

BIBLIOTEK FILES

not official
e-zine of

INFINITY



Nº 02



Switch on Alert
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**SATURDAY
BLOODY
SATURDAY**



DOG BOWL

4 nations tournament

Scone Stadium

Saturday, 25, 20:00

DYNAMO TORPEDOS

VS

LOBISOMES OF CASTROPOL





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EDITORIAL

Regards all from the Bibliotek Files team.

As you know this summer we took a break coinciding with the similar break by Corvus Belli. Well we have to have some time to sunbathe!

We hope you like this return with new material, new art, new miniatures, new innovations and new ways of waging war!



This time we have;

INTERVIEW:

We speak to no less a talent that Chuck W. Pires, artist of several of Infinity's troops. The Chuck Norris of art!

THE ART OF WAR

The Nomads are here! We grab our Combi-Rifles and explore all of the Nomads tactics and troops. And we mean all, we will be looking at tactics for a few Nomad miniatures that aren't even out yet! . Too, an analysis by Psychotic Storm about the figure of the liuteniants in Infinity.

STORY

We try something new as we present Koza and Selenium's impressive story including a beautiful, professional painting by Sir Alban (see his works in albandiz.deviantart.com) ! Thanks to all three for enhancing the quality of the story section.

MICHEL'S ATELLIER

We continue with Michel's magnificent tutorials. In this number he converts a Haqqislam remote.

ARTICLE

We see the development of the artwork for an Infinity miniature, from the original idea, through the sketching and development to the final piece and the miniature itself. Thanks to Yasbir and the CB staff for this.

COMIC STRIPS

The king is dead, long live the King! This time Araphan takes over to make us laugh with funny comics. !

GAMING AIDS

Ever wanted to play Infinity with Motoko Kusanagi and the rest of Section 9? Well we have too so we've written up some basic profiles for them to be used in games.

Well then, get reading!

Thanks for their time and work to: Araphan, Arya, Bostria, Chuck W. Pires, Gragner, Michel, Koza, Palanka, Psychotic Storm, Sir Alban, Selenium, Shalashaska, Vladisephi, Xeoran and many more.

And as always thanks to all the Corvus Belli staff without whom this E-zine would be impossible.

FROM TUNGUSKA,..... BIBLIOTEK FILES



THE NOMAD ARMY

In this number and having the full lists available at least, let's comment deeply the full Nomad list.

First of all, let's make it clear. It is our general believing that the best army roster is the one that it suits best your gaming style and your usual scenery table. As a result of this conception we, Bibliotek Files staff, are not keen on giving you an standard 200/300 points list to be used as a general army roster for any specific faction.

Other than that, we will talk about some of the possibilities, combinations and tactics available for the full Nomads list but keeping in mind that this is done from an ideal point of view and always there are some factors to account with.

One thing that always have appealed me is the equilibrium existing between the list and troops. Perhaps this is the most important tip to remark for this faction.

Other armies are more specialised in certain kind of troops as it can be seen with PanOceania and its TAGs, the heavy infantry available for YuJing, Ariadna and its loads of AP ammo wearing and camouflaged troops or the biogenetical special skills of Haqqislam forces and their wonderful force of will.



From our own point of view, we must say that the Nomad list is the most equilibrated of all. To start with we have low cost camo troops as the Zero and we can also include high tech termoOptic troops in the form of the Spektr. The Mobile Brigade is our heavy infantry and we also have cheap warband troops (if equipped with the Chain rifle) with smoke grenades. To continue we have TAGs, remote drones, engineers, medics and almost any kind of troop available in any of the army lists of the other factions.

Furthermore we also have our own and unique troops like the Interventor (which is probably the best hacker of the game), the Ukazatael Zond and a special character with an special remote drone.

To sum up, Nomads have a good number of troops suited for many tactical options; the nomad list gives you almost anything could need to shape your gaming style. Which is quite logic seeing the big conglomerate that forms the Nomad nation.

Nomads have average stats, sure they do not have the Panoceanic shooting skills nor the Haqqislamite force of will or the Martial close combat skills of YuJing but Nomads have almost all kind of tactic troops. Of course this is the prize to pay for being able to have such a flexibility.

Despite of having the honour to field the best hacker and drones, the fact is that Nomad troops don't excel in any field of specialization and combat styles. But they have great equipment options and a good troop availability. Such is the flexibility of the Nomads list.

After this little briefing let's take a look at the available troops. We will group them by its kind of troop.

LINE TROOPS :

CORREGIDOR "ALGUACILES" / SECURITATE

ALGUACILES



Nomad's basic line troops with average stats

It is important to point up two things about this troop.:

First of all, Alguacil Lieutenant does not cost any SWC which makes him/her a good option if you like to hide your Lieutenant.

The next one is the fact that it is a cheap trooper for only 10 points. Very similar to PanOceanic fusiliers. It is sure they don't have the same ballistic skills that the fusiliers have but they don't have a softened brain with WILLpower of 12 too.

Like many basic line troops, Alguacil troops have a good number of equipment options including a Reapeater for just 13 points and 1 SWC.



SECURITATE

In my opinion this Shirow inspired policegirl is a highly specialised troop, heavily oriented to some tactics. It is an expensive troop if you don't plan on using the repeater and so a bad choice if your army has no hackers although the Sixth Sense Lvl 2 could make her a valid option versus Ariadna.

The specialist equipment options of this troop altogether with the repeater and the sixth sense lvl 2 gives us an interesting light infantry that it could be worthwhile in specific mission sceneries.

A camouflaged troop with Range Combat 13 and Multispectral visor Lvl 2, placed in a high point can control fire corridors and prevent the smoke grenade lovers from doing his work.

Thanks to their spectral visor they are suited to hunt down termooptical troopers as well as the normal camoed ones. One of their equipment options is the nasty Adhesive-Launcher rifle which works well with their camo as they can first strike and glue their prey without needing a face to face roll.

ELITE TROOPS

HELLGATS, INTRUDERS, MOIRA REVERENDS



HELLGATS

Perhaps they are not YuJing Tiger soldiers but they are very interesting drop troopers as the Adhesive-launcher rifle option makes them fearsome. One of the advantages of any paratrooper is that they are able to caught napping their enemies as it is more likely to be able to attack them from the rear.

The adhesive launcher rifle takes advantage of this to be able to counter the low rate of fire of the weapon and also having not to do face to face rolls raises the chances to immobilise a TAG, HI or any any troop that you would like to decorate your house using it as an statue or a coat hanger.

VETERAN TROOPS

MOBILE BRIGADA



They are the nomad heavy infantry (HI). With average stats for this kind of troop (keep in mind that His have two wounds) is a good Shock trooper when armed with a HMG.

As a HI they are good keeping defensive zones. Having good shooting skills, being under cover, having two wounds and using shock rounds when facing dodged troops they are hard defenders.



MOIRA REVERENDS

The Moira is a troop with cost and availability similar to the intruder. Her Optical Disruptor Device as well as great option list of equipment are the most important things to point up. In my opinion is a kind of troop best oriented to Specific missions other than the tipical battle

SPECIAL TRAINING TROOPS

ZERO, SPEKTRE

ZERO



This is a nice troop in relation to quality/cost. You can't go wrong with him, a camoed infiltrator with combi rifle (and light shotgun) for just 18 points is a very good deal.

This fact along with his available weapon option lets you to save points which you can spend in other goodies. In my opinion is the crocman's "poor brother"



INTRUDERS

Intruders are the tipical medium infantry specialised in a given field or equipment. In this case we can see that the intruder is equipped with a Multispectral visor Lvl 2 and one of its most interesting options is the Visor X that comes with the Sniper Multi rifle. On the other hand it can work pretty well armed with a HMG.

SPEKTR



A TermoOptical infiltrator. Very similar to the nasty cremen but with better WILLpower and the option to equip them with E/Maulers and all kind of high tech. Thanks to their training Spektrs are the Nomad's crocmen. Only changes the Visor X for an additional WILL point.

MECHANISED TROOPS.

REPTIL CLASS TAGS



SALAMANDER SQUADRON

This TAG not only has a nice design but a dreadful Hyperfast Magnetic Cannon (HMC) (AP burst 5) too as well as a heavy flamethrower.

There is little to say about the general use of TAGs as it is already explained in BF Nr 0 (PanOceania) Only to say that its mighty HMC is the worst nightmare of any other enemy TAG. (and enemy unit who dares to be its way)

LIZARD SQUADRON

An standard TAG, which configuration allows Nomads to pick the Heavy grenade launcher to bombard the enemy with; using arcing fire from your own side of the table.



REMOTO ZOND

All available army lists except Ariadna have them.

They are very versatile as you have four basic different options to fill your tactical necessities. But Nomads excel in this field furthermore the idea of having a bunch of drones running and climbing all along the battlefield is the one that most appealed me to choose the Nomad faction. Also we do not have only four like the rest of the factions but we have five! The fifth one: The Meteor Zond also known as "Akuzatael" is the most impressive of all. A combat jump Zond is something to consider as is armed with a combi rifle, but it is more interesting the fact that it has a repeater, a sensor and... an artillery spotter device!! Amazing! This Zond drops in the rear or the flank of your enemy lines, then it reaches an unseen position behind a wall, it spots any camoed troops in the surroundings and finally it pinpoints its target so that the guided missile launcher Zond can fire a barrage of EXP-AP guided missiles.



INTERVENTOR (HACKER)

Interventor is probably the best hacker in the whole Human Sphere: hacker plus, BP -3 and WILL 15.

Nomads not only have the best hacker but the best engineers too, the Clockmakers With WILL 15 the chances to repair TAGs and drones are high.

Don't forget about the Demolition charges which can be useful for specific missions or to blow up scenery and, with great risk for the engineer, it can be used to take out immobilised TAGs, drones and HIs

The Daktaris is a very basic medic, with stats of al-guacil and costing one SWC. Nothing special but it is clear that we are better at technology not in people!



DER MORLOCK GRUPPE

Despite they are classified as line troops, we have preferred to separate this warband for some reasons:

First of all this is my favourite troop in the game because is the part of the nomad setting that I like the most and because they have one of the most funny skills for me.

This band is armed with Combi rifle, but with the Chain rifle option drops its cost to only 7 points. Anyway, they have a nice range combat stats for being a warband (the same than an Ariadnian Scout!), high close combat skill like many warbands and full availability (Morlock army anyone?). Unlike Galwegian they don't wear skirts nor drink alcohol but they inject in and nanoimprove their bodies with the most advanced nanotech medicals available in the Bakunin underworld.

Metachemicals, lets you do a roll on a nice table of effects with things like:

Without incapacitation by damage (and now we have a HI for only 7 points), superior movement 15-25 (like a bike), dodged, etc

This is random and it depends on your luck but a nice roll can make your 7 points troop to acquire some nice special skills not available normally.

It is funny to think about a band of ex-gangers and outlaws running at high velocity towards the enemy, doing superjumps or having the ability to regenerate.

Really very funny. In fact to face the CA with this band of maniacs must be funnier too.

ZOE & PI-WELL



The nomad's special character is a girl I am used to play with. It must be because of the interesting fluff describing her and/or her cute self-made Zond that acts as her pet as it was some kind of Pokemon; but the fact is that Zoe have a nice number of pretty handful special skills. First of all she is both a hacker and an engineer, WILL 15 and she has Combi rifle and D-Charges. All this makes her a good deal but she also comes with her buddy PI-Well.

PI-Well is perfect to complement Zoe in both aggressive and defending ways. PI-Well is able to attack alone as an artillery spotter or using its sensor or the Combi rifle. It also acts well as a defender, thanks to its Optical disruptor field which covers an area of 8" radius and gives a -6 modifier to anyone that tries to shot a target inside the area.

As you can see with Zoe and her buddy PI-Well, Nomads have a total of six special skills which complement well with the equipment. All this is only two miniatures. Really, they are worthwhile each of their points cost.

RESUME:

To sum up this full overview to the nomad list. Nomads, an army with so much potential, many options and high technology, different kind of troops specialised in many fields, unique faction troops, a very "vanguardist" look and with appealing fluff.

Not to mention our sexy model-idol a.k.a La Jamona (the Szalamander Pilot of course).

As you can see, all the available troops enable more than one possible tactic to play with. On the other hand, the Nomad army it is not so vulnerable to the CA Sepsitor weapon as there are many "No Cube" troops.

As we have said Zoe is a good deal due to her options and low cost. This grants you the possibility to field a good number of drones. You can repair them or hack through the repeater while still having the protection that gives you the Optical Disruptor field.

Nomads have a good number to field repeaters thanks to Zonds, Securitate, Zero, Spektr and Alguacil options as well as the possibility to field many sensor and artillery spotter devices. Thanks to the Nomad list flexibility you can create all kind of imaginable Sci Fi themed armies: for example an Artillery themed list with Zoe and lots of drones or camoed artillery spotters ready to pinpoint targets for you guided missile launchers. Or the smoke combo with Morlocks and Intruder. Furthermore it is possible to build an effective "all mechanised list" with a TAG surrounded by remote drones and you can still include Zoe, as she is not all human after all due to her high number of cybernetic implants.

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BONZO



THE LIEUTENANTS

The only prerequisite in infinity really is that you must buy a lieutenant, irrelevant of the size, composition or SWC of your force a single lieutenant must be selected.

A lieutenant is at the same time a great advantage and the weakest link in your army, his elimination can bring your battle plan to halt, but the usage of his WIP for the deployment and his extra order can be one of the sharpest edges your force has in your game.

BASIC TACTICS:

Lieutenants can most effectively be used using one of the two primary philosophy:

Aggressive use of lieutenants

is the most obvious, the lieutenant has an extra action given a weapon with good B and a large order reserve pool, the lieutenant can be quite mobile and deadly burning orders fast and hopefully damaging the opposition, Primary candidates for this gun-ho philosophy are TAG lieutenants, with Heavy Infantry coming close seconds since their armor and armament is the best option,

The obvious disadvantages of this philosophy is the huge amount of ARO your lieutenant must endure. Even a TAG can't sustain continuous firepower and since it is your lieutenant his death will make the loss of lieutenant rule kick in. A hidden disadvantage is that the lieutenant is going to burn the orders reserve pool making the rest of the force quite static giving the opponent the initiative in maneuvers.

The supporting lieutenants, This Philosophy is exactly the opposite of the aggressive lieutenants:

The lieutenant is given a small role in the force combat plans usually acting safe in the background.

These lieutenants are chosen either for their high WIP or because a lieutenant simply must be chosen, in either case the lieutenants combat abilities aren't of paramount importance. Primary candidates for this position are LT with high WIP or lieutenants with 0SWC that come from the majority of the force composition such as a fusilier lieutenant.

This does not mean that lieutenants chosen for this role cannot fight, a Khawarij lieutenant for example is quite useful with his super jump ability, but he will more likely be selected as a lieutenant for his high WIP, in order to get advantage in deployment and initiative.

* With the release of Nomads a new philosophy is also starting to emerge, with the sole representative at the time of writing the Nomads Interventor lieutenants

, These are the dual purpose lieutenant, these lieutenants fill both the role of a lieutenant and that of a specialist in your force.

The Interventor lieutenant for example functions as both the lieutenant and the hacker of the force, these are both a cheap solution (having both a lieutenant and a specialist at the same time) but also a two edged sword since their demise not only means the loss of lieutenant rule but also the loss of the specialist.



Comic strip by Javier Vidal, an example of aggressive lieutenant disadvantages....
Based in real facts.

MEASURES FOR HIS SURVIVAL ON THE BATTLEFIELD

After selecting your lieutenant you must take measures for his survival on the battlefield, this is essentially a "cat and mouse chase" that will evolve throughout the battle, but there are a few tactics to ensure your lieutenants survival.

-*Don't be overcautious*, if you overprotect your lieutenant you will raise the suspicion of your opponent a model that always avoids open conflict with basic equipment will probably be your lieutenant.

-*Don't use all the orders on your lieutenant*, there is only one model in the combat group that can spend as many orders as the orders reserve pool plus one if a model in a six man combat group gets seven orders then its pretty much obvious that it is the lieutenant of the force.

-*Mask the SWC*, an opponent familiar with your army list can easily uncover your lieutenant if the SWC is stretched to the limits.

For example in the following 200 pts army list,

1 Invincible: Lieutenant 42 Pts 0 SWC
 1 Ninja 36 Pts 0 SWC
 4 Zhanshi 44 Pts 0 SWC
 1 Zhanshi with Machine Gun 20 Pts 1 SWC
 1 Zhanshi hacker 23 Pts 1 SWC
 1 Tiger Soldier with Machine Gun 35 Pts 1,5 SWC
 SWC Total: 3.5/4 Total Cost: 200

It's pretty obvious who the lieutenant is the only possible candidates are the Zhanshi and the Invincible, but the Zhanshi lieutenant costs 1 SWC something the list can't allow so the lieutenant cannot be anyone else but the Invincible that costs 0 SWC as a lieutenant.

If the army list allowed 1 SWC your opponent would have to guess who of the two could be the lieutenant.

-*Mask your lieutenants WIP*, if you rolled for deployment and initiative with a WIP of 15 and only a single model in your force has 15 WIP, the it is quite obvious this is the lieutenant, if you can help it try to have at least one or two models in your force with the same WIP your lieutenant has.

-*Safety in numbers* is also a good idea, if your lieutenant is a humble fusilier, even if your opponent has figured it out, if your force has 5 of them, he will have a hard time to pinpoint who of them really is your lieutenant.

-*Bluff is always a good way* to deceive your opponent on the nature of your lieutenant, a crockman deployed as a TO counter instead of using his hidden deployment rule or a tiger soldier on the ground instead of using combat jump for example,

This can deceive your opponent to think them as your lieutenant and waste effort in their elimination leaving your real lieutenant relatively alone of course bluffs are a two edged swords, if your opponent isn't deceived, you have sacrificed a hidden advantage for nothing.

Another way to bluff is to overprotect a model that could have been your lieutenant (but isn't).

THE LOSS OF THE LIEUTENANT

Despite the best efforts in bluff and deception, Infinity is a dynamic game, your lieutenant can be caught in the middle of a firefight or caught in a blast from some indirect weapon or simply got identified by your opponent and be systematically targeted till exterminated. His demise will kick the loss of the lieutenant rule, though this can be a great set back there are a few

Tactical safety mechanism :

-*First of all plan ahead*, always have a backup plan, designate from the start of the game who will step in the place of the dead lieutenant and try to have him (or her) in relative safety so that the opponent cannot kill your new lieutenant easily, thus continuing the death of lieutenant rule further, it pays to have two alternatives so you can choose the one that suits you best at the time

- Also, the loss of lieutenant penalty can be greatly minimized if it happens in your turn, using a tactical advise by Elmoth in tactica Haqquislam thread,

Essentially you can promote a new lieutenant anytime providing that the original lieutenant is dead and you have two orders left, if he dies on your turn you can use two orders to promote a new lieutenant so you start your next turn with a lieutenant so the loss of lieutenant rule doesn't kick in and the incident has costed you only two orders (instead of your whole next turn), so if you do not move (or endanger) your lieutenant with your last two orders you are safe.

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 PSYCHOTIC STORM



Ghost in the Shell, whose original title is *Kokaku Kidotai*, is a Japanese cyberpunk manga created by Masamune Shirow. He created the adventures of the Japanese National Public Safety Commission, Section 9,; a group with does secret missions operations, counterespionage, counterterrorism and multitude of works for the Japanese government.

Ghost in the shell, has multitude of sequels. Both the original one, and its sequels, have had great success. It exists an enormous quantity of merchandising and video games for multitude of platforms.

Works in the series

Manga

- o Ghost in the Shell (1989-1990)
- o Human-Error Processor (1992-1995)
- o Manmachine Interface (1991-1997)

Films (Anime)

- o Ghost in the Shell (1995)
- o Ghost in the Shell 2: Innocence (2004)

TV series

- o Ghost in the Shell: Stand Alone Complex (26 chapters, 2002)
- o Ghost in the Shell: Stand Alone Complex 2nd. GIG (26 chapters, 2004)
- o Ghost in the shell: Stand Alone Complex Solid State Society (OVA 105 minits. 2006.)

Other formats

- o Ghost in the Shell (PlayStation) (1997)
- o Ghost in the Shell: Stand Alone Complex (PlayStation 2) (2004)
- o Ghost in the Shell: Stand Alone Complex (jPSP) (2005)





SECTION 9



MOTOKO KUSANAGI

MOV	CC	BS	PH	WIP	ARM	BTS	W	DISP
15/10	19	14	15	15	5	-3	2	1

Motoko Kusanagi;

Kusanagi's past is shrouded in mystery and wrapped in secrets. What is known is that she worked for some kind of military where she acquired her nickname "Major" (which is not in fact her actual rank within Section 9). Kusanagi was transferred from the Inner Ministries Special Manoeuvres Team to Section 9. She has been trained in every field of operations; from black ops and intelligence work to demolitions. She is a full body cyborg, part of her brain being the only remaining human part of her. The cyborg body itself is a 'camouflaged' body; despite being one of the most advanced combat model cyborg bodies available it has been modified to resemble a standard rig. She also has a "cyberbrain" as part of the body.

- Weapons: Combi Rifle, CC EXP Weapon, Pistol
- Abilities: Veteran, Martial Arts Level 4, Super Jump, Infiltration, Valour Level 3 (No Wound Incapacitation), Cube, TO Camouflage
- Equipment: Hacking Device
- Regular

BATOU

MOV	CC	BS	PH	WIP	ARM	BTS	W	DISP
10/10	17	13	14	12	5	-3	2	1



Batou;

Batou is a heavily muscled comrade to Motoko. Like her he has benefited from full training and experience in black ops. He has been Motoko's companion for many years now and there has been speculation that the two of them served together in the Armed Forces. Batou is notable for his calm in all situations, an interesting balance to Motoko's frequent aggressive bad temper. Like her he too is a full cyborg but his body is obviously military and his prosthetic eyes show him to be an ex-Ranger.

- Weapons: AP HMG, Combi Rifle, Knife, Pistol
- Abilities: Veteran, Martial Arts Level 3, Total Reaction, Cube



TOGUSA

MOV	CC	BS	PH	WIP	ARM	BTS	W	DISP
10/10	14	11	10	13	1	0	1	1

Togusa;

Togusa is the odd man out in Section 9. For starters he has no cyborg elements beyond a neural connection to the communications web. Secondly he is married and a family man. Finally he is not an ex-member of the Armed Forces. Instead he was transferred from the Police. It is these odd characteristics in the rest of the unit that led the Major to request him. She thinks his humanity acts as a buffer to the rest of Section 9. While not as experienced as his friends he remains an integral part of the unit. He is also well known for his nostalgic use of his old "Mateba" revolver over more modern weapons.

- Weapons: Combi Rifle, Mateba Revolver (counts as a normal Pistol), Knife
- Abilities: Mateba Artillery Spotter (see Game Rules and Special Rules), Cube



SECTION 9



ISHIKAWA

MOV	CC	CD	RS	VOL	BLI	PB	H	DISP
10/10	12	12	10	14	1	0	1	1

Ishikawa;

The oldest member of the unit he is known for his nerves of steel and icy cool demeanour on operations. Always calm he spends most of his time lurking in the Web, developing barriers, carrying out searches and aiding the rest of the team from his console.

- Weapons: Combi Rifle, Pistol, Knife
- Abilities: Cube
- Equipment: Hacking Device

SAITO

MOV	CC	CD	RS	VOL	BLI	PB	H	DISP
10/10	10	15	PH	1WIP	ARM	BTS	1W	1

Saito;

12

Saito is Section 9's sniper and an expert in all forms of automatic weapons. An ex-freelancer in World War IV he was cornered by Japanese and British UN soldiers under Motoko. Despite killing several soldiers he was lured into a sniper duel by the Major who despite being wounded subdued him and initiated him into the team. As a result of the duel he lost his left arm and an eye. Both of these are now filled with cybernetic replacements including what is called the "Hawkeye" that covers his destroyed eye. This interfaces with local satellites to allow for incredibly accurate shots.

- Weapons: Multi Sniper Rifle, Pistol, Knife
- Abilities: Infiltration, TO Camouflage, Cube
- Equipment: X Visor, Multispectral Visor Level 2



BOMA

MOV	CC	CD	RS	VOL	BLI	PB	H	DISP
10/10	13	11	13	13	1	0	1	1

Boma;

The units bald explosives expert Boma works as support in Section 9. little is known of his history but that he was in the JSDF (Japan Self Defense Force) for a while as either a combat engineer or in the special forces. The only Section 9 operative with similar cybernetic height and strength as Batou Boma is a force to be reckoned with. He also has eye implants like Batou but his are of a different colour.

- Weapons: Mines, D-Charges, Smoke Grenades, Pistol, Knife
- Abilities: Engineer, Cube

TACHIKOMA

MOV	CC	CD	RS	VOL	BLI	PB	H	DISP
15/15	10	11	9	12	2	0	1	1



Tachikomas are Section 9's AI Robot tanks, similar to REM's. After a while in the field they can begin to develop separate and individual emotions and characteristics.

- Weapons: AP HMG, Smoke Grenades, CC Shock Weapon
- Abilities: 360° Vision, SuperJump, Multiterain, Transport (Game Rules and Special Rules), TO Camouflage



SECTION 9



DAISUKI ARAMAKI

MOV	CC	BS	PH	WIP	ARM	BTS	W	DISP
5/5	9	11	8	15	0	0	1	1

Daisuki Aramaki:

Aramaki is the aged head of Section 9, a subtle player who seems to have been involved in intelligence as long as anyone else can remember. He always has a hidden card (or two!) and doesn't fear the wrath of his political masters. Always ready to risk himself to help and defend his team against any threat: external or internal.

- Weapons: Pistol, Knife
- Abilities: Lieutenant (He may choose to add his special Lieutenants Order to the Orders Poll), Veteran, DDO, Cube

Game Rules:

- The game is played with 300 pts
- Aside from Aramaki and Togusa every member of Section 9 can be hacked. Use the rules for hacking TAG's.
- Only one Tachikomas may be used but: either Aramaki or Motoko must be deployed in the same Group as it
- You may start deployment with any member of Section 9 being transported by a Tachikoma but it costs 1 SWC. Mark who is inside the Tachikoma on a piece of paper.

Special Rules:

- Mateba Artillery Spotter: This ability represents Togusa using his "Tracker Ammunition". Tracker ammunition is a bullet with an in built transmitter that having hit will then beam out the targets coordinates to all the Section 9 team members. The following rules apply:

- Place a "Tracking Marker" next to the target if it is hit.
- Batou and Boma do not need to use Line of Fire when using special Ammunition against the Tracked target.
- All Section 9 members gain a +3 Modifier when trying to Discover the Tracked target in its camouflaged state. (If they have camouflage)

The Mateba Artillery Spotter uses Pistol stats but you must declare you are using "Tracked Ammunition" when declaring your shot. If the shot hits then the target suffers no damage but gains the Tracked marker. A Tracked target may attempt to rid itself of the tracker by using one full Order. Count the Order as a Reset roll but with it only succeeding upon a Critical roll.

- Transport: Tachikoma AI Tanks are able to operate either under AI or with someone in their cockpit. Use the following rules to reflect this:

- Any Section 9 member may mount the Tachikoma I it is in Base to base contact and using a Short action.
- Add a pilot marker to reflect this.
- A piloted Tachikoma uses the pilots CC and BS instead of its own
- A pilot may dismount using a full Order. This Order also allows for 5cm/2" of movement away from the Tachikomas base.
- When a piloted Tachikoma is attacked act as normal. Should the Tachikoma be destroyed then the Pilot must pass a PH roll. If they succeed then they may be deployed up to 5cm/2" away from the destroyed Tachikomas base. Otherwise the pilot must be deployed where the Tachikoma was and automatically takes one wound.





CONCEPT ART: KNIGHTS HOSPITALLERS

A new Bibliotek report, about the development and evolution of the religious Panoceanian troop of the Order of Knights Hospitallers' concept-art.

As with many of the troops in the Infinity universe the Knights Hospitallers of Saint John of Skovorodino have lots of pre-existing history that has to be respected and which forms the basis of the troop. The history is the platform from which the Infinity team will create their unit. In this illustration we can see some Medieval Hospitallers from which the main design elements will be taken.



The Hospitallers were originally a charitable Order that helped the sick and tired pilgrims in the Holy land, both by caring for them and guarding them. They were based in Saint Johns Hospital in Jerusalem. Much like the knights Templar they were both religious and militant.

It was the most important of the military Orders, not only because of territory and influence but because of its longevity. It is said to have existed prior to the Crusades and continues even today. During its long existence its name has changed several times; originally known as the Hospitallers of St. John of Jerusalem until 1309 when they changed their name to the Knights of Rodas which lasted until 1522. In 1530 they then changed their name again to the Knights of Malta which has lasted until today.

They wore a black tunic with a white linen cross embroidered on the left side of their chest. Later they were differentiated among the other Knights because they wore, going to war, a red overcoat with a white cross over their armour.

The Order commissioned three types of brother; the military brothers, the nursing brothers and the chaplain brothers.



The Maltese Cross worn by the Knights actually outlasted the age of crusading and became the symbol of a variety of charitable groups. In fact the Cross is called Maltese only because of them, due to their long relationship with the island of Malta which was their home for many years.

The Cross has eight points to symbolise the eight virtues that Knights should show in normal life:

1. Spiritual enjoyment.
2. To live without wickedness.
3. To repent ones sins.
4. To humble yourself before those who insult you.
5. To love justice.
6. To be merciful.
7. To be sincere and pure hearted.
8. To suffer persecution with steadfastness.



All Infinity troops are designed, to illustrators and sculptors' reference, based in a standard format with a "model" as seen here, in frontal position, designed by Carlos Torres..



The base armour is the one from the Orc Troop, with evident changes in the helmet (as seen in the detail design), the shoulder straps with the Malta Cross in the left, and the characteristic overcoat of this Order.

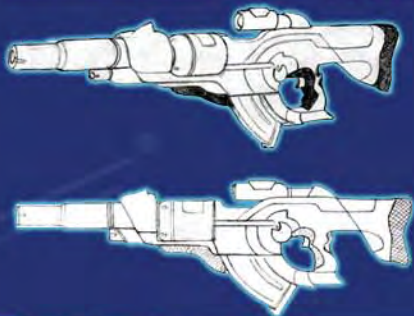
01-02-2007



MODEL AMMO

As this is one of the oldest designs its card includes lots of information about PanOceanian weapons such as this pistol, made by the Pilipino company Cinetics.

GUN STATUS



MODEL AMMO

A pair of views of the PanOceanian Radjun Multi Rifle (Cinetics name their weapons after various Pilipino tribes).

Note the magazine curved in the direction of the shooter which surprised many experts. By using caseless ammunition thanks to the technology of electro thermal gel this strange shape is made viable. Whether the design or explanation came first will be the subject of another investigative report...



MODEL AMMO

Finally, the characteristic weapon of every good Hospitaller; the broadsword for when hand to hand combat is the best option.

Future warfare is not usually fought at close ranges but one never can be sure...

With all this work elements, a colour scheme according to its army (PanOceanian blues) was chosen, and, of course, the red overcoat with the white cross.

The badge of the Army was finally the Malta Cross with black background that they wear on the left.

Once the final look of the troop was decided, they contacted with the designers in order to do the illustration.

Jonathan Oliveira, from Barcelona, was the chosen one, and he, after having received the Knight Hospitaller dossier, started to work.



The first proposal was the one in this design, and was never more than this. Although lots of us would like to be able to do something like this, to Corvus boys it was not enough.

Maybe it was too static? Anyway, it was thought to do it in a more dynamic pose, so this design remained in the sketch...





Finally, this pose was the chosen one to be represented in the miniature. Above, different design phases can be seen, from the outline to different colourings.

Through many e-mails exchanged between the designer and the Infinity Staff, details were corrected until reach the definitive design:



02 OCTOBER 2181 A.D./ 17:04 HSE, YUTANG, BY BONZO

>>>1- DISTURBANCE IN THE IMPERIAL CITY OF TIANJIN.

A large mob took to the streets yesterday in New Tianjin to protest against the new, so called, "Efficiency Law". This law, according to insiders, will soon be passed with full Party support and will create a new filter on those wishing to go to the colonies ...

See more: YES/NO

>>>2- KARMA AND QUANTUM MATTER.

In Tokyo-2 the famous theoretical physicist, Ryuchi Asano, has today revealed that experiments in achieving a Cuantronic model of the human soul. It was in a conference in the capital of Nihon he first unveiled the never before seen Cuantronic flow models. Speculation is currently rampant with insiders predicting a quick response from ALEPH who has been collaborating with the Yu Jing government on...

See more: YES/NO

>>>3- NEW ANTI-TRIAD CAMPAIGN.

According to the latest reports the Triads operating in the planet Yuantang L-5 route have been stopped following offensive operations to clean them out in the internal route of the orbital elevator and the C-6 circular encounter point. At the same time two Nomad cargo ships have been placed under arrest by security forces when

See more: YES/NO

>>>4- TAO, CONFUCIANISM AND BUDDHISM TODAY IN MAYA.

Today saw the opening of new MAYA channel T.C.B.x1 which will be showing programs on both the agnosticism of the Party and the religions that persist in Yu Jing. Other programs will cover the way religion was handled at the beginning of the creation of the State and the current crisis over religion that led to arguments in the last Party Congress...

See more: YES/NO

>>>5- NEW SKIRMISHES ON SVALARHEIMA FRONTIER.

"So cold it burns." With those famous words General Manchuko of the 2nd Yu Jing Army laid out the current situation on the frontier between the Yu Jing cities and the PanOceanian Exclusion Zone. According to the latest reports at least two small border skirmishes have been fought by units of both armies in the last hour, casualties are unknown but the ramifications....

See more: YES/NO

02 OCTOBER 2181 A.D./ 17:04 HSE, BORDE H. , BY YASBIR

>>>1- ILLEGAL PROSPECTING DISCOVERED.

A routine patrol has detected illegal mining prospectors in the Sector 2 C-3 asteroid ring. The Yu Jing Consul, Wu Xiao, has attacked the attitude of PanOceanian troops who are denying access of the facilities to O-12 inspectors from the Gea Bureau, saying

See more: YES/NO

>>>2- MUSHASHI REAPPEARS.

An operative of the Bureau Noir has apparently located Mushashi in the uncontrolled Corridor in Sector 4. This contrasts the last known sighting, 6 months ago, which located him in Paradiso, near the langu Space Elevator. Intelligence analysts say they have not been able to verify if a connection really does exist among...

See more: YES/NO

>>>3- NEW RECRUITS

The Free Ship "Jackpot" is currently recruiting veteran soldiers for its Private Contractor Company in the Market of Humanity's Border, offering competitive prices and limb insurance. Their well known links to the White Company has led to a variety of unsubstantiated rumours about as new mission in which they have been hired by....

See more: YES/NO

>>>4- ASTRO-MINING UNION PROTESTS

The Union of Astro-Miners is undertaking new industrial action in protest over what they see as an uncontrolled growth in dangerous mining by unscrupulous companies. In particular they have singled out work conditions under the Yu Jing flag, criticising them for....

See more: YES/NO

>>>5- YUAN YUAN PIRATES ATTACK THE CIRCULAR

O-12 ships have destroyed 2 ships of the Yuan Yuan Pirates following an attempted mineral shipment heist. The proximity of the incident to Circular terminal BH allowed for the quick detection and interception by O-12 forces while the PanOceanic cargo ships took refuge in...

See more: YES/NO

Daily news is a public service by the data administration company Bibliotek.

To read completely anyone of the related news above, choose the option [See more... YES]. The article will be transmitted directly to the memory of your Comlog and its price in your bank bill.

Thank you and have a nice day.

NOT OFFICIAL E-ZINE

INFINITY

CHUK PIRES, INFINITY ILLUSTRATOR

Hello, Chuck.

I'm Bostria I am interested in asking you a few questions for Bibliotek Files.

Well, now, when the infinity Rulebook is about to be published I think that it's the best moment to listen to your opinions about what is working for Corvus Belli and the Infinity Staff.

You have done most of the artwork that beautifully illustrates the book and people always get very excited when they catch a glimpse of some of your drawings and paintings. How does it make you feel?

Well, just about all of the production of the book has been done in a whole other country from me, so I don't really get a chance to see what people think of Infinity first hand. For me personally, its very surreal to see my silly drawings in magazines alongside the awesome artwork and artists that have worked on the game.

The Infinity Designs has a lot of detail, Was it difficult to draw those troops, adding some life and action poses, with all those details and elements?

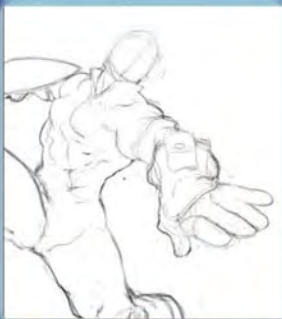
Prior to working on Infinity, I mostly just drew whatever I wanted; which was usually Dungeons and Dragon type characters and settings, so moving from that to Infinity's world of mecha and guns was kind a bit of a stretch for me. Its funny how it changed me tho because I find myself drawing more mecha and those kind of things now in my free time.



I found this question very interesting, What is your artistic process when you make an infinity illustration? Which tools and software do you use?

Hmm..... trying to think back. It's been almost two years now! haha. Well, when I first started working on infinity, I hand drew the pictures and scanned them into photoshop for color, but towards the end of the book I began to do everything in photoshop from start to finish. But, for most of them, Fernando would send me a design and I would hand draw it to the best of my ability. Scan it, and send it back to Fernando for corrections. After he sent me back the corrections I would then color it and send it back to Fernando for one more round of corrections.

As for tools, I pretty much always used photoshop for colors. (however there was an illustration of the Yu Ging that I used painter for the colors.) As well as a Wacom tablet.



*Step by step draw
of the Captain America,
by Chuck Pires*

Do you enjoy working with the infinity Staff? are they very strict?

No not at all. It was awesome working with them. It would be impossible for me to say anything bad about my experience working on Infinity. With American freelance illustration work it seems mostly about control and deadlines and contracts. No one is valued because "everyone is expendable" mentality. But on Infinity, it felt very relaxed to me. And the Infinity staff had worked so hard on the game it was really hard not to be inspired and try my best.

Did you have any experience in the miniature world before working to Corvus Belli?

Well I had always enjoyed the world and art of Confrontation, but I had never bought any of it. So I knew those kind of games were around, but I mostly enjoyed them for artistic reasons. (actually, I'm embarrassed to say I have such a limited understanding of the games and how they actually work xD)

What are your more important artistic influences?

Frank Frazetta, the artist for the Breath of Fire series (III-V), Joe Madureira, and Danimation.

Which one is your favourite Drawing from all that you've done for Infinity? your favourite Infinity Design? and your favourite Infinity miniature?

My favorite drawing and design would be the Yu Jing Gujia. It was a character that went through a lot of phases, but I really like what they did with it in the end, and it was the most recent (besides the cover) work of mine, so I have the least excuses haha. My favorite miniature would be the Yu Jing Yaokong. I got to see it when Ravage did a story on Infinity and I was stunned! It looked so awesome!

Have you played the Infinity, the game, yet? Which is your favourite faction?

Actually I haven't gotten a chance to play yet. My favorite faction would probably be the Nomads because they have attitude! hah

People were amazed when they saw the cover of the book, how long did it take you to do that amazing painting? Was a fun thing to do or did you feel nervous with the responsibility to make the cover of the first infinity rulebook?

I'm notorious for my slippery mind, so I can't really recall how long it took from start to finish. Probably a week and a half or something? There was a lot of back and forth and small changes.

Hmm, I just thought that it wouldn't get used, so I wasn't very nervous.



Cyber Samurai, by Chuck Pires

If money and time weren't a problem, Would you like to make an Infinity Comic-Book? How would it look like if you had no limitation from the staff?

Haha well, if money and time weren't an issue, honestly, I'd prolly just sit on my butt and read all day. Also if money weren't an issue, I'd love to see what Brian Hitch would do with the Infinity universe!

The Infinity fans love all your work, tell us, we will enjoy more of your artwork in the next future Infinity books?

Thank you, Bostria! Haha. Maybe before the next book they'll hire a quality artist, and send me back to the mesquite grill where I came from. Haha. Honestly tho, I guess we'll know when it happens. Or doesn't, haha.

Thank you very much for your time, Chuck. Keep on with those wonderful drawings and paintings. I'm your biggest fan here.

END OF FILE,
BIBLIOTEK REPORTER :
BOSTRIA



MICHEL ATELLIER (3): CUSTOMIZING

ABSTRACT

For the first time, we are covering a topic which has nothing to do with colors, brushes and painting.

Customizing is more a modeler thing than a painter thing. It requires lots of patience, a vivid imagination, and some appropriate tools.

Just like the last time, I'll take a miniature as an example. In particular, this time we will see how the very same Haqqislam Remote that you have already seen on the forum has been built.

Part 1 - Tools

Tools are fundamental. You can't work iron or plastic with your bare hands.

For that you need:

- An electric mini rotary-tool, like the ones made by Dremel. Any brand will do; I, for one, don't use Dremel but an obscurely branded rotary-tool, bought in a model kits store for 5 euros.

Just be sure it's electric and high speed; avoid the manual ones, like those made by Games Workshop, which are pretty useless (and cost twice the electric ones!!!).

- The appropriate carving accessories to be used with the rotary-tool: drill bits and other types of cutting/engraving tools.

For the drill bits, I use 1mm gauge and 0.6 mm gauge. I've stopped using 0.3 mm gauge as they break very easily when used to pierce metal miniatures, and they aren't exactly cheap

- Some sandpaper. I can't really recommend a gauge, as I see that every retailer uses his own gauge scale, leading to some misunderstandings.

Just buy a "fine" gauge and a "coarse" gauge. We aren't really going to use the sandpaper in this customization, except for the fine sanding of the base, to make the color adhere better to the plastic.



INFINITY
Haqqislam Remote
Rafiq

Part 2 - Materials

To actually "build" customized parts, you can use pretty much everything, although I strongly recommend:

- A stripe of Milliput.* It's basically a two-component, soft material that's manually mixed. Once mixed, it slowly cures until it becomes hard. In the meantime you can sculpt it. It's the very same green or orange looking material that Fernando, Yannick & C. use when they create the prototypes of our beloved miniatures! For once, I find the one by Games Workshop (green) to be good, and that's what I use. Warning: mixing the two materials is very easy, but sculpting the mixed component is very skill demanding. Luckily, this time we are going to make some very simple geometric forms with it, and get the best possible effect from them.

- Plasticard.* We aren't going to use it for our example miniature, but plasticard shouldn't be missing from a serious modeler arsenal. Plasticard comes in form of very cheap sets of white and thin plastic sheets. Time ago, I was fond of thick gauges (2 mm, 1.5 mm, 1 mm) as they have also some volume. But they are also hard to cut precisely. Lately I'm more for the thinner gauges (0.75 mm, 0.5 mm) as they can be easily cut with scissors. Of course, the cut form won't have any actual volume, leading to a very bidimensional detailing part.

- *Iron wire.* Very useful for pinning. If you use 1 mm drilling bits, the good sense suggests that you employ 1 mm iron wire, so it will plug perfectly in the holes. That's smart!

- *Cutter/Plier.* Absolutely necessary. You need a solid, powerful cutter. You don't have to buy the butcher's ones, used to cut chicken bones. A smaller one, for thin wires, is what you need.

- *Knife Cutter.* Fundamental for every modeler, to cut plastic, sprues, imperfections, etc.

- *Electric guitar strings.* The Italian Gundam modeling schools widely employs this cheap material. If you buy a typical .009-.042 set, you get three thicker textured strings, and three thinner and flat strings. A set costs 6 euros and will last for hundreds of models. I use Ernie Ball Super Slinky: if they are good for John Petrucci of Dream Theater, I guess they are more than adequate for my models!

- *File.* Even if you don't customize, you'll need a file to clean the miniatures from the sprues and casting imperfection.

Part 3 – Projecting your invention

Customizing means improving or modifying an already existent creation. To do that efficiently, you are called to a paradox challenge: you must be both creative and methodic at the same time. You should be an artist, but also an engineer. That means that you must invent, but also carefully project.

To do that, the best option is creating an environment where you can make suggestion to yourself, with the possibility to modify on the fly or rapidly restart from scratch. The most powerful item to do that is the Personal Computer, and my tool of choice is Photoshop..

In this case, I took the image of the original remote:



Consider that, at that time, I hadn't even got the miniature, nor did I really need it! Instead, using just an image and a graphics utility, I made all the project and preparation work.

As you can see, a project is not required to be beautiful or cool. It's required to be clear. Even in raw form, you should outline all the modifications you are going to do, in a very sharp and understandable form.

As for the example, you can see how I deleted the details I didn't want, and manually added the antennas, fuel tanks, pipes, rivets, and so on, also reducing the camera-eyes from three to one. Using a PC, this was done in a trial-error fashion. At first, I didn't have a definitive idea of what I wanted, except that I wished the Remote to look more aggressive and dangerous. With Photoshop I played with the details, moving, deleting and modifying them, until I was satisfied.

Part 4 – At work!

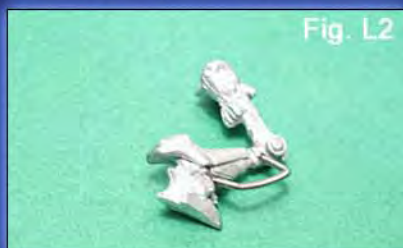
Ok, let's start!

Take the leg of the Remote and file off all the imperfections.

Now, with the rotary-tool armed with a 0.6 mm sized drilling bit, pierce the leg where the orange arrows are pointing (Fig. L1)



Take the thinner of the textured strings (for you who are also musicians, it's the "D" string). As you can see, it's made of a flat, solid core, with another string wound around. Cut an appropriate portion (about 1,5 cm) with the cutter/plier and bend it as shown in the figure, helping yourself with a little pincher. Also, you should wind off some of the "coating" string from the two ends of the item, as shown by the yellow arrows.

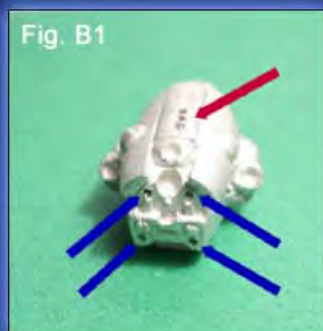


Glue the pipe to the leg, as shown in Fig. L2. Take the other leg and do the same, keeping in mind that legs are specular, so the second leg will have to be pierced on the opposite side of the first.

Then take the body of the remote and drill three little holes on the top, like shown by the red arrow in Fig. B1. These are going to be the housings of the three antennae, which will be made by cutting three short pieces of the thinner guitar string.

On the back of the figure, drill another four holes, as shown in the scherna by the four dark blue arrows. These are going to be the "plug" of the "U" shaped pipes that are going to be made with guitar strings, just like the ones you made for the legs.

To drill all the seven holes I used the rotary tool, equipped with a 6 mm drilling bit.



Now, we must work a bit with the milliput, but you won't have to be a professional sculptor. Just take a piece of green stuff and, using the palm of your hand, roll it on the flat surface of the table, until you get a sort of tube of the desired size (about 2 or 3 mm in diameter). Leave the tube to cure and cut a little section: drilled in the middle and glued to the front of the body, this is going to be the monocamera of the remote

To politely perform this customization, you first have to clear the front of the figure from the original three monocameras, using the rotary tool armed with a bit which drills on the sides instead of the point (Fig. B2)



Also, on the front of the model, you have to drill two little holes for the front antennae, like shown by the orange arrows.

With a longer section of the same tube you used for the monocamera, you will make the fuel tank. Although it could be directly glued to the back of the model, I strongly suggest you to drill a hole both in the center axis of the tank (light blue arrow) and on the back of the model, and pin them with a single piece of iron wire in order to give it more stability. You will also note that, although the original project showed two little tanks, I decided to go with a single, larger one, in order to better accommodate the decals.

You can actually roll tubes of various size. With a thinner tube, you can make the rivets which I placed to the sides of the body. To embellish them, you could scribble on them a slash, making them what the Gundam modeling scene calls a "minus rivet". To engrave the slash on the rivet you can just use a little modeling saw.



Time to glue together the pieces. The put together model should look like the one in Fig. W1, and, for what we were supposed to learn today, the session is over!...

See you next time!...



END OF FILE,
BIBLIOTEK REPORTER :
MICHEL



BY LUBECK



Nomad presentation with a Starter Pack painted by Lubeck.





Notice the details of the neon lights and in the magnificent finish.

BY TENNOBUSHI

BY DRAGONSLAND



Amazings Zond remotes; painting, bases, professional quality for a conversion.



18 Brigada - Gallagher

BY RIGEL



BY HARLEKIN



Two impressive views of two concepts of armies so different as Ariadna and Yu-jing.

The composition of the 18° Brigade is everything of the own Rigel.

And Harlekin presents us one of the first ones scene-dioramas that we can see of infinity. Also, the ninja is personalized in a ninja-hacker.

Very good work both, fabulous.



BY ASTODERIRE



BY SEAGUS

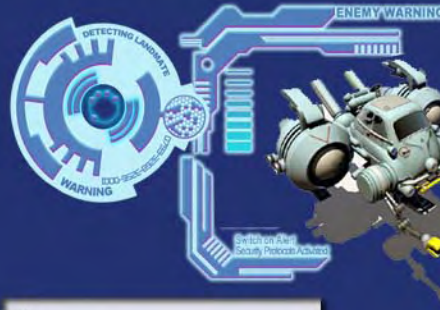


BY RANA BUCANERA



BY PSYCHOTIC STORM

NOT OFFICIAL E-ZINE



CONVERSIONS

BY SIR ALBAN



Line Kazak with a radio equipment



Veteran Kazak with a camouflage



Sanitary Line Kazak.



we like not only the magnify painting, The bases and overalls, the personalitation and conversion of the miniature, has gotten our attention .

Congratulations



FREEDOM PULSE

The buzzing of Raisa's communicator awoke the two lovers. She got up in a jump and took the little device as Aleksei watched her, still half-asleep. The conversation was short, and after it, the young official started to collect her uniform, that was spread all through the bedroom.

-Security breach. - she said, looking at him with a slight smile on her lips while she was searching her second boot.- We isolate him, hit him, interrogate him, and then I come back. Routine.

Aleksei got up grumbling. For a while, he had almost believed that they could have been together the whole day, but it would be too perfect to be real. From mission to mission they have seconds, minutes, hours... but not more. He stood still watching her, stupidly, as she brushed her hair.

- C'mon, don't look at me that way.- She whispered before fastening to her belt her regulation weapon and putting on the characteristic Zero helmet.- I'll be here in a couple of hours...so be a good wife and do the dinner for me.

- You, fool. - He said, laughing, before catching the pillow and throwing it at her. But for that moment, between blinking and blinking she has already gone out of the bedroom.

Doctor Theresa Termini lied back on her chair as she heaved for satisfaction and satiety. When she got on board of the November Dusk, the last thing she would have believed was that she was going to have the best stews she had had since she left home. She just knew three people who were able to cook that way. They were her father, good mechanic and a great cook, her twin sister, who, although being the chaotic sister had her father's cook ability, and finally, Guy, proper and captain of the merchant spaceship in which they were travelling towards the spaceship Bakunin without the PanOceanian authorities knowing it.

-So you have liked it. - The severe ship man smiled from his chair.

- How wouldn't I like it? You cook like an angel, Captain. Your crew must be happy. - She smiled in return. - It's such a pity that they hadn't come with us; this ship is too big for the two of us.

-Yes, it is. But I didn't want to put your...transfer... at risk by bringing more people.

-Of course...thank you.

Guy's deep eyes seemed to nail in Theresa's soul when he looked at her. The captain, whose first name was the only thing Theresa knew about him, was a middle-aged man, and his manners were the typical ones of a solitary person, but although that he seemed to be a good man, and she had like him from the very first moment.

Guy stared at the young scientific as she stood up and announced that she was going to go to her stateroom. When they had asked him to transfer a promising scientific to Bakunin he had imagined a stiff fellow, wearing glasses, with an incipient bald patch and a social ability indirectly proportional to his intelligence. That was why, when he had seen the cute young woman, a little nervous and with a permanent smile on her face, he had blamed his decision. The affection he felt for the innocent genius made his mission much more difficult. But he couldn't give up now

Something reverberated in his head, and Nikolai felt as he was losing his balance, and he fell and fell... without stopping, faster and faster, to nowhere. He tried to hold on something, desperately, but he seemed to be in a dark, endless well with smooth walls.

"C'mon, c'mon". - He told himself, trying to overcome his fear. Trying to know why, after all, something was making him believe it was not...dangerous? No, it wasn't that, he knew it was dangerous. Terribly dangerous. But in the bottom of his mind he knew he could save himself. Everything he had to get...

The floor was coming nearer. He didn't see it, but because of something, he could know it. In a few seconds he would be a mark, and nothing else. And then, in the very moment he estimated he had 5 seconds and 7 tenths before the impact, Nikolai managed to log off Maya.

He hit his device and threw himself on the table, trembling from head to toe, soaked with sweat. "Damn it, damn it, damn it. I'm surprised I hadn't wet myself, they were near to killing me this time." He thought, breathing very fast, trying to recover his body control. "Run away, I have to run away, that's it."

He got up as he could, searching in his pocket. He found a couple of pills that he swallowed without blinking, in a reflex, before taking his gun from the table and going towards the exit.

Before they detected him, he had got some of his targets, although he was too stunned to be sure of what targets. Maybe it was enough to outlive that time. Maybe.

Theresa turned another page of her romantic novel and tried to concentrate on the text, but she couldn't. The metallic walls of her small stateroom were distressing her. The fact that there wasn't neither window nor any hole despite the hermetic hatchway, that was, too, the door, was unbearable for her. It wasn't the first time she travelled in a spaceship, but it was the longest journey she had ever done. The engine's constant buzzing had seemed to her a nice drone the first days, but now it was like some kind of a human voice mumbling, talking to her non stop; and she didn't like what it told her.

Finally she closed the book and got up from her bed. She decided to have a walk to calm her nerves. After all, the journey was coming to its end and finally she would be in... another spaceship –giant and over-populated- but just another cage. With a sigh, she threw that idea and went out.

CLOC- CLOC, CLOC-CLOC. The noise of her own steps sounding in the ship was making Theresa nervous, so she started to walk flexing her knees so she didn't make so much noise. When the echo stopped, she heard a mumble coming from the engine room, a level below where she was, she supposed, obviously, that it was the captain singing or something similar, and she decided that a conversation with him could make time pass faster. She went down and towards the place from where the voice came.

Then, Theresa made something that changed what was going to happen for what happened. However, just History could say what choice was better...and maybe not even History.

Theresa went closer to the room from where the mumbles were coming. One of them was the November Dusk engine sound, going higher and higher. The other was, clearly, the captain's voice, but his words were incomprehensible. Then, Theresa didn't know why she was doing that, maybe because of the man's voice tone, or maybe unconsciously she had understood the words she listened to, but the point was that, instead of entering the room and talking with the captain, Theresa stopped in silence and stuck her head out the open hatchway.



WANTED:
THERESA TERMINI
I.D. 35.225.661-α
NEO TERA
FILE CODE R-023356

There, it was Guy, ducked in the end of the room, near to what it seemed to be a big turbine inside a metallic tube that was vibrating. The captain was handling something she couldn't see, and he mumbled something in a low tone. Theresa made an effort and could understand what seemed to be a prayer. "... Powerful Poseidon, lord of everything navigable, forgive me for what I am going to do. Powerful Poseidon, lord of everything navigable, forgive me for..."

Theresa understood in that very moment that something that she might not see was happening. With a feeling of both guilt and fear she started her way back to the stairs that would allow her to go up to the superior level. When she arrived the upper level she stopped for a while in order to listen if that unknown man she had believed she liked had detected her presence. She heard nothing strange, and, extremely nervous, she walked the corridor that would bring her back to her stateroom, from where in that moment she thought she might never get out.

- What the hell do you mean that the sort was not isolated? – Raisa shouted through her mask communicator. - I have a casualty, you stupid inept, bring me a damned doctor! - In the other side of the line, an unfortunate security manager tried to mumble an explanation.
 - That... that sector is ruined, sargeant. Communications, security, even the vital support is going wrong. We are doing everything we can and I ... I am sorry...

Raisa cut out the communication. She didn't want to listen to begs. She concentrated on her unlucky partner Pierre, and on trying to stop the haemorrhage in his arm.

-You are going to survive, soldier. - She lied, hiding the truth behind her inexpressive helmet. His life was escaping by the stump and the doctor didn't come. There was nothing to do. - You are a hard guy, a Zero.

Everything had happened too fast. The bastard had gone out like an exhalation through the door, with his eyes opened wide, and shot three times. Two shots had been lost in the corridor and the ceiling, but the third had blown up her partner's arm. Fight drugs, a firearm with special integrated ammunition and a fantastic hacking. Intelligence might have spent the last weeks in a paradise-like tree module stuffing itself to make a mistake like this.

Raisa stood up and pulled out her weapon. She knew she could do nothing for him, but she would have liked him to throw her out. She would have liked him to tell her "go out, sergeant. Hit him for me." However he looked at her, frightened, pale and trembling, stretching his arm.

-Don't leave me. Don't let me die this way, please...

She said nothing; she didn't want to listen to him. Her men were brave, they didn't act that way.

-Yes, Pierre, I'll hit him for you. Yes, of course I'll do it. - she mumbled, finally, and gone out to the corridor.

For nearly three hours, the young doctor was vaulted on the hard surface of the thermoadaptable mattress. She tried to think about what she had seen, or, better, what she had heard. In fact she realized that she hadn't really seen anything, she just had supposed the worst when maybe the captain was just referring to something mechanically incorrect or dangerous that he was going to do... However, she couldn't ignore the feeling of something going wrong. When the communicator made three beeps announcing the dinner was ready, Theresa hadn't already decided what to do or think.

The dinner went on with an appreciable tension on the ambient. Guy had been friendly as he had always been, but he had realized that the doctor wasn't doing the same with him and he had desisted, but he looked at her with attention. She just tried to act as normally as she could and waited for everything to end. Even the food didn't seem to be as tasteful as it should be. When she had finished her dinner she stood up intending to go back to her stateroom, but the captain stopped her. "Wait, let's have a coffee". Theresa saw no way of riding off without being suspicious, so, following the captain's indications, she sat down in one of the armchairs of the cabin where they had dinner. Guy took out a flask and poured two antique-like style cups of coffee with their small dishes, gave a cup to the scientist and sat down on the opposite armchair.

- What happens, doctor? Have I done or said something that...?

-Oh...no, I'm just a little nervous...you know, Bakunin.

-I know. - he drunk a gulp of coffee.- And does anything else happen?

...coff...well- she coughed again, nervous. - I have listened to...you know...I have listened to you without knowing in the engine room.

- OK, I've supposed something like that. And what have you listened to exactly?

-Nothing. Just that you were going to do something. I already know that probably it isn't more than a foolish thing...or maybe smuggling, or something like that. I don't care, nothing of that has anything to do with me. I don't want you to explain anything to me, I just want to arrive, I think the journey is starting to make me...

-A bomb.

-Excuse me?

-It's a bomb. A dissident faction inside Bakunin has... hired me...to detonate it when arriving to the supply spaceship. It's the starting of a revolution, an authentic revolution against those bureaucrats that govern Bakunin. I'm the key, the starting shot. The only thing I'm sorry about is that you have been involved in this. They know that in Bakunin were anxious, nearly desperate, for having you, so you were the perfect way to go near enough without anybody telling anything. But I knew nothing about you...and now its too late. We're going to die, but it's for a good cause.- he swallowed coffee again.

The man and the woman watched each other in silence. Theresa had trembled lightly making the cup jingle against the small dish. Then she stood still again. For an instant the time seemed to stop, the only thing moving was the second hand of the clock that, as a herald of the time that passed beyond everything, decorated the room wall. Then the situation exploded. Theresa stood up violently, throwing the coffee to the captain's face; she started to run and closed the hatchway behind her. Guy stood up quickly drying his face with his hands. "Gaahh...! Theresa! Theresa, come back!"

When Guy went out to the corridor there was no sign of the woman. He ran to the nearest stairway and went down quickly to the lower level. There he stood for a moment and listened. He heard nothing. The woman might be in the engine room already. She was silent, and fast, she almost seemed to be a Zero despite a scientist. He pulled out the gun he had been hiding and, praying to not having to use it, he went towards the artefact emplacement. He reached the hatchway, which was closed, and opened it as he shouted, again, her name. Inside, it was dark. He put on the light as he spoke to her.

"Theresa, don't act like a fool. You aren't going to be able to deactivate the bomb, believe me; once it's armed it can't be deactivated. They did it for me not to turn my back on this. Nice motherfuckers, they can do anything that's necessary for their plan to go on... as they watch it comfortably from their comfortable and safe armchairs, of course. Theresa?"

As he was talking, he walked, carefully, the engine room corners. Because of the engine noise, he couldn't trust the sounds, so he checked visually corner by corner. Finally he realized he was alone. There was nobody but him. The bomb was exactly as he had left it; it didn't seem to have been manipulated. Guy didn't understand anything. If she didn't come here to try to deactivate the bomb... damn it! He shouted. Clearly... that was the difference between a genius and a simple ship man like him. She had directly gone to...

He made his way through the corridor by hitting people without knowing exactly where to go. It was just a matter of time that something went wrong.

Nikolai blamed his luck when he found an area closed by his own virus, and stopped for a while to think what was the nearest way to escape, leaning on the wall. Despite the drug he was tired and afraid, and he didn't almost understand how he had been able to shoot the gun a few minutes ago. He took a breath and touched his chest, where his heart beat very fast.

Really, he knew it was just a matter of time until they caught him, and he blamed himself, his ideas, the fact that it was no other person who decided to do the mission. "Damn it, what is it worth if I won't live to watch it? How will I know it was right?" He told himself, wishing to stay in that corner, sit down and wait. To give up.

But he couldn't afford it. He took strength from where he could and went on running, instinctively, through the corridors. Each step he took he found people, Bakunin partners, each one more outlandish than the previous one. He hit with his shoulder a man covered by bird feathers, and moving out of his way a woman furrowed with tattoos that changed their shape and colour every second. Drugs made that even stranger.

Finally he reached one of the lifts where you could travel thousands of kilometres in seconds through the supply spaceship and that still worked. There was nobody that seemed to be a security agent near. He smiled, his heart almost going out of his chest. As a small kid that wins a game, he entered the big capsule and selected a far route by chance.

He flopped down against the smooth walls of the lift, taking his hands to his head. He wanted to laugh, to cry, to shout. He was alive, winner, and in some minutes the plan would finish. Everything had gone right, despite the little mistakes he had committed inside of Maya, everything had gone right.

Then, something fell at his side and he felt a frozen object sliding softly and rapidly through his wrist.

Theresa finished blocking the bridge hatch. She had lost the captain, for he hadn't arrived there yet. It was better for her this way. Once she had made sure that the hatch wouldn't be opened from the outside, she checked that there was no other way of accessing the bridge...or the pilot cabin... or whatever it was called in naval words. The woman headed then to the dashboard rubbing her hands together nervously, and sat down in front of what seemed to be the communication controls. She watched it, feeling overcome for a while, all those little wheels, buttons, dials and sticks that inhabited the plastic surface. That was a chaos, she had no idea of how to use it. She closed her eyes, breathed deep to take it easy, opened her eyes again and watched the controls that were in front of her again, concentrating her mind. Her powerful intelligence started to work. She divided the dashboard by sections basing on it's logic design and started to ascribe functions to each control because of its shape, emplacement and aspect. Gradually she understood how it worked.

Guy reached the bridge hatch and tried to turn the opening crank, but he couldn't, it was assured from the inside.

-Theresa! You don't understand this, it's necessary!

-Shut up!- her voice sounded distorted because of the solid metal plate that was between them.

-Those fucking bureaucrats are becoming what we hate! They do and undo as they desire, the same the PanOceanian authorities do! Do you understand? The same we escaped from!

- Belt up! What the hell do you expect? A million inhabitants spaceship governing itself? I had thought you were intelligent...I had...

- What are you going to do?- Guy talked leaning to the hatch, trying to listen what was happening in the inside.

- What do you think I'm doing? I'll warn them, or I'll try to stop this space ship far from Bakunin for tens of thousand innocent people not to die.

- No, it's not going to kill anyone...or almost not anyone! It's not an explosive, we are not mad, we expect to replace the government, not to destroy our home. It's just an E/M, a powerful electromagnetic pulse that will disable some Bakunin systems and the space ship hive that follow it, nothing else.

- Nothing else?! What the hell do you think that would happen in a autonomous space ship when the vital support systems, the water bombs, the electric connections have stopped?! They all will die!

-No, of course they won't. We are not murderers. Ours have prepared everything for the most eye-catching but less important systems to be affected, everything is ready. Obviously, Bakunin has defences against E/M pulse, we just have to change them a little.

-Maybe Bakunin, but what about the hives you mention?

-...

The anarchist captain didn't answer, but it wasn't important, Theresa was not listening to him anyway, another thing had completely recalled her attention. In the space ship monitor it could already be seen, so near, the big, the alive, the free Bakunin.

-If you can hear me, I've located him.- Said the Zero before running towards the lift. The guy knew what he was doing, but he couldn't see behind his back, and if he could, he couldn't distinguish her camouflage among the crowd. However, the doors closed just before she could enter, leaving Raisa outside, blaming.

-Damn it! What a mad thing.- She told herself before jumping in the capsule in the very moment it was starting to move. Feeling nervous, she slid a panel and entered the structure.

She located the man she was following trough the false ceiling grille, a pair of metres high. Without thinking, she fell by his side, holding immediately the hand where he had his weapon and cut his tendons with her knife.

-Hello, shit. - she mumbled before hitting him on his face. He looked at her, afraid and undefended, spitting out blood and teeth at the lift's floor. Raisa hit him again, time after time, feeling a strange longing. A feeling of being afraid of herself run down her back when she realized she was enjoying that a lot, and, anyways, she continued for some second more before letting him fall on the floor.

She went to a corner and let her knife fall, looking at the man, waiting for the lift to arrive at its destination. She listened to his laments with calm, a coldness that made her fear herself even more.

"It's because the training. It's what I have to do. I'm not this way. I know it, Aleksei knows it..." She repeated to herself, but it was no more than a voice far away from her. The image of her subordinate dying like a dog was too solid to feel compassion.

-Why?- she asked, furious, a minute later, the ruin-like man that laid on the floor. - Why don't you let us live in peace? The PanOs, the chineses, everybody! What are you, bloody boy?

The man stammered.

-It's...for...that. I did it for...

-What?-Raisa grumbled.- What are you saying?

The man turned his face, destroyed, and looked at her. Then, the lift lights turned red and a beep sounded.

"Warning, warning." The loudspeakers roared. "Alert, level one. All the military staff, to their post."

-It's necessary to destroy in order to have...nothing."

The man closed his eyes and didn't say anything else.

-Have you undersood, November Dusk?We'll make your spaceship explode before you get too near. We wouldn't like to do it, we'd like you to be on board, so do what you can to change your course.- The Bakunin security operator's voice sounded metallic through the communicator.

-I'm trying, damn it!

The conversation with the Bakunin security had been brief but intense. And now Theresa tried to unravel the flight controls of the space ship with the pressure of being exploded if she couldn't change the course or stop it... but, of course, she would die when the electromagnetic bomb did its pulse. The damned captain had made clear the only thing he knew for sure, that a pulse so strong in that distance would probably turn them off as if they were bulbs. Her hands flew above the ship controls pressing all and watching the reactions in the status screens. She tried desperately to disconnect the automatic pilot that headed them directly to the mortal Bakunin. The captain Guy had stoped talking many minutes ago. From time to time she could hear him moving trough the secured door, but he had given up in his tries to convince her on going with him. The time was running out, but then a green pilot turned on in the centre of the dashboard.



There was no fire, not even the electric blue brightness that some Maya holofilms showed, but the invisible electromagnetic explosion fury could be felt devastating any electric field that it found in tons of kilometres around the November Dusk. When the explosion energy reached Bakunin it was just an echo that caused light interference in the communications and screens. The distance the doctor Theresa Termini had obtained guiding the November Dusk had saved the space colossus...but not a hundred small space ships that flew near it and for which the warning arrived too late. Immediately tons of rescue spaceships were flying to save the crew members of those ships that became space scrap. One of them headed to the centre of the catastrophe and boarded the merchant ship November Dusk's corpse.

The first crew member they found was registered as Guy F., the ship captain, but they couldn't do anything for him. His grey matter stained the bridge closed door. He had killed himself. When they pulled down the door they found the other crew member. Theresa Termini was still sitting down on the driver's post. Her body was bended and her forehead lay on the dashboard. Her hands still seized strongly the velocity control in acceleration position, even the engine, killed by the pulse, didn't already answer. They arose her on her chair to watch her vital functions with the mobile equipment. Her eyes were still open, but they didn't reflect anything. The sensors detected minimal activity in her reflex nervous system, but it was turning off gradually; she was still alive, but nothing would make her brain work again. Just an empty shell in the place where previously Theresa was alive.



In the following days the recuperation works were done. The spaceships that were fully affected by the explosion were considered as irretrievable and left there. The surviving crew members, that were not many, were relocated and each social nucleus was in charge of its dead persons. Theresa Termini, following her family petition from PanOceania, was cryogenic and launched to the space in a capsule. A technological coffin and the infinite space would be her tomb. Finally, the inexorable Bakunin turned its engines on again and continued its course through space jumping through systems, trading, living in freedom...and never looking back.

Maybe because of that it could never be seen an enormous technological structure with dark surface and sharp edges appeared from the nothingness. Nobody could watch a hole forming and swallowing the floating coffin with the young scientific genius, that disappeared in that space leviathan's belly. And no one could see the structure disappearing again leaving behind just the enormous space emptiness, a black square with some stars, where some spaceships that were left floated without moving. And so, as the last watcher of what happened, the November Dusk corpse, the corpse of a simply trade spaceship.

EPILOGUE

Yaroslav stretched his back, listening to his vertebrae crack. To give his time and effort in caring his garden cost him more and more, but he considered that it was still worth it. It was a necessary distraction to lighten the burden of such a lot of advise he had to give, and the fruit tree's colour gave him courage in those dark days.

When he listened how the lockgates were being opened some metres behind him he stopped and turned, brushing his beard.

-Hello, Raisa, dear.- He wiped his hands on the cotton tunic and faced her. - Can I offer you an infusion?

The young official looked at him, raising an eyebrow.

-No, colonel. Thank you very much.- She stood to attention when he passed, and Yaroslav made a reproach face before scratching the back and searching for his tools, scattered around the trees, and went to do his infusion.- It almost seems you were waiting for me, it didn't take me anything to find you. Not like other times.

-Nonsense, nonsense... that's because I work too much. Just tell me what worries that crazy mind you have.

Raisa blushed and seemed to be near to answer in a bad mood, but she knew that would make her old mentor laugh.

- Sir!With all due respect, days ago we were victims of a terrible act, and it could have been worse! I've come searching for information, and...orders.- The old man smiled as he listened to those words, and his eyes brightened because of the fire where he was heating water. - You and I know that you don't do just paperwork, even if you try to hide it. We know you clean the rubbish...and I want to take part on this.

Yaroslav added a herbs mix to the water and started to think. Finally, he went towards Raisa.

-What do you know?

-"You have to destroy to have nothing"?

The man looked the mix and lamented. He added something crushed from a little bag he had in his neck and quickly took a mug.

-Oh...Raisa...Simplifying, there are people in this world who want to be free, other people who don't want to be free, and a third group even worse than the second kind of people. They are people who want to tell people how they have to be free...and we have lots of these here.- The old man blew at his mug and offered Raisa another one, but she said no.- People who wish for a war against PanOceania or Yu Jing, a cause to make themselves a name in the historical Maya nets...and who blame for everything the old men that just give advise and support to the inhabitants of this little utopia.

The official felt sick. That was the last thing she wanted to think, that they had done something like that to themselves on their own. However, when looking at the old man she knew it was true, because he escaped her look as he felt guilty for not acting in time...

-What do you have about them?- She heard herself telling, confused.

-Oh, information.- He told, having a sip of his infusion.- Lots of information. Names, communications, a bit of everything.

Raisa blinked, astonished.

-But you didn't...you didn't do anything. What were you waiting for?

The man started to laugh.

-For you.-Yaroslav looked directly into her eyes, with serenity.- I had to act before, dear. And I failed. People are right about something, maybe we have not taken the correct decisions, maybe we have not given good advise...Must we be who decide if they have to be punished?Or how?No, what we have here in Bakunin doesn't consist on that, no way...

-But you told you were waiting for me.

-Of course.- Yaroslav sipped the liquid again, and his expression had a sinister nuance through the steam.- You have all the freedom in this world to ask for the information I have freely compiled. And to act as your heart desires...and if you went too far who would I be to judge you?

END OF FILE, BY :
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ARIADNAN REMOTE

This is our latest design,
the pride of Ariadnan engineering
A remote! Created entirely from
Tesseum which makes it near
indestructible and armed
with a powerful AP
Rifle

Its bipedal construction
gives it great manoeuvra-
bility in rough terrain
whilst its colours provide
Mimetism in forests. There
is only one aspect that
needs to be improved...

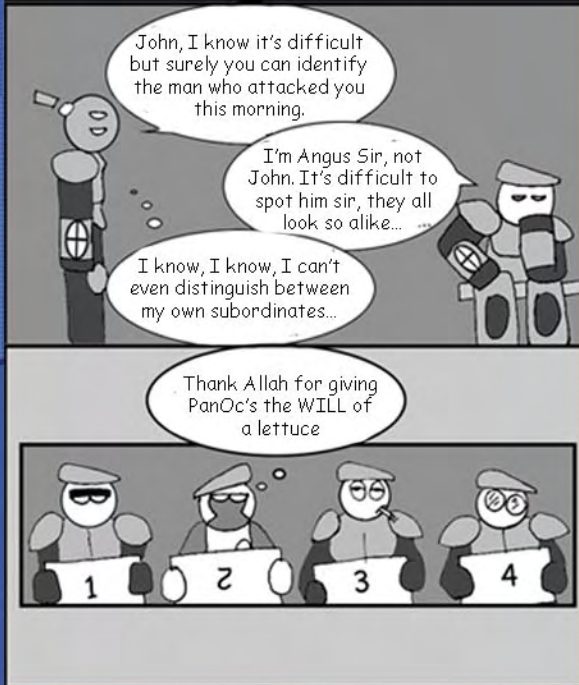


- The reach of
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