



Jurisdictional Command of Bakunin

300/4.5

[Open in Infinity Army]

database v.6.8.0

GROUP 1 10

MODERATOR Paramedic

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	10	10	12	0	3	1	2	11 0

Equipment: MediKit
Special Skills: Fireteam: Core, Paramedic, Shock Immunity
 Combi Rifle I Pistol, Electric Pulse

MODERATOR Lieutenant

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	10	10	12	0	3	1	2	9 0

Special Skills: Fireteam: Core, Lieutenant, Shock Immunity
 Combi Rifle I Pistol, Electric Pulse

SIN-EATER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-2	14	13	11	13	3	0	1	2	33 2

Special Skills: CH: Mimetism, Neurocinetics, Religious Troop
 HMG I Pistol, CCW

REVEREND MOIRA Hacker

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-2	16	12	12	14	3	0	1	2	36 0.5

Equipment: Assault Hacking Device, ODD: Optical Disruptor
Special Skills: Fireteam: Core, Multiterrain, Religious Troop
 MULTI Rifle I Pistol, Shock CCW

REVEREND HEALER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-2	19	13	12	14	3	3	1	2	32 0

Equipment: MediKit
Special Skills: CH: Mimetism, Doctor, Religious Troop
 Boarding Shotgun, Nanopulser I Pistol, EXP CCW

RIOT GRRL

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	13	13	13	3	3	2	2	30 0

Equipment: Multispectral Visor L1
Special Skills: Fireteam: Core, Hyper-Dynamics L1, Specialist Operative
 Combi Rifle, Blitzen, Stun Grenades I Pistol, Knife

RIOT GRRL

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	13	13	13	3	3	2	2	29 0

Equipment: Multispectral Visor L1
Special Skills: Fireteam: Core, Hyper-Dynamics L1
 Combi Rifle, Blitzen, Stun Grenades I Pistol, Knife

RIOT GRRL

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	13	13	13	3	3	2	2	30 0

Equipment: Multispectral Visor L1, TinBot B (Deflector L2)
Special Skills: Fireteam: Core, Hyper-Dynamics L1
 Boarding Shotgun, Stun Grenades + TinBot B (Deflector L2) I Pistol, Knife

RIOT GRRL

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	13	13	13	3	3	2	2	32 0

Equipment: Multispectral Visor L1
Special Skills: Fireteam: Core, Hyper-Dynamics L1
 MULTI Rifle, Stun Grenades I Pistol, Knife

RIOT GRRL

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	15	13	13	13	3	3	2	2	34 2

Equipment: Multispectral Visor L1
Special Skills: Fireteam: Core, Hyper-Dynamics L1
 Spitfire I Pistol, Knife

GROUP 2 4 4

MORLOCK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	11	13	14	1	0	1	2	6 0

Special Skills: Kinematika L1, Martial Arts L2, MetaChemistry
 Chain Rifle, Smoke Grenades I Pistol, DA CCW

MORLOCK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	11	13	14	1	0	1	2	6 0

Special Skills: Kinematika L1, Martial Arts L2, MetaChemistry
 Chain Rifle, Smoke Grenades I Pistol, E/M CCW

MORLOCK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	11	13	14	1	0	1	2	6 0

Special Skills: Kinematika L1, Martial Arts L2, MetaChemistry
 Chain Rifle, Smoke Grenades I Pistol, DA CCW

MORLOCK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	22	11	13	14	1	0	1	2	6 0

Special Skills: Kinematika L1, Martial Arts L2, MetaChemistry
 Chain Rifle, Smoke Grenades I Pistol, E/M CCW

Weapons Chart

Name	Range	Dam.	B	Ammo	Traits
Blitzen		14	1	E/M2	Disposable (2)
Boarding Shotgun (Blast Mode)		14	2	N	Impact Template (Small Teardrop)
Boarding Shotgun (AP Mode)		14	2	AP	
CC Weapon	-	PH	1	N	CC
Chain Rifle	-	13	1	N	Intuitive Attack, Direct Template (Large Teardrop)
Combi Rifle		13	3	N	Suppressive Fire
DA CC Weapon	-	PH	1	DA	Anti-materiel, CC
Discover		-	-		
Electric Pulse	-	-	1		2 Turns, CC, IMM-2, Non-Lootable, Non-lethal, Automatic (7)
EXP CC Weapon	-	PH	1	Exp	Anti-materiel, CC
E M CC Weapon	-	PH	1	N+E/M	CC
HMG		15	4	N	Suppressive Fire
Knife	-	PH-1	1	Shock	CC, Silent
MediKit		-	1		Non-lethal
MULTI Rifle (Burst Mode)		13	3	AP/Shock	Suppressive Fire, Light MULTI
MULTI Rifle (Anti-materiel Mode)		13	1	DA	Anti-materiel, Light MULTI
MULTI Rifle (Stun Mode)		13	1	Stun	Light MULTI, Non-lethal
Nanopulser	-	13	1	Nanotec	Intuitive Attack, Non-Lootable, Direct Template (Small Teardrop)
Pistol		11	2 (1 in CC)	N	CC
SF Mode		*	3		
Shock CC Weapon	-	PH	1	Shock	CC
Smoke Grenade		-	1	Smoke	Throwing Weapon, Speculative Fire, Dodge, Non-lethal, Impact Template (Circular), Targetless
Spitfire		14	4	N	Suppressive Fire
Stun Grenade		13	1	Stun	Throwing Weapon, Speculative Fire, Impact Template (Circular), Non-lethal

Hacking Programs

Program Type	Name	Device	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
CLAW-1	Blackout	AHD	0	0	15	1	Comms Equipment	Short Skill/ARO	Hacking Area. State: Disabled.
CLAW-1	Gotcha!	AHD	0	0	13	2	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-1	Overlord	AHD	0	0	14	1	TAG	Short Skill/ARO	Hacking Area. Breaker Spec. Ammo. State: POS.
CLAW-1	Spotlight	AHD	-3	0	-	1	-	Short Skill	Turn. Hacking Area. State: Targeted.
CLAW-2	Expel	AHD	0	0	13	1	Manned TAG	Short Skill/ARO	Hacking Area. The TAG expels its Pilot.
CLAW-2	Oblivion	AHD	0	0	16	1	TAG, HI, REM, Hacker	Short Skill/ARO	Hacking Area. State: Isolated
CLAW-3	Basilisk	AHD	0	0	13	3	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-3	Carbonite	AHD	+3	0	13	2	TAG, HI, REM, Hacker	Short Skill/ARO	Hacking Area. DT Spec. Ammo. State: IMM-1.
CLAW-3	Total Control	AHD	0	0	16	1	TAG	Short Skill/ARO	Hacking Area. DT Spec. Ammo. State: POS

AHD: Assault Hacking Device

MetaChemistry 1 Chart

Roll	Result	Roll	Result
1-3	Natural Armor (+1 ARM)	12-13	V: No Wound Incapacitation
4-5	V:Dogged	14	Sixth Sense L2
6	Bioimmunity	15-16	Regeneration
7-8	Enhanced Mobility (MOV 8-4)	17-18	Super-Jump
9	Reinforced Biotech (+6 BTS)	19	Climbing Plus
10-11	Enhanced Physique (+3 PH)	20	Immunity: Total