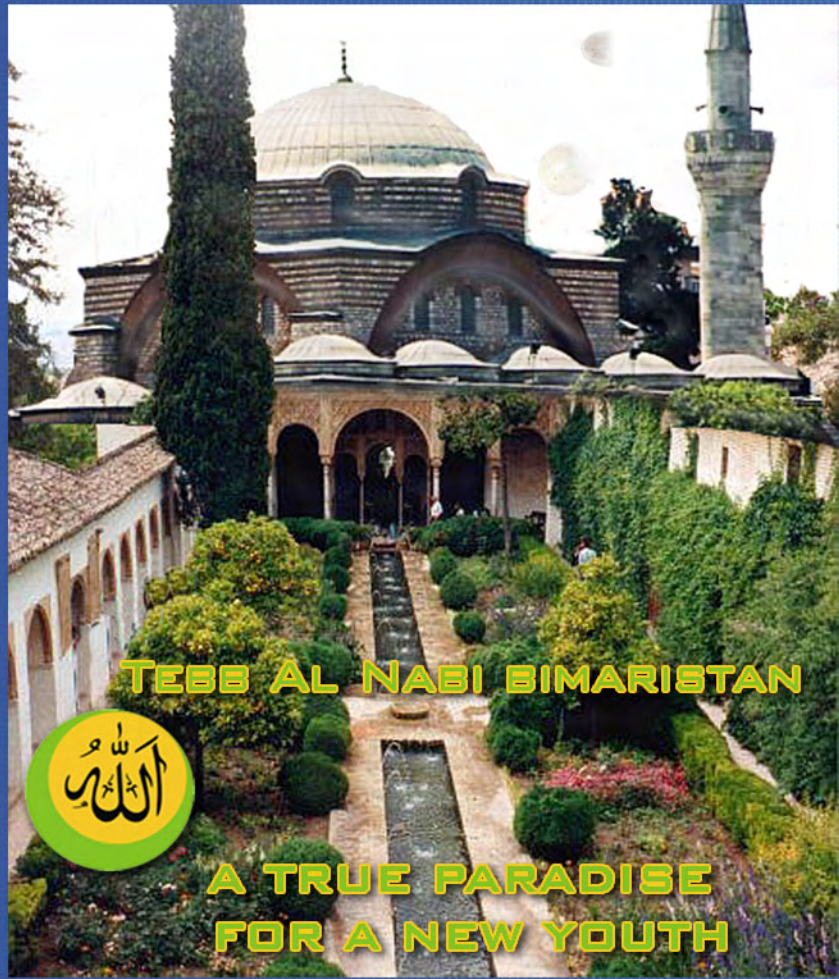
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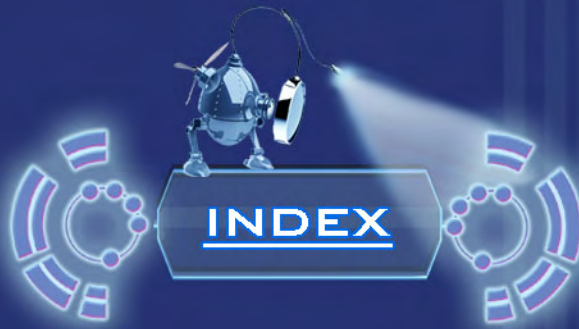


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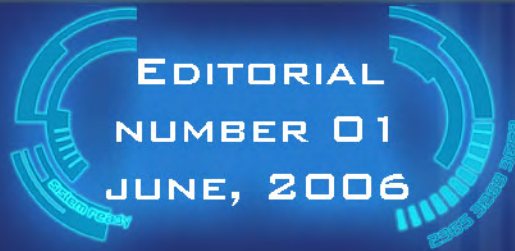
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Greetings all!

And here we are a new edition of the BIBLIOTEK FILES ready for your reading pleasure.

Making a new e-zine is easy; to continue it though is something else.

In this edition I have tried to continue giving as much content as possible, both from ourselves and also from all you who collaborate with us.

And seeing the quality and the collaboration you've contributed I see a bright future for this e-zine.

Thanks to all of you.

- ART OF WAR/ In this edition we continue our studies of the various armies with veteran Haqqislam commander Yasbir taking the field to tell us his thoughts and tactics...
 - MISSIONS/ We promised you some serious missions but you've never seen a mission like this before, we give you... The Predator!
 - INTERVIEW/ What is it to be an Infinity player? Why be one? Forum member Shalashaska tells us in the interview...
 - BIBLIOTEK REPORTS/ A while ago a group of us gained entry to the top secret Corvus Belli building to uncover the hidden secrets of the company. Aside from lots of laughing we promised a return and here it is... The playtesters strike back!
 - MINIVERSE/ In our debut number we promised more painting genius from Michel and here it is! He takes us step by step through painting a Veteran Kazak, sharing his thoughts, tips and methods. Truly the man is the Tyson of the paintbrushes. (Aside from all the ear biting!)
- Then we have more beautifully painted goodness with Heresy and his lovely TankHunters and GarethWalker with his beautiful Haqqislam starter pack.
- CONVERSIONS/ This little aside to the Miniverse section shows the beautiful conversions that are Sim's PanOceanic TAG and Sir Albans Mine counters. We also have a new section for scenery, dioramas and the like.
 - BIBLIOTEK STORIES/ Oh dear...the story of life in a trench that makes it more than just a serial number in a Lieutenants Comlog. A magnificent story by Selenio with illustrations by the ever-talented Bostria.
 - COMIC STRIPS/ Strips so funny you'll burst the sides of your ORC suit laughing! We know you'll have read them before this Editorial, don't worry, so did we!
 - GAME HELP/ A special table ready to be filled in with your combat squad's information. Just print and play.

And at last minute notice we give you...two exclusive preview images of forthcoming Nomad troops; the stealthy Zero and rugged Mobile Brigada. We round that off with an article on the future Spanish Federation of Infinity written by one of its heads.

And so another edition is done and we begin to think of the next one, looking forward to the upcoming RULE-BOOK. A Bibliotek Files Special awaits you!

And there we'll leave you to reading pleasures, enjoy!

Thanks to;

MICHEL, GS TOPOW, XEORAN, PSYCHOTIC STORM, SELENIUM, SHALASHASKA, SIM, SIR ALBAN, GARETHWALKER, HERESY, USUL, the cyber OBK, to the Infinity Staff and to our mothers for having geeky kids like us so we could enjoy Infinity! We salute you all!



THE HAQQISLAMIC ARMY; THE SWORD OF ALLAH

After looking at PanOceanic and Yu Jing armies it is time for us to study Haqqislam.

This army lacks the technology and armament of the others but this is made up for by the potent biotechnology. This biotechnology allows your soldiers to stand toe to toe with more technological enemies and win. So far we have yet to see some of the more biotechnology based troops which will make Haqqislam both more potent and more individual. Here however is a summary of what we do have.



GHULAMS

The only basic Haqqislamic troop out at the moment. While not as cheap as the grunts of other armies they are excellent specialists; their high WILL makes good hackers and doctors in particular. Lacking the normal Rifle or Combi Rifle of other factions the Rifle with Light Shotgun, invulnerable to E/M, proves a worthy weapon...



KUM BIKERS

The tip of the Haqqislamic lance these soldiers are quick; able to get where needed in only a few Orders while covering the road with smoke grenades. Combine this with their tenacity and you will find it easy to break through your enemies lines. The cheapest option, with the chain rifle, allows you several low cost terrors with ease, allowing you many options and a very good assault force. These men and women are the equal of any Scotsmen or Shaolin who happen to be wandering nearby.



KHAWARIJ

A biologically improved warrior the Super jump ability allows great mobility in urban areas and makes it easy to scale buildings and lob grenades about. Immune to Shock weapons and with a combination of his other abilities and stats makes the Khawarij a very good forward assault trooper.



HUNZAKUT

The soldier is an ideal companion to a hacker with his Repeaters. Deployed in the middle of the table in order to use mines and repeaters he can disrupt and destroy an enemies plan allowing you to seize the initiative. His light Grenade launcher is lethal, particularly in combination with Infiltration as he can do Speculative Shooting with only a MOD of -3 with a range which will often reach into an opponents Deployment zone! His greatest disadvantage is his AVA1, Irregular itself is not much of a worry though as due to his potential and abilities it will be rare for him not to use at least one Order every turn



FIDAY

Panic will quickly spread in enemy lines if they believe you have one of these amongst them! Always a problem thanks to his superior infiltration abilities and imitation skills he is always feared- use this to make your opponent waste time, thought and men on him while the rest of your army manoeuvres to win the battle.

If you win the initiative he can easily cause huge damage to enemies with his shotgun, smoke grenades and abilities that will force your opponent to deal with him and thus diverting troops away from the front line. If your opponent goes first then he will be forced to spend his Orders trying to kill you. The psychological damage this guy can cause- forcing your opponent to lose initiative or make mistakes is invaluable and much like a TAG this guy will become the centre of attention. Use this.

DJANBAZAN

An excellent medium infantryman for any terrain, with regeneration and Multi Spectral Visor Level 2 these guys are indispensable and should be in every list. Combine them with a Fiday or Kum's smoke grenades they can shoot without fear of ARO. Excellent Lieutenants, Doctors or HMG carriers their only bad point is their low AVA. .

JANISSARIES

These soldiers are slightly inferior to enemy HI in terms of armament and shooting ability but make up for it with their lack of Cube and Religious Troop abilities. Hard as nails just use him as a HI, he also makes an excellent Lieutenant.

REMOTES

Haqqislam has four types of REM with similar costs to those of other factions. The Shihabs Total Reaction allows it to become a powerful "mini bunker" while Remote Repeaters are very useful considering the high WILL of Haqqislam Hackers. The Shaytaniyah with its missile launcher provides good support.

However REM's are fragile and vulnerable, particularly to Camouflaged troops so be careful to protect them. On the other end of the spectrum though they are very speedy making them great flankers.



● GENERAL TACTICAL ADVICE

Every player will have his own style and method of play so no battle will ever be fought the same way. You must remember too that you must not only prepare your army for one on one fights but also for missions and that is where the selection of your team becomes vital.

Haqqislam obviously lack several common units in the Infinity universe such as Parachutists and TO Camouflaged soldiers. You must learn to deal with this. The basic troops will always be the Ghulams and to use Haqqislam you must learn to use these.

Be careful too, while tempting to create a horde army of only one troop, such as Kum's balanced armies are almost always better. Below are several army lists.



A example list of 300 points for diverse enemies:

1 HUNZAKUT.....	21C, 0,5 SWC
1Djanbazan doctor	32C 0,5 SWC
1Djanbazan with HMG.....	36C 1,5 SWC
1 Khawarij	27C
1Fiday with weapon CC EXP	34C
1Ghulam Hacker.....	25C 1 SWC
1Kum with CC EXP.....	23C
1Kum with CC AP	21C
1Janisarie Lieutenant.....	45C 1SWC
1Shihab with E/M Grenade Launcher.	35C 1SWC
10 troops	299C 5,5 SWC

This list has a single group to optimize the Orders available for distribution. It is also a very heavy group nearly taking up all available 6 SWC


It has:

Offensive troops: The Hunzakut and the Fiday already in enemy territory and the tenacious Kum that can attack and reach far into the enemy territory with ease.

A second offensive/defensive line with the two Djanbazan and the Khawarij ready for any situation. The HMG combined with the smoke grenades allows long distance shooting while the Doctor is very useful and easily able to be healed himself should he come to harm. A Ghulam is a hard soldier to use seeing as it costs so much, even though it does have increased killing power with its shotgun.

The defensive force: the hacker, the Shihab with Total Reaction and the Janissary Lieutenant, both of whom are hard to kill. In principle, none of these figures should move too much around the battlefield.

They are 7 regular Orders and 3 Irregular Orders, plus the 2 Impetuous of the Kum troops. No troop here should be used only for its Order except against Ariadna where the Ghulam hacker is useless except to add 1 Order to the Reserve. In other cases, use it to shut down the enemy parachutists, and with the help of the Hunzakut who deploys repeaters to enlarge your action radius. At 300 points it isn't unlikely that your enemy will have a TAG so be careful of them.

 The High stats of the Haqqislamic troops make it more likely that you will win the initiative but never trust the dice.

To reach victory a good deployment is key; don't be too close together so as to avoid shotguns and grenade launchers but don't be too far away so that you can be killed off one by one without ARO's.

Remember to use the terrain, particularly against fast units like bikers, Parachutists, TAG's etc. Also remember that you can deploy "prone" or to move onto the roofs of buildings.

Be careful with these buildings though as they are potential "nests" for TO or Camouflaged troops against which your forces will have real difficulty.

Whatever your playing style, remember, make your own soldiers deaths expensive and defeat your opponent!

Good luck....





TERRAIN: FORMING THE BATTLEFIELDS

Essentially the most difficult part in terrain is not its construction but its placement on the battlefield,

a one sided terrain placement will invariably produce a dull and unexciting battle on the other hand an even distribution of terrain will enhance the tactical challenges of the participants to a great extent,

the quantity of the terrain is also important a fine line between too much and not many must be found so that the game will neither be bogged down nor evolve in a dull shootout deprived of mobility and tactics.



HOW MUCH TERRAIN:

How much is too much is a good question, I would suggest that each 40x40 centimeters of the battlefield should have at least 6 terrain pieces covering roughly 12x8 cm space,

That of course is an volumetric guidance, more terrain pieces that cover less ground or less terrain pieces that have occupy more space are the normal, to be on the safe side,

I would suggest that if 45-50% of the table is covered with terrain, the terrain is enough. Half of that terrain, should be LOS blocking to stop firepower dominating the game but also not counter its existence.



PLACEMENT ON THE BATTLEFIELD

Placing the terrain on the battlefield is an art by itself sufficient quantity of terrain will not provide an entertaining or challenging battlefield, terrain can still be placed in a way to severely restrict ones army and unbalance the game.

I have tried several ways to place terrain correctly on the battlefield and the following three examples are the most common practices I have encountered, I have tried all of them and will give their pro and con at least in my opinion

-First of all is **the alternative placement**, in that players place in alternative order one terrain piece at a time, though this might sound fair, it usually ends up with both players trying to place first any odd terrain piece in a way that it will either severely restrict or can't be used by their opponent.

A small alteration that can improve this method is to place the terrain before deployment zones are defined.

Pro: If both players place terrain with fair game in mind can produce balanced battlefields and almost no disagreement about terrain.

Con: That usually doesn't happen.

-Second is **the random terrain placement**, in that the battlefield is divided in sub sectors and the players roll in a custom made table that suits their terrain collection and place the terrain were the rolls on the tables indicate,

This method will certainly create random battlefields but they tend to look incoherent and sometimes odd especially if the game needs much terrain as is the case with Infinity, this however can be amended or even fixed in accordance with the complexity of the "random terrain generation" table

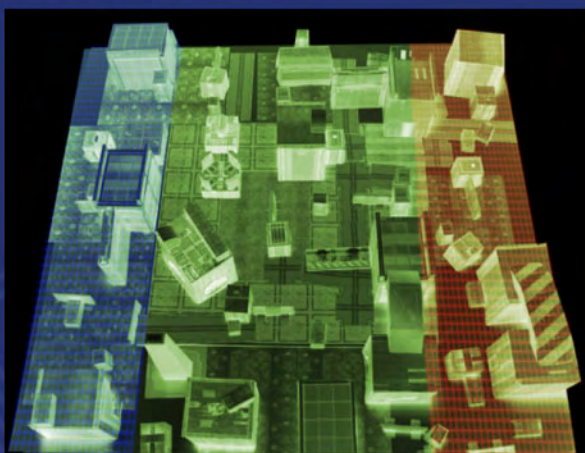
Pro: Quick and easy to use, real random results

Con: The "random terrain generation" table is difficult to construct and balance, random results may produce incoherent or unplayable battlefields.

Finally there is **the themed terrain placement**, in this, one player sets up the terrain and the other chooses if he will be the attacker or defender (if such a distinction exists in the scenario) and in what table edge he will deploy. This gives the terrain a themed look and usually produces balanced battlefields since the player setting up the terrain doesn't know where he will end up deploying. Unfortunately this method is not foolproof and can be exploited from the player setting up the terrain.

Pro: quick and easy, can produce balanced yet coherent battlefields

Con: can easily be exploited



There is no easy way to choose any of the three above methods as the best, for all that it might worth I choose something between the first and the third method, that is one player sets up the terrain the other slightly changes it with the agreement of the player that set it up and then chooses where to deploy, this hybrid method takes the good from both methods and tries to minimize the bad from both.

In Infinity the deployment is random, with a roll, so the worst problems are removed since they will try to balance the battle field

Finally I would like to add a few suggestions for Infinity terrain placement,

Fire corridors and firebases should be limited but not extinct, ideally no model should be able to trace LOS from one side of the battlefield to the other but it should be able to trace at least halfway in,

Cover should be plentiful and scattered but one or two clear paths stretching from one way of the table to the other and a few scattered patches of clear unobscured area will provide great tactical challenges both to cross and also take over.

Last but not least high vantage points make ideal positions for snipers and their occupation/ elimination will provide great tactical challenges.



END OF FILE,
BIBLIOTEK REPORTER :
PSYCHOTIC STORM



SCENARIO; RECREATION OF

PREDATOR

In 1987 the movie "Predator" arrived in cinemas all over the world. Directed by John McTiernan, the film followed in the footsteps of the violent films of the 80's, it mixed warlike grit with cutting edge and original science-fiction for a true Blockbuster.

It had everything; ultra male characters, testosterone, special effects still copied today, dialogue that has passed into Hollywood lore and frantic, violent action.

The movie became a great success and spawned a host of comics, videogames and other movies...now it has spawned this

MISSION: PREDATOR

Game area: 120x120cm

To fully and best recreate the movie this scenario is designed to contain the most characteristic elements of the film. This means the scenario is played using the Jungle rules, Difficult Movement and Low Visibility.

This means that miniatures without the Multiterrain ability can only move half their movement attributes. Not only that but their visibility is reduced to 30cm.

These limitations only apply in the Jungle though and not in town. The town should contain several houses and should be approximately 25x25cm. The town is reflected by the grey area on the map.

A swamp is also present in the shape of a river. This river creates an extra tactical depth to the scenario as, aside from being an area of Difficult Movement, it has a special effect. This effect is that any miniature on the Human Team, providing they successfully pass a WIP roll can learn to camouflage themselves from the advanced visor of the Predator. The river includes a lagoon, of around 25x25cm marked on the map as the green area.

In deployment the Humans start in the orange area while the Predator deploys anywhere within 30cm of the centre of the map, this is marked out with the red circle.

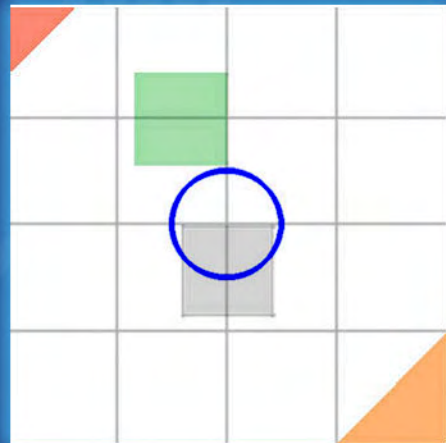
PREDATOR PLAYER

The player who takes on the role of the Predator always has 4 Orders in his turn. His objectives are;

- To annihilate the Human team (by killing all of them)
- To gain an honour trophy by killing at least one of the Humans in CC.



"Out there is something that is waiting for us... and it is not a man."



"Who are you, son of Satan?"



Troop: PREDATOR

MOV	CC	BS	PH	WIP	ARM	BTS	W
10 - 10	18	14	15	13	3	0	3

T.O., Super-Jump, Multiterrain, Courage, Visor Multi, Automedikit, Dogged

AP CC Weapon, Fusil Multi, Monofilament Disk Weapon

Q

- The Predator can see 40cm thanks to his Visor without the -3 Modifier
- The "Dogged" skill can only be used for when the Predator has lost his last wound and wants to self-destruct with an explosion causing Damage 14.
- The Monofilament Disc weapon works like a grenade and has Damage 12
- On his last wound the Predator loses his Camouflage ability

HUMAN COMMANDOS PLAYER

The Commandos always have a minimum of 3 Orders.

Troop: DUTCH							
MOV	CC	BS	PH	WIP	ARM	BTS	W
10 - 10	17	13	14	14	2	0	2
Veteran (Courage, Sixth Sense L2 and Multiterrain)							
Mines, Fusil Mult, Pistol, Knife							Q



Troop: DILLON							
MOV	CC	BS	PH	WIP	ARM	BTS	W
10 - 10	13	11	13	14	1	0	1
Sixth Sense L1, Multiterrain							
Fusil Combi, Pistol, Knife							Q

Troop: MARC							
MOV	CC	BS	PH	WIP	ARM	BTS	W
10 - 10	13	11	14	13	1	0	1
Multiterrain							
HMG, Pistol, Knife							Q



Troop: BLAIN							
MOV	CC	BS	PH	WIP	ARM	BTS	W
10 - 10	13	12	12	14	1	0	1
Multiterrain							
Chainrifle, Pistol, Knife							Q

Troop: BILLY							
MOV	CC	BS	PH	WIP	ARM	BTS	W
10 - 10	17	10	13	14	1	0	1
Sixth Sense L1, Multiterrain, Infiltration							
ARMAS: Fusil Combi, Grenades, Pistol, AP CC Weapon							Q



Troop: PONCHO							
MOV	CC	BS	PH	WIP	ARM	BTS	W
10 - 10	13	11	11	13	1	0	1
Light Greande Launcher, Fusil Combi, Pistol, Knife							
							Q

Troop: HAWKINS							
MOV	CC	BS	PH	WIP	ARM	BTS	W
10 - 10	13	11	11	13	1	0	1
Fusil Combi, Pistol, Knife							
							Q



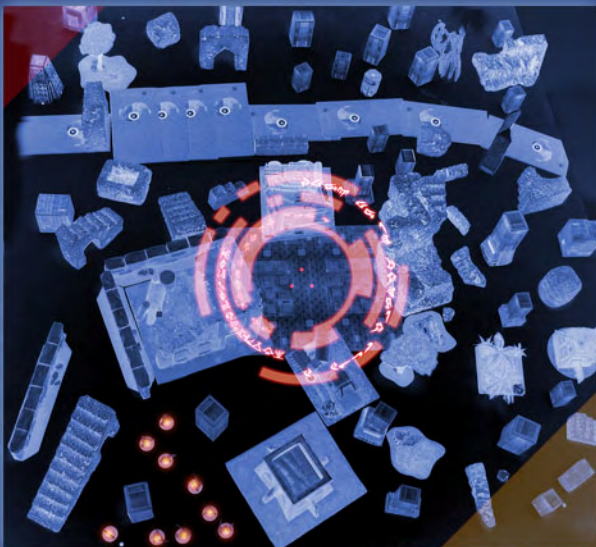
Troop: ANNA							
MOV	CC	BS	PH	WIP	ARM	BTS	W
10 - 10	11	10	10	15	0	0	1
Sensor							
Pistol							Q

THE COMMANDOS OBJECTIVES ARE:

- At least one miniature must go through the town.
- Dutch and Anna both arrive in the red collection area. Or if one or both are killed then at least 50% of the Commandos must reach the collection area.
- The Predator is killed with either both Dutch and Anna surviving or 50% of the Commandos alive



Either Dutch or Dillon can be named as the Lieutenant. The other characters fulfil important functions. For example Poncho and Billycan use their grenades and grenade launcher with Speculative Shot to lay the hurt on the Predator. Anna has the highest WIP and a Sensor so she is best at Discovering the Predator. Using all the characters, their abilities and weapons is vital!



The game itself had curious and amusing moments such as the Predator failing its WIP roll with an Automedikit and thus causing himself another wound. It was easy to imagine this scene with a howling Predator desperately trying to patch himself up.

Other interesting incidents included Blain having his brains blown out from a good shot, the laser pointer really adding to the atmosphere of the moment. Billy was attacked in CC by the Predator with both circling wildly before Billy was torn apart. Thankfully several nearby Humans got ARO's and caused another wound to the Predator.

Dutch stood out as real Lieutenant material, laying the final wound down on the Predator only for it to Super Jump at Anna in the hope that its self destruct would kill her. The explosion filled the Jungle and I gulped but she survived. The final roll call revealed 50% of the troops still alive; Dillon, Mac, Hawkins and Anna stood alone in the Jungle surrounded by the corpses of their friends and the steaming carcass of the dead Predator. Victory to the Human Commandos



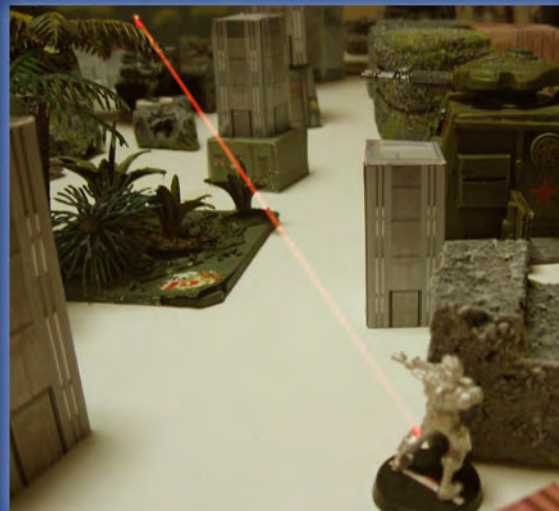
BATTLE REPORT

In a sunny afternoon with the suffocating heat bearing down it was time to try the mission. Would the Predator gain new trophies and be triumphant or would the Commandos show the alien what hot lead felt like? Time to find out...

Yasbir after a good roll on the dice decided that the evil, mandible filled life of the Predator was for him and I, Bostria, got to live and die with the Human Commandos.

The Predator has several obvious advantages, he has TO Camouflage and hence a -6 Modifier towards being shot, this is then added to the -3 Modifier for using Jungle rules! This meant the total was a -9 Modifier for any of the Humans to hit!

The Area of Vision and reach of the Predator is better than that of the Humans but the Predator must be facing in that direction. A clever move can enable a Commando to get a shot off into the Predators back, meaning that they should be able to get two Bursts off before the Predator can shoot back.




END OF FILE,
BIBLIOTEK REPORTER:
BOSTRIA

Remember; If the bastard can bleed, you can kill him!



 A BIBLIOTEK reporter has given his life and part of its physical integrity (we are trying to pick up his Cube with a molecular teaspoon) in bringing us this impressive advance of the nomad minis, rest in Peace .

Next , a comment of the one before transforming in a new type of strawberry marmalade.

 *My contacts in Tunguska (in our BIBLIOTEK headquarters) have allowed me to see this holo of a MOBILE BRIGADE*

As you can see, the magnifies work of this heavy armor it is undeniable, Nomads will make a place in the battle fields, hitting strong (as the girl's kick)



Here a ZERO deploying furtively in his training test.

As a infiltrator, he goes armed with their Rifle Combi and mines....

Wait a moment, he is turning... he is looking to me...

Nooo with the mine noooooo (...)

(last recording of our reporter)

Thanks to the staff for allow to show part of their work, this is a thank you on their behalf for your collaboration and support to ITG,... and to our ezine!



PLAYERS FEDERATION

Dear friends:

A group of players of INFINITY has rushed for some time, with the approval of the staff, the idea of forming a spanish FEDERATION of players. Although you can follow their development in the forum and we are awaiting an official posture from the staff, I wanted to comment you the reason of this idea and their main ones characteristic (which are not still fixed , all can say your opinion).

The fundamental idea is the ORGANIZATION. We believe that it is vital to be organized so that it doesn't happen us that that to the empire of the chicken... the chaos in their widest sense. We propose a series of actions:

- a GRATUITE inscription to be player that grants you a code that will identify you in everything: tournaments, statistical, classifications, discounts...
- a normative clear and simple for ALL the tournaments in all the aspects: number of departures, points, scenarios, qualification system, punctuations...
- a minimum behavior regulation as for obligations and rights of the federated ones, especially as for tournaments
- a possible payment inscription (little, very little) that can give right to added values (discounts, special minis...)

With all this the idea is to be able to negotiate the results of the tournaments easily, to carry out classifications and mainly that an order exists and we can play all same everywhere.

My model proposal is similar to that of CONFRONTATION (which you can consult in the forum) but of course there is more proposals and all can to propose.

For it, hl would request you, if you find it of interest, consults the forum and says, more when the Staff will define his posture and we can begin to be organized...



See more? **YES/NO**: <http://www.infinitythegame.com/foro/viewforum.php?f=3>



ASSAULT TO CORVUS BELLI (RELOADED)

This information is based on two incursions into the Corvus Belli factory in Cangas. The report of the first incursion can be found in the Official Forum thread "Assault to Corvus Belli".

Here we see Bonzo using his diplomatic gifts to open the blue door that leads into the very heart of these facilities.



Once through the door we find the shipping offices that send Infinity around the globe.

A large area with office and work tables, scattered bits and machinery. And yet another company poster!

You can see here a heap of blisters for Corvus Bellis fantasy line Warcrow, behind it appears a press.



In this picture Mr Interruptor points to us the plans for Infinity with which they hope to conquer the world!

Thankfully it seems that they will hold off ruling the world until all the Infinity armies and miniatures are out.



The production process for the miniatures has several steps, here is a picture of the first stage; design.

In this picture the design of a future miniature is under discussion. Three staff members; BrandoCastro (concept artist- see issue 0 of Bibliotek Reports for an interview), Interruptor (who designed much of the background and documentation) and José Luis (sculptor of things like the Janissaries, REM's, Armoured Cavalry...). They are commenting on the advantages and disadvantages of the design in order to choose whether to accept or reject this design. If they do accept then the laborious sculpting will begin, something that can last up to a month depending on the complexity and detail of the miniature and any corrections which might be needed.

Here is an example of the modelling process. The first picture comes from the first incursion (in March).

That model would go on to become the Antipode Controller. s



Once the miniature is complete the masters are made. To do this they take a mould. Later moulds are made when the older ones break.

In the following picture we can see a mould being primade.



The pieces are distributed in a circle with channels to allow the flow of metal in the centrifugal machine. This mould is currently malleable, it still needs the vulcanisation process which will give it the required strength and solidity.

In this picture we can see a mould already in use



Here is the area where the moulds are stored. Each mould has a description on the outside for easy recognition.



Here are the ingots of rough metal that will be transformed into the miniatures we know and love.



This small forge is the one in charge of fusing the metal used in the process. It uses ingots like the one we saw before but also recycled material.

The metallic scum next to the forge is recycled metal that can no longer be used as impurities like talc have entered in time, which makes the alloy very fragile and of bad quality for the miniatures.



The fused metal is placed in the centrifugal machine where the prepared mould has already been put. The fused metal will stuff the holes and within a few minutes a new batch of miniatures has been created.



Here is the result of this operation having been performed many times; a circle of pieces and the metal channels from the centre forming an "wheel".



The miniatures are then clipped out and classified. Following this the models are quality checked to look for fused bits. Any spare bits are returned to be recycled at the forge.



The pieces are then separated and identified to be put into blister packs. This is an area that requires a lot of care to make sure bits are not packed wrong.



The larger pieces, more bits and even more miniatures require more and more storage space...the sheer number of miniatures here are a vision of paradise for us gamers...



Following this the miniatures are packed and sent into the outside world. There they will go to the port of Cangas and then to the world. Who knows, maybe they will achieve world domination one day? We leave and hope to return another day.



END OF FILE,
BIBLIOTEK REPORTER :
YASBIR

10 JUNIO DE 2181 A.D./ 17:04 HSE, NEOTERRA, BY BONZO

>>>1- NEW RECREATIONS

The O-12 consortium that had been mediating the negotiations between the Bureau Toht, ALEPH and PanOceania has announced the new AI Recreations for this year. Around 45% of last years Recreations were for exclusively military applications. 25% of these were sent to Aristeal for testing. The remaining number has been sent to certain other development and testing areas...

See more: YES/NO

>>>2- ALEPH DISCOVERS CURE FOR BLACK CANCER .

Those afflicted in the colony of New Mandripur with the ill-named Black Cancer have begun gene treatment therapy. ALEPH is supervising the genome reading process which is examining the Virus-Genetic stump of a stranger who appeared in the middle of the offensive...

See more: YES/NO

>>>3- POLEMIC ON COLONISATION AT THE HUMAN EDGE

"We have taken the best aspects of mankind to the stars; our civilisation and our humanity. We don't teach them that they have to think, we only show them how to." Declared a delegate of the PanOceanic Senate...

See more: YES/NO

>>>4- LIFE AFTER LIFE

In an exclusive interview granted to the Bibliotek Files we spoke to the noted BioDesigners Frankz Nishar Na Palrami. From their orbital laboratory in orbit around NeoTerra they told us about their latest models and specifications for bodies to be used in Personality Reimplantation. The market is currently suffering a peak thanks to the arrival of the new "Ubermensch" style...

See more: YES/NO

>>>5- TODAY IN THE MAYA HISTORY CHANNELS; NANOTEC

Following the bloody Second World War it was thought that war would be impossible in the new world created by the emerging powers. PanOceania was the first to face the deteriorated but belligerent USA and its schemes of war. In certain ways the Nanotec War...

See more: YES/NO

01 JUNIO DE 2181 A.D./ 17:04 HSE, ARIADNA , BY YASBIR

>>>1- THE LOBISOMES OF CASTROPOL WIN THE 5 NATIONS TOURNAMENT

Following four expulsions for playing dirty they ran off with victory following a disputed game that was to feature a mere 6 wounded. The celebrations lasted all night in Castropol with numerous incidents...

See more: YES/NO

>>>2- NEW NOMAD COMMERCIAL MISSION IN RODINA-MATR.

A large commercial delegation from Bakunin have established offices in the Zvezda Kbartal, the Neighbourhood of the Stars of Matr, following extensive negotiations and the promises of juicy business agreements. Following this there are now 21 different delegations opened up in various diverse Ariadnan cities that...

See more: YES/NO

>>>3- THE CLANS CAMERA VEIN NEW EXPLOITATIONS

The Caledonian Parliament in an unsurprising resolution has vetoed the exploitation of new Tesseum mines in LochEil. The lack of studies about the impact this could have on the local fishing industry has forced this decision contrary to the numerous interests of...

See more: YES/NO

>>>4- DENUNCIATION OF THE NONFULFILLMENT OF THE COMMERCIAL TRAFFIC TREATY

The Union of Managers of Matr has made public a series of accusations about several nonfulfillments of the Treaty. The new companies with backing from Yu Jing who are currently entering the Ariadnan market are being directly blamed for its methods and...

See more: YES/NO

>>>5- UNIT OF LINE KAZAKS DISAPPEARS IN TBITADEL

The disappearance of an unit of Line Kazaks on holding war games within 50km of the city has raised fears about new Antipode incursions in the area. Such activity has been unknown in the last four years and it is presumed that the then current tribe has been displaced by...

See more: YES/NO

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Thank you and have a nice day.

NOT OFFICIAL E-ZINE

INFINITY

SHALASHASKA , PLAYER , PSEUDO A.I.. FROM THE SPANISH FORD



First we want to know something about you .Which are your particular hobbies and how do you arrived to the world of the miniatures?

Anything strange... Music (too much maybe xD), Cinema, Videogames... like everybody. How I entered in the world of the miniatures? I believe to remember that it was near 2002 christmas. My cousins taught me some miniature, they spoke to me of that amusing gūarjamer, and thanks to the people that I have gone knowing along the time, I already take enough playing to wargames (although not as much as some people of the forum).

how did you know ITG and what get you the attention about Infinity to go to the forum of this game?

. It is curious, but I was taking a look in the forum of the Spanish-team, when I saw the WIP of the Akali . I liked the aesthetics of the miniature and I decided to investigate in the page, I read the rules and a little background of each faction and I found it interesting. I registered up to now in the forum One of the things that encouraged me to make it was to see that people are much nearer and you have the opportunity to see how the thing works, no the similar way of other games and marks.

with which Faction plays? What would you point out about the regulation of ITG? And about the background of the game in relation to this section?

PanOceanía rulez (or at least attempts). The game system is in fact like it announces himself... dynamic, anything intricate, it is not necessary to consult eternal charts neither to stop each second... and about the atmosphere it could not have better... up to now few games have done with TAGs, Hackers, optic camouflage.... I believe that it is a little what we all had in the head (it is all quite commendable from the real point of view) but we had never been materialized (so accustomed to the bolter...)

what advice would you give to those that has just known ITG , from the point of view of a veteran player?

veteran? The only difference is that I take more time writing in the forum xD An advice for which doesn't still know the game it would be that plays a couple of departures... and if that doesn't illustrate you enough about the characteristics of Infinity, anything will make it

what troops do you use habitually and, what are the best ones from your point of view?

the troops that I have used more with good results have been the crocmens and the dronbots Sierra .To assault ,anything better than the -6 to the BS and the Sierra for their utility in the competitor's turn to cover all with its machine gun.

What are your plans for Itg, do you think about making more factions?

I have thought to finish PanOceanía, and, in a time, I would maybe think about to do another faction. Until the moment, the Combined Army is the one who surprised me, for the comments that I read.

Do you paint slowly or fast? dedicating more time to the colour or the miniatures personalitation?

the truth is that to put on makeup I take my time, I go very slowly. With miniatures like those of Infinity many times the best thing is to leave them like they are, it seems that like they come they are perfect, but sometimes it can be interesting to put some putty here and there to adapt a weapon...

Up to now I only have had time to paint an ORC trooper, an Akali, and a Croco. It is a pain to play with minis without painting considering that the lists at 200 don't usually have more than 10 miniatures, although I lack time to be painting everything with detail.

what aspects of ITG would you like to see potentiated in the future?, apart from THE BOOK"....

I think that you can enjoy very much the " missions ", having in mind how it is Infinity and the quantity of possibilities that you have to make this way campaigns and things ..like a RPG. I don't believe that it is necessary to promote more than the normal thing the game, after all it will finish extending as others, and it is true that has many attractiveness.

is it certain that you are an AI that lives in the forum ?

it is not more than the bad habit of responding to all that I read... I cannot be I quiet xDD





MICHE'S ATELIER (2): STEP-BY-STEP PAINTING

Abstract

This time, as promised, i'm going to lead you in a step-by-step painting adventure of an INFINITY miniature. As an example, i'm going to use Ariadna's "Veteran Kazak" model, a cool miniature without complex technicism required to be painted.

OK, let's go!...

Stage 1: priming

Nothing much to say, here. A good solid white primer is sprayed (mask the base with adhesive tape to avoid priming the base white too). In addition, the rifle and pistol are base coated with "Black" Tamiya while I used Tamiya "Khaki" for the ammo loader.


Stage 2: base colors coating

Coating is very important, as it will give the general chromatic feel of the model.

You can use a "coarse" pointed brush to base coat, as it isn't really a precision process. In addition, if you make a mistake, you can easily correct it by overcoating, without having to pay attention to shades and being afraid to ruin details.

No particular technique or medium is required yet. Just a little patience and a good chromatic strategy.

Our veteran gets an Ivory White armor, obtained by mixing "White" with very little "Deck Tan" (it will lead to a milkish white, similar to that of UN armored vehicles as seen in pacekeeping missions in Bosnia or Africa). Both the pigments used are Tamiya.



I admit that is very difficult to appreciate this sort of "U.N. White" in the picture, however it's really a warmer kind of white, more realistic than the pure white used for priming.

Boots, backpack and front pocket are Tamiya "Flat Earth" + Maireri "Titanium White". While I believe that any white will do if used in place of Maireri's, which is a very conventional white pigment, it's important to use the very same Tamiya light brown that I used if you are to obtain that gritty, dusty look.

The waterskin is Tamiya "Japanese Army Grey" (that is, basically a very light green).

For the combat suit I used Tamiya "German Grey" (the very dark, blueish grey of the early WWII panzers).

For the bedroll, side pockets and pistol case I used Tamiya "Buff" + Maireri "Titanium White".

For the back of the knee protection and lower boots protections: Tamiya "Sky Grey" (it's similar to the infamous GW "Codex Grey", but with a much better matte texture).

Finally, the skin is made with GW "Pallid Flesh" + Maireri White, which is perfect, as the human skin is a little glossy and reflective in nature, and using a Tamiya pigment would turn out in a very unnatural, sandpaper-looking skin.

On the contrary, you can appreciate how warmly the harsh artificial light I used to take the pictures caresses Tamiya's pigments, giving a coarse, worn-out look to the military equipment, without artificial looking reflections.

Stage 3: camo, please!

I think Camo is wrong for models who doesn't have any CH ability, but it's so cool!... In addition, you can officially buy a Veteran Kazak with "CH: Mimetism", as stated in the army list.. so there!

For the Camo I used a "precision" class brush. The color is Tamiya "Japanese Navy Grey", which is basically a pleasant green-grey of medium brightness. Because of the covering capabilities of Tamiya, you can easily paint it over the whitish coating in a single go.



Stage 4: pre-highlight

Pre-highlight is one of my tricks.

Basically, I do a pre-emptive, very coarse highlight with Maimeri "Titanium White" before washing. By means of this tactic, the subsequent wash will interact with a sort of "highlighted coating", which is a little paradox.

As you can see, pre-highlight doesn't need to be precise, it's chromatically very dumb (white only!) and very selective, as I apply it only to miniature elements that are really meant to capture lot of light.



In this case, area affected are backpack, bedroll, front pocket and boots. The helmet and armor are too bright to really need a pre-highlight, while the combat suit is too dark, thus requiring a different and more careful highlight itself, done with Tamiya "German Grey" mixed with Maimeri "Titanium White".

The weapon is a world apart, and will be worked upon later.

Other parts are hidden away from the light sources, and don't have to be pre-highlighted.

Pre-highlighting is done with the typical dry brushing technique, repeatedly striking the most exposed surfaces and model elements with a nearly dried brush holding very little pigment. You must choose a "Coarse" class, for this.

Again, it's very difficult to explain the need of a pre-highlight until you see the interaction of it with the subsequent wash, which we are going to make at once...

Stage 5: wash

Washing is a true art and it would deserve a single issue all for itself.

It will suffice to say that you must be very intuitive when preparing the mix between pigment, water and mediums, and only a years old experience can help. I began adopting serious washing techniques five years ago, and I still consider myself in my "experimentation" phase.

Anyway, here's what I did.



First, it's time to wash the brown parts (backpack, front pocket and boots). For this, I used a "Precision" class point, if not a coarse for the backpack, which is quite large. I washed these elements with Vallejo "German Camo Pale Brown".

After that, I produced a mix based on the very same color, but with "German Camo Black Brown" added, and washed again. You can see how the washed elements begin to really show their tridimensionality, and how the white pre-highlighted parts become smoothly clearer in respect to the coating.

For the beige parts (pistol's case, bedroll and side pockets) the washing mix is first Vallejo "German Camo Beige WWII" alone, and then the same with, again, Vallejo "German Camo Black Brown" mixed in.

For the hands, the washing mix is Vallejo "Dark Flesh-tone" + "Elf Skintone".

There's no second wash for skin.

Again, the face mask is double washed, first with Vallejo "Dark Sea Grey", then with Vallejo "Dark Bluegrey".

The back of the knee protection needs a single wash of Vallejo "Dark Bluegrey" only.

Also, a light grey wash under the arms graves help the shadows to better design the shapes.

Finally, even if it's not exactly a wash, I picked up a "Precision" class point holding some very watered "Dark Bluegrey" and tipped it in the cavities of the rivets, giving them a little more depth.

In the last two pics of the four, you can appreciate how the model is already starting to acquire mass and volume.



Stage 6: Brownlining

It could sound silly, but the thing I call "brownlining" is the brown version of the more commonly known "blacklining".

I find the brown warmer and less shady than the black, which is sometimes too strong and excessively contrasting, especially on bright surfaces.

What you must do is basically tracing lines in the cavities or between misaligned surfaces, in order to simulate hard shadows and help the volumes of the miniature to come out. The lining is a sort of remarking of borders of shapes over other shapes, and a simulation of strong shadows between two distinct objects of the models where the light is supposed to be suddenly cut off.



If you look at the pics of the model, you can appreciate how lining can separate the two distinct shapes the helmet is composed of, as well as the single little elements of the backpack and the armor graves.

The rivets of the armor will finally jump out only after they are brownlined.

After brownlining, the threedimensional character of the model should stay definitely marked, even under low or unfocused lighting

Remember that brownlining, which I always do with Vallejo "German Camo Black Brown", is quite useless over dark surfaces. For those, you will need black.

Stage 7: fine highlight

Then, it's time for the fine highlight.

In this phase, you must do the definitive, more precise highlighting of the surfaces who are supposed to capture more light.

In this case, we are especially targeting the boots, the front bag and the bedroll above the backpack.



Although they are clear, even the rivets and the higher elements of the armor are going to be highlighted.

As this is the final highlight and no more wash are expected, you must choose the colors so that your drybrushing is going to smooth the already present highlight, instead of enhancing it. So, you must carefully use halftones, very close to white but retouched with a little of the darker color they are going to be painted on.

In the pic, for example, you can easily appreciate how a single quick drybrushing with halftones resulted in a smoothly shaded front bag and boots.

Also the lateral grey protections of the boots have been highlighted with Tamiya "Sky Grey".

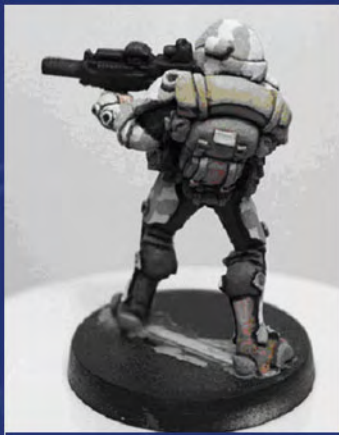
Finally, we must highlight the weapon. For that, we'll use a dark grey with a bit of blue. In the example I used Tamiya "German Grey" with a bit of Tamiya "Flat Blue", but other combinations of grey + blue are possible and were used by myself in different occasions.

Stage 8: blacklining

If you understood what brownlining is, then probably you are very likely to understand also what is blacklining...

For this, I use Games Workshop "Chaos Black" with a variable amount of Flow Improver and Retarder (see issue 1 of my guide). A normal balance is usually 2 parts Water + 1 part Flow Improver + 1 part Retarder. I prepare my medium mixture apart, using a simple eyedropper, and then I put a single drop of such mixture on the black pigment on the palette.

Blacklining is wrong on very clear surfaces, and much more appropriate on dark ones, like the weapon, or areas that, for whatever reason, you envision as really shadowed.



In this example, try to look at the edges where the leg armor meets the boots. They are two separate surfaces, moreover they must be rendered as poorly lighted and not perfectly adhering. That's a typical case where blacklining will help. I purposely took the pic in the same pose of the one immediately above (stage 7), to help you appreciate the heavy shadow between the foot armor and the boots below. Lined with black, the armor really acquires thickness and looks like it's in contact with the foot, while being a separate entity at the same time.

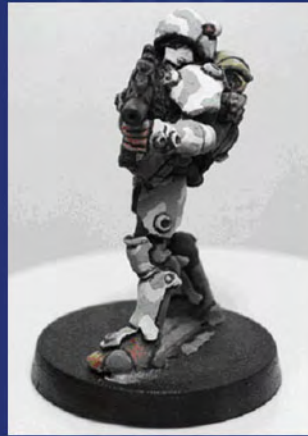
Other blacklined areas can easily be spotted on the other pic, showing the back view of the model, namely the edges of the dark combat suit and the little torch on the side of the helmet. As for the latter, look how, confronted with the same pose taken in stage 6, a little black line under the element helped to render its volume and threedimensionality as a thing attached to the helmet, yet separated from it.

Stage 9: details

The detailing part is really a question of feeling, and there's no written rule for it.

Basically, you must choose which details of the model are making it "peculiar", and try to enhance their appearance and visibility.

In this example, I took especially care of the little bolt on the face mask, repeatedly shadowing with various greys and highlighting with white, and correcting its visual rendering until I was satisfied.



At the same time, I added the orange touch in the tube on the left of the helmet, retouched some rivets who were too heavily brownlined and so on.

Stage 10: finished!

When satisfied, I paint the base with a flat, dark color, making it suitable from almost every scenery, from urban to open field, from indoor to outdoor. An unintrusive color such as Tamiya "German Grey" will ensure the optimum all round terrain blend, while making your miniature clearly stand out when seen from above.

Good Fight, Veteran!...



END OF FILE,
BIBLIOTEK REPORTER :
MICHEL



Haquislam is the last faction that has come out and we already have a first starter pack, completely painted .

The haquislamits allows many types of styles and colored, green tones, ochers, more earthy, desertics....

Here we have a starter pack painted by GarethWalker, from the international forum.

Probably it will be not the last one.



By GarethWalker
Cardiff, UK

BY
HERESY



The Tankhunters are one of the most dangerous miniatures of the game, for your opponent, of course.

The armament of these two miniatures is (from left to right) an adhesive launcher and an AP HMG.

A colour style, in our opinion, very spongy. Very manga and almost of cell shading.

Spectacular

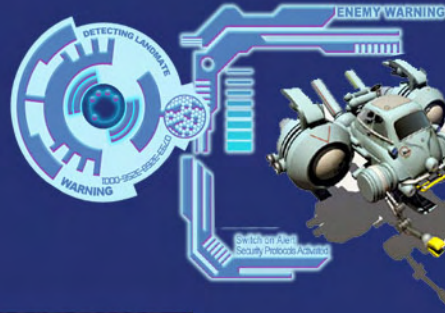


By Heresy



BY
HERESY





CONVERSIONES



Some time ago he publishes in the international forum this conversion of the armored Panoceanic Cavalry.

We want that this fantastic conversion would be not forgotten.



By SIM

This transformed Panoceanic TAG , has a very dynamic and aggressive posture for a battle field..





Some conventional mines ,they seem like antitank mines , to use with Ariadna.

A stupendous work that gives to any scenario a touch of realism . They seem tiny dioramas

The own Sir Alban explains to us the realization of these mines



By Sir Alban

The mine this made with the wheel of a plastic locomotive of a kinder-egg.

The snow is bicarbonate pasta + white glue, with Loctite to make the melted effect and a little bit of black to dirty the snow.

The ferns are made with dry leaves of Artemisia Abrotanum"

This plant is sold dry in the stores of handiworks to decorate this way boxes and other things, I found it in VISO and it gives some perfect ferns for miniatures of 28 or 54 mm.

The only problem is that to the being a dry leaf is a little brittle in its manipulation.

And this it is the web of the company that sells them <http://www.canabric.com>



By Sir Alban

And these is a Claymore mine style , lists to place before any misled Panoceanic.



DEAR.....

"Dear Elizabeth,

I hope everything is alright over there. Here I am very..."

... He could never get past that phrase. He could never find the courage to tell Elisabeth that he was "fine", he could never lie in a letter to his girlfriend. This was not being fine, this was living in fucking hell. The economic stand off with Haqqislam had him and his whole battalion forgotten in a damnable planet in which only two things could be found, a filthy greyish sand that got everywhere, with a preference for food and an average temperature of 50 degrees centigrade. Hellish as few and ugly as they come. It was of course understandable not to know what the hell he would write his girlfriend about.

First Class Fusilier Nate Diangelo tried to write a romantic letter whilst lying on the floor of the trench they've held for the past eleven days. His companions manned watches, staring the desert night with such attention it seemed they where looking at a porno flick in Maya. This thought made Nate remember the warm naked body of Elisabeth, her goodbye gift on the night he shipped out. He shivered. Being there made him think foolish things, but what was certain is that in those moments he wasn't afraid of death, what scared him was not feeling Elisabeth's warm skin against his own.

Nate stood up and started walking hunched through the trench, zigzagging through his attentive comrades until he reached the safest place they had, the latrine. This was a folding plastic structure they had installed in the deepest spot the diggers had made. It seemed Stupid to say that latrine was the safest thing they had, but it was true.

Its plastic walls where reinforced with a polymer coating capable of withstanding medium calibre rounds as close as three meters. In case of an attack, only the one that was "evacuating" would have a chance of survival. .



As he sat in the latrine, whose safety didn't improve its smell, put down the toilet cover and sat on it whilst leaning the would be letter against the wall. Lying on the ground he had not been capable of getting anything on the paper, its was too uncomfortable, maybe sitting would be easier. At least he could write ON paper, many of his friends weren't able to write at all, the fine sand crept into every crease and damaged their commlogs; and most people couldn't write without its help. Nate had been raised in a poor slum and didn't have one till he was older; this meant he had learned to write in the old way, at lest his poor upbringing gave him a slight advantage for a change. .

Ten long minutes passed and not even a character joined the barren letter that struggled to be romantic. Nate tried to concentrate in a beautiful thought he could catch, but the situation was nothing to bring the fireworks out. A loud thud against the latrine meant somebody wanted to use it. He got up and surrendered to his numbing silence as he opened the door to leave. No one was waiting on the other side. He turned to look at his closest companions and signalled that the latrine was clear. One of them was huddled on the ground covered with a thin blanket, the other carried on with his watch without even minding Nate.

Disregarding them, he started walking, hunched once again, to the other end of the trench. He was commissioned with guarding the cubicle that was considered the Lieutenants' office; the trench's ranking officer; although at the moment he as well as Nate was on rest shift. The most difficult thing was not knowing the identity of his comrades. Thy all wore the same combat suits, plus the helmet with the visor over their faces, an enviro-mask to protect them from the hostile conditions. It was impossible to identify anyone, added to this, it was night and not a single light in the trench. Everything was seen through the tactical visor of his helmet, which gave everything he looked at a nice gradient of electric greens... anything to stop looking at the greyish tones of daylight.

As he walked amongst his watch mates, trying not to step on those who slept, Nate counted mechanically the people around him. This was a measure adopted to avoid infiltration, in the end, there was no way to get rid of the bodies, and hence one more corpse meant an intruder. 8...12...16...19...21, and with him 22. It seemed right; the number matched the people that should be in the trench. "Wait a second..." -he thought- "...wasn't the Lieutenant sleeping?" The young soldier pressed his stride and almost jogged into the officer's cubicle. Without any care for protocol he searched for the Lieutenant in the cot that laid on the back of the improvised room. With the night vision it's was sometimes complicated to make out which was a person and what where the sheets, but Nate's vision was already adapted after many hours to the greenish colour of the night, recognizing immediately his superior's sleeping shape.

--Sir!

The lieutenant rose like a spring, showing no signs of sleepiness immediately asked:

- What's wrong soldier?
- 23 men in the trench sir, Infiltrator!
- Give the Alarm!

Nate came out and shouted : "Infiltrator!" Immediately, The anti-Infiltrator protocols where put into action, the men poiting their weapons at each other, repeating their name and rank as the Liutenant walked by, this was part one of the protocol.

- Nate Diangelo, Fusilier first class!
- Jorge Spas, Fusilier first class!
- Maira Pandrani, Field Artillery!
- ¡Konrad... RATATATAT!



A combi rifle salvo interrupted the speaking fusilier, a second salvo cut off the first one. The Lieutenant ran towards the end of the trench where the shots were heard. Nate and two other fusiliers followed closely.

Right besides the latrine that Nate had exited a few minutes before, the dead where found. One of the guards explained what happened. It seemed that after hearing the first of the anti infiltration protocols, one of the guards had opened fire on one of his companions, reveling himself as the intruder. Obviously he was brought down immediately, seeing his clothes withered electronically, leaving in sight a modern holographic camouflage suit. Close to him, one of the fusiliers seemed to be sleeping, his neck cut open. This was where the infiltrator came in.

The lieutenant made everybody return to their watch positions, even the ones that where resting at the moment, and started checking one by one the soldiers identity. Nate returned to his post by the officer's cubicle and stood his guard. He couldn't stop thinking of the thud on the latrine wall... it had all happened whilst he was there... the man he thought was sleeping, was in fact already dead and the other one that hadn't given him a second look was in fact the fucking Haqqislamite. A strong shiver ran down his spine, he couldn't believe he hadn't noticed, especially when... *thump* Fusilier first grade Spas had just dropped besides him. It might have seemed as if he had tripped or fainted, but those things didn't happen in a battlefield. If you fell down you were dead. The blood seeping through the hole in his forehead, green when looked through his night visor, confirmed this fact.

- We are under attack!!!

After Nate's call of alarm, the desert lit up with a myriad monochrome lights. All fusiliers began their suppressive salvos to keep the enemy at bay. Their main objective was simply to prevent the Haqqislamites from gaining that strategic position, the secondary objective, and the only one that they cared for, was simple their survival.

Nate tried to find a clear target to open fire upon, but all he could see where diffuse silhouettes far away and blurred amongst the muzzle flashes. Too far away to be a proper target, but at least they didn't seem to have better sighting equipment. All of a sudden a flash much closer to him and a comrade was hurt on the ground. It seemed like the hit ratio was starting to pick up. This guy had to be close... and nevertheless Nate was unable to distinguish any shape over the even sand of the desert. Could it be a thermo optic? Where they as interested in this position to bring such an expensive equipment all the way over here? Of course they where, they had already committed one of their infiltrators, why wouldn't they use a Thermo Optics as well?

The young soldier fixed his attention on the zone where he thought the nearest flash had occurred. A new one, and Nate had already begun firing before another of his mates was dead on the ground. He was certain of a hit and a second later the blur that ran towards him confirmed his target. He tried to fire again with no success, but noticed how the enemy threw himself on the ground as the elusive camouflage began to disappear. The Haqq shot again trying to cover his retreat, but the target was easier and the fusilier didn't miss his mark this time. Nate has caused the enemy advance their first casualty, but closer to him two dead or dying companions and only a few other dots on the trench. This was really ugly.

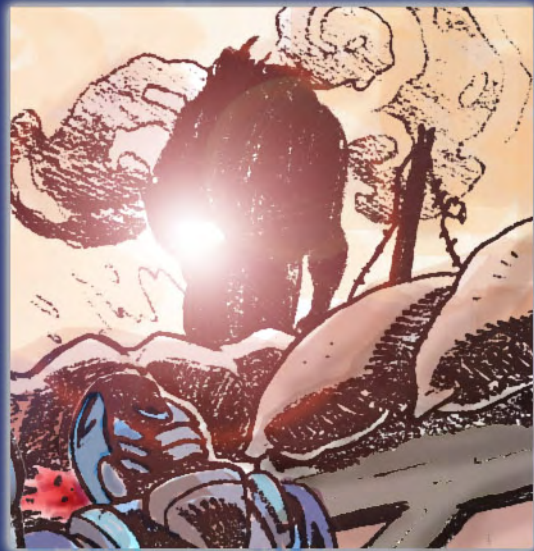
The Lieutenant started to yell orders all along the trench. He ordered suppressive fire to prevent them from closing any further, and ran to his cubicle to fetch the only device that could prevent any more T.O's. He came out adjusting his Multi-spectral visor and walked the trench looking for a good vantage point. Finally he placed himself in front of a shallow on the terrain that allowed him a clear view of the field. As he began to sweep it with his sight, Nate heard him yell amongst the gunfire "Grenadier at elev... Boooooom!!!!"

The explosion drove half the company to the sandy soil of the trench. Half of that half would not get up again, and the Lt was amongst them. Gunner Padarani yelled in anger as she fired her own Grenade Launcher with a "thump", placing her round in the place where the enemy shot had come from. After an explosion on the sand, they could see the lifeless body of the camoed enemy gunner fall to the ground. After that moment the situation became desperate, the fusiliers fired recklessly into the center of the enemy line. The Haqqislamites took this moment to advance on the flanks, if this continued it would be moments before they went around the trench. Nate seized the initiative, running amongst the survivors yelling orders and placing firing positions. He then gathered two fusiliers that seemed to be in a state of shock after the grenade, he forced them to come with him to cover the zone that was unprotected, and carpeted in the bodies of his friends. He then commanded suppressive fire unto the left flank, and began firing as well.

This was not looking good at all. He had suppressed the advance of the thick of the enemy troops a little, but he had only six fusiliers left alive and himself. If they didn't get any reinforcements soon, this would end up in tragedy... which clearly showed him that he would not taste the sweet skin of his beloved Elisabeth. With his gloved hand he wiped the tear that was welling up under the tactical visor, and shot a couple of salvos into the thick of the enemy ranks.

"Lieutenant Diangelo!" screamed one of the closest fusiliers. "What is that noise?" Nate had even failed to realize he was just called Lieutenant. It was true; a low vibrating growl was heard on the background, closer all the time. "Cycles!!!" someone yelled on the other side of the trench. Nate swept the barren plain between the enemy lines and themselves with his eyes, and then he saw them. Two motorized unicycles advancing towards them, the split and headed towards either side of the trench. "Bring them down!!!" he yelled, "Do not let them break through!!!" The Infamy of the Kums and their savage battle tactics were known in the Panoceanic ranks, their fire concentrated, only to be blurred by a misty wall that raised itself between them and the enemy.

They were using smoke grenades to cover their advance. Everybody knew the only thing they could do was concentrate their fire into the smoke hoping their fire could find one of the riders or machines



Nate heard the "plou" and saw how his flank lit up with a grenade explosion. The rider on the left flank emerged from the smoke and continued his course unaltered, the one on the right didn't, he must've been hit. Nate tried to bring down the other cyclist that was headed straight for his position, but it wasn't easy. The lousy visibility of the night visor and the desert sand kicked up by the cycle, blurred his prey in a sea of greenish dust. He fired until the magazine was emptied, in the split second he reached for a new one... "Broooooom!!!"... the unicycle leaped over the trench, he almost saw in slow motion as the only wheel of the powerful vehicle passed over his head. He could even see the rider's hand as he dropped another smoke grenade right at his feet "Bfffff". A split second before the smoke expanded, he spotted two armored figures that had been jogging just behind the Kum's position. The unmistakable shape of the Djanbanzan

. Nate had only seen them once, but the memory inspired terror in him. Their fearsome looks matched their attitudes exactly: Effective, ruthless and brutal. This must've been a truly important position for the Haqq, and themselves? they were already dead.

As the smoke flooded his vision, Nate heard the hefty cadence of a heavy machinegun perforating the smoke, sand and bodies of his companions. Moans and screams were barely audible, no one had any spirit left to die in any other way that wasn't silence. He held his position with the rifle against his body, which saved his life, as it flew apart when impacted by a heavy machinegun round. Nate fell to the ground dazed, but immediately started to crawl amidst the smoke trying to put some ground between himself and the, now invisible, enemy.

His hand felt something hard, it was the plastic wall of the latrine, unable to think clearly anymore, he only remembered the safest spot on the trench. He felt with his hand until he found the door and entered the small cube, locking its bolt. He then drew his sidearm from his holster and stayed in his mousetrap, shaking and waiting for someone to come for him.

The Ghulam Infantry soldier Sayid Ab'd Ragabash moved another Panoceanic corpse, piling it up with the other ones. This was the worst from combat, he hated thinking about his opponents as people, it made him pity them. He saw the Pano latrine and thought "hell, of course this is better than the damned dirty hole we had..." he walked the distance towards it, tried to open the door only to find that it was locked. "Could it be possible this bastard Pano officers lock it only to use it themselves?" The bolt was made of plastic so Sayid thought it wouldn't be very resilient. He put his foot against the frame and pulled hard. The lock creaked and the door flew open, making Sayid fall to the ground behind it, Blam! Blam! Blam!, two shots embedded themselves on the door that miraculously withstood the impact, and another buried itself somewhere above his head. He reached for his Rifle that hung from a strap on his shoulder and fired into the latrine without even looking.

The shots went through the body of the fusilier that used the place as a hideout, leaving him seating on the toilet bowl, with arms stiff on his sides, and eyes lost on the plastic ceiling, getting glassier with every passing second.

Sayid got to his feet and checked that the fusilier was truly dead. He then caught a glimpse of a sheet of paper creeping out of one of his pockets. He pulled it out, it was dirty and wrinkled. One of its sides had some writing in English he couldn't make out, so he took a ballpoint out, crossed it out and leaned on the latrine wall to write a letter, it was as good a moment as any to write for his promised bride, you could never know if you would be alive later to do it.

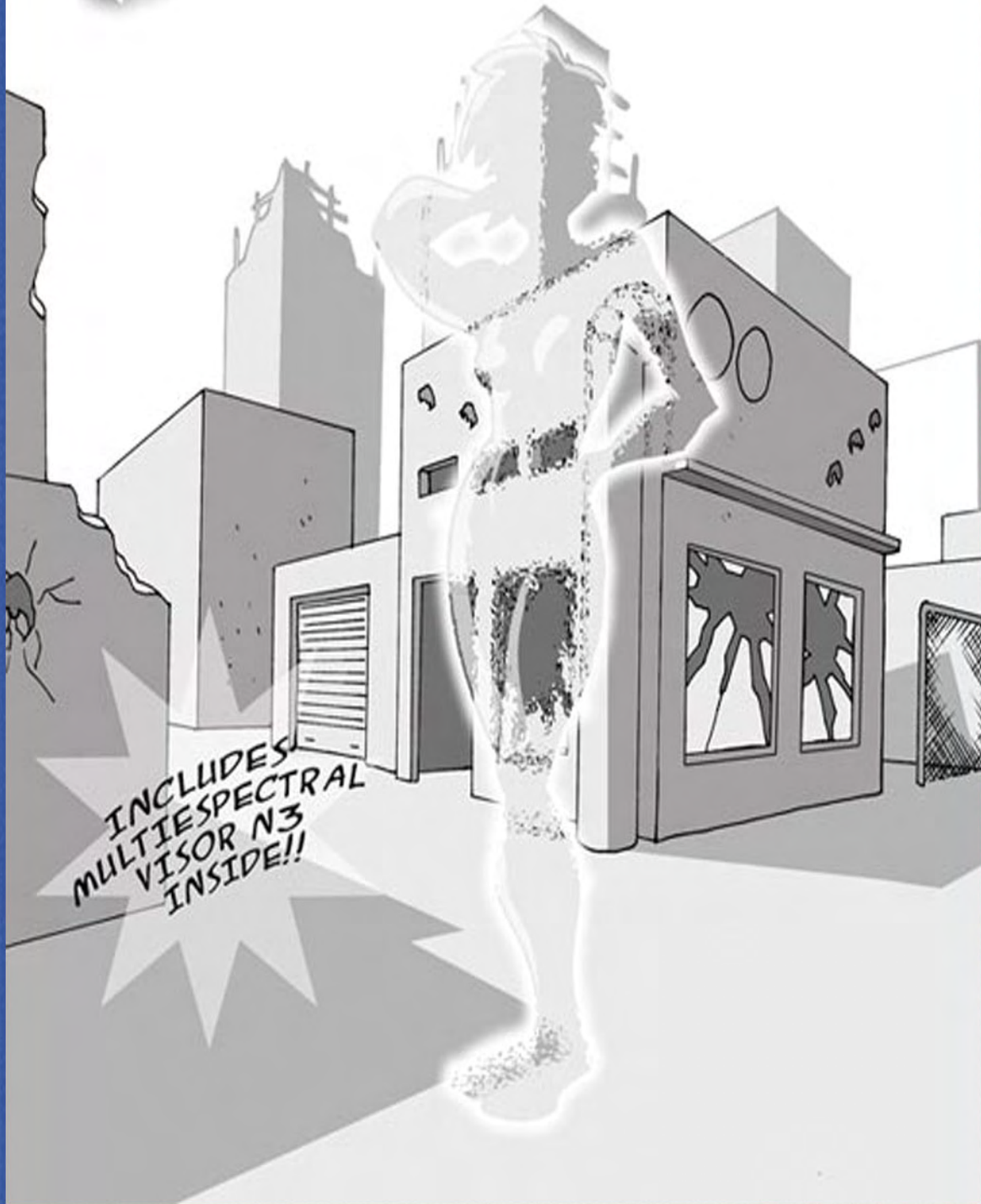
"Dear Dania,

I hope everything is alright over there. Here I am very..."



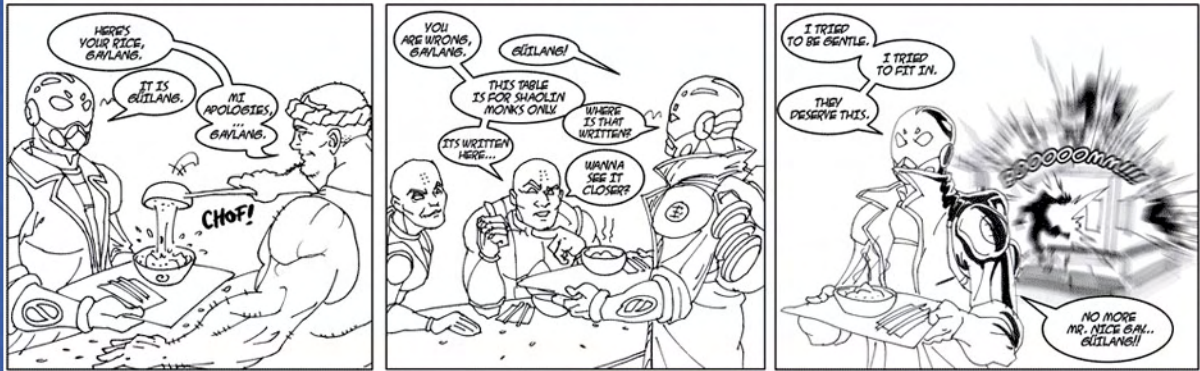
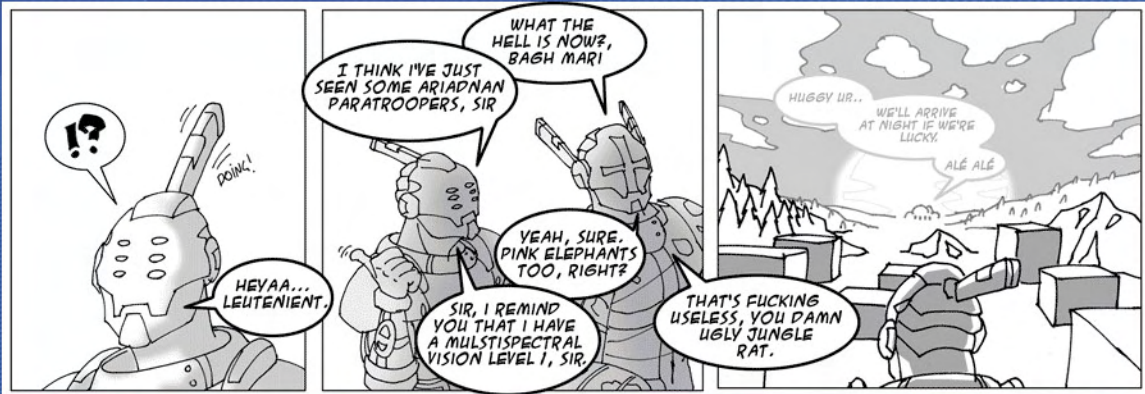


PLAY TO

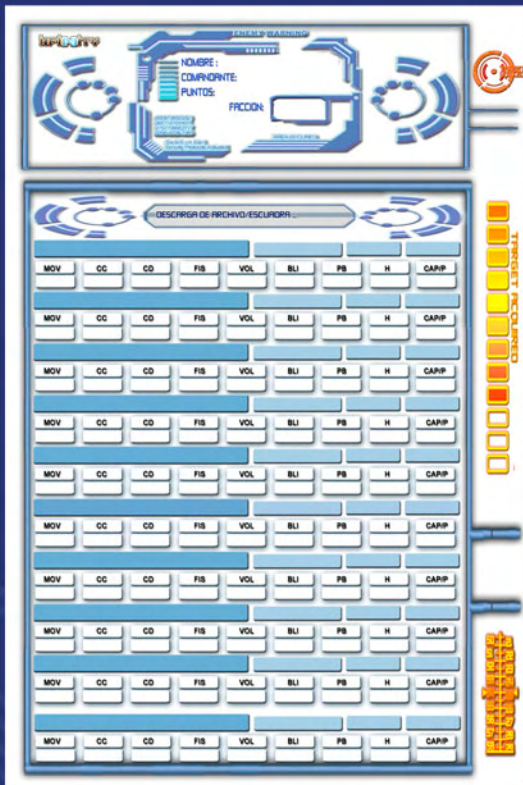


INCLUDES
MULTISPECTRAL
VISOR N3
INSIDE!!

BY BOSTRIA



How to use it:



In this face you have to place the 10 boys that will compose your squads as maximum

In the big blue rectangles you have to write down the name of the troop, in the smallest rectangles, abilities, team and weapons that they have

The SWC and creation points are deliberately to the right, some under other, to be able to buy and to make an express review that all this correctly used.

Bending the page for the pleat that includes to that stall of SWC/C, it can be shown to the contrary that this all OK.

In the reverse, we could write things that are more secret are and that you should take care that your competitor doesn't see.

First, a section of the table in coordinates for the TO in hidden deployment

Writing the name of the troop TO, and an arrow until the map that indicates their position should be enough.

For those more scrupulous, you can write the coordinates in centimeters or to draw in the map some terrain in the one that the camouflaged TO is deployed.

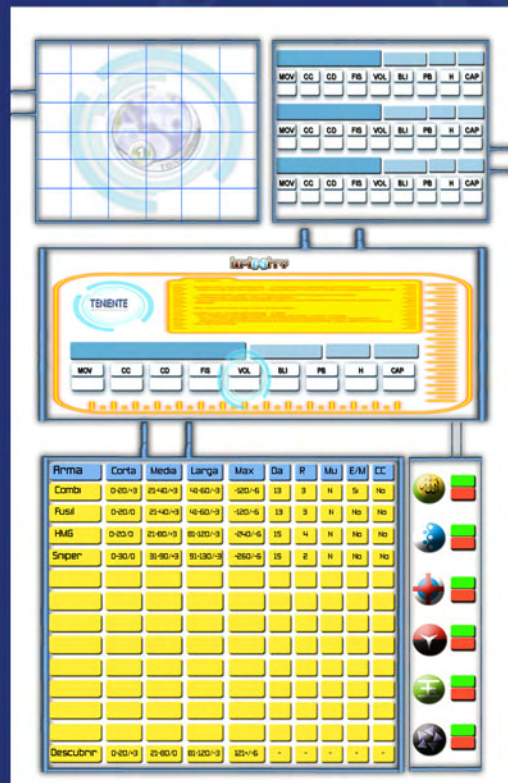
In the middle of the page, the place for our lieutenant. Again it is not necessary to write down all their characteristics another time, but at least their will and their name.

Under we have to place the weapons (those are already the most common) that our squad used with more frequency.

Finally, to the left of this section of the armory, we have for factions, an accountant of victories and defeats

play well !

By Bonzo



IN THE NEXT BIBLIOTEK FILES....

- COMPLETE RULES SPECIAL
- THIRD PART OF MICHEL 'S ATELIER, WITH THE CONVERSION OF A HAQQISLAMIT REMOTE
- AND MORE....

