



List B Viden

Tartary Army Corps PIN: V3707 - Sorbus

297/4.5

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database v.6.4.0

GROUP 1 9 1



RATNIK

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	14	13	14	13	6	3	1	5	44
									2

Equipment: Minesweeper

Special Skills: Fireteam: Duo, Heavyweight, Lo-Tech A, V: Dogged



BATTLE RAVAGED

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	12	12	13	13	4	0	1	5	

Equipment: Minesweeper

Special Skills: Fireteam: Duo, Heavyweight, V: Dogged

Heavy Rocket Launcher, Heavy Shotgun | Heavy Pistol, Trench-hammer, Knife



VETERAN KAZAK Paramedic

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	17	13	12	14	4	0	1	2	39
									0

Special Skills: CH: Mimetism, Fireteam: Core, Non Hackable, Paramedic, Shock Immunity, Veteran L2 (Sixth Sense L2, V: NWI)

AP Rifle, Light Flamethrower | Heavy Pistol, Knife



TANKHUNTER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 2	14	12	12	14	3	0	1	2	30
									0

Special Skills: CH: Camouflage, Chain of Command, V: Courage

AP Rifle, Adhesive Launcher, D-Charges | Pistol, Knife



SCOUT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	13	12	13	13	1	0	1	2	29
									1

Special Skills: CH: Camouflage, Infiltration, Marksmanship L1, Multiterrain

AP Sniper Rifle, Antipersonnel Mines | Pistol, Knife



HANDLER

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

Equipment: Antipode Control Device

Rifle, Smoke Light Grenade Launcher | Pistol, Knife



ANTIPODE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
6 - 6	20	0	15	13	0	0	1	5	5
									-

Special Skills: Antipode, CH: Camouflage, Jungle Terrain, Kinematika L2, Sensor, Super-Jump

AP CC Weapon



ANTIPODE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
6 - 6	20	0	15	13	0	0	1	5	5
									-

Special Skills: Antipode, CH: Camouflage, Jungle Terrain, Kinematika L2, Sensor, Super-Jump

AP CC Weapon



ANTIPODE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
6 - 6	20	0	15	13	0	0	1	5	5
									-

Special Skills: Antipode, CH: Camouflage, Jungle Terrain, Kinematika L2, Sensor, Super-Jump

AP CC Weapon



DYNAMO Paramedic

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
8 - 4	14	12	12	13	1	0	1	4	29
									0.5

Equipment: Mine Dispenser, Motorcycle, Smoke Light Grenade Launcher

Special Skills: Fireteam: Duo, Kinematika L1, Paramedic, V: Dogged



DISMOUNTED

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

Special Skills: Fireteam: Duo, Paramedic, V: Dogged

Boarding Shotgun | Pistol, CC Weapon



VETERAN KAZAK Lieutenant

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	17	13	12	14	4	0	1	2	47
									1

Special Skills: CH: Mimetism, Fireteam: Core, Lieutenant, Non Hackable, Shock Immunity, Veteran L2 (Sixth Sense L2, V: NWI)

AP HMG | Heavy Pistol, Knife



SCOUT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	13	12	13	13	1	0	1	2	30
									0

Special Skills: CH: Camouflage, Forward Observer, Infiltration, Marksmanship L1, Multiterrain

Ojotnik, D-Charges, Antipersonnel Mines | Pistol, Knife



STRELOK K-9

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4 - 4	14	11	11	13	1	0	1	2	24
									0

Special Skills: CH: Ambush Camouflage, Forward Deployment L2

Submachine Gun, Chain-colt, Antipersonnel Mines + 1 K-9 Antipode | Pistol, Knife



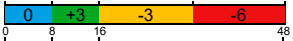
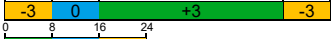
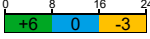
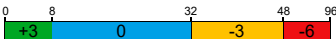
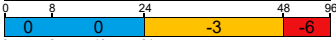
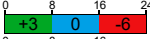
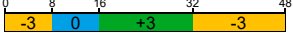
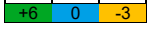
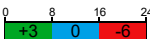
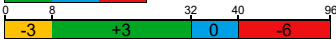
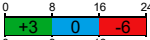
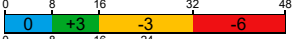
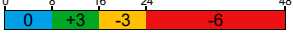
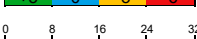
K-9 ANTIPODE

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
6 - 6	20	0	15	13	0	0	1	5	8

Special Skills: CH: Camouflage, Forward Deployment L2, G: Synchronized, Kinematika L2, Sensor, Super-Jump

Trench-hammer, AP CC Weapon

Weapons Chart

Name	Range	Dam.	B	Ammo	Traits
Adhesive Launcher		-	1	Adhesive	Non-lethal
Antipersonnel Mines	-	13	1	Shock	Intuitive Attack, Concealed, Disposable (3), Direct Template (Small Teardrop), Deployable
AP CC Weapon	-	PH	1	AP	CC
AP HMG		15	4	AP	Suppressive Fire
AP Rifle		13	3	AP	Suppressive Fire
AP Sniper		15	2	AP	
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-colt	-	13	1	N	Intuitive Attack, Direct Template (Small Teardrop)
D-Charges Deployable Mode	-	14	1	AP+Exp	Anti-materiel, Disposable (3), Deployable
D-Charges CC Mode	-	14	1	AP+Exp	Anti-materiel, Disposable (3), CC (-3)
Discover		-	-		
Flash Pulse		13	1	Flash	Technical Weapon, Non-Lootable
Forward Observer		-	2		Technical Weapon, Non-lethal, Non-Lootable
Heavy Pistol		14	2 (1 in CC)	Shock	CC
Heavy Rocket Launcher (Blast Mode)		14	2	Fire	Impact Template (Circular)
Heavy Rocket Launcher (Hit Mode)		15	2	Fire	
Heavy Shotgun (Blast Mode)		15	2	N	Impact Template (Small Teardrop)
Heavy Shotgun (AP Mode)		15	2	AP	
Knife	-	PH-1	1	Shock	CC, Silent
Light Flamethrower	-	13	1	Fire	Intuitive Attack, Direct Template (Small Teardrop)
MediKit		-	1		Non-lethal
Ojotnik		14	2	AP	
Pistol		11	2 (1 in CC)	N	CC
Rifle		13	3	N	Suppressive Fire
SF Mode		*	3		
Smoke Light Grenade Launcher		-	1	Smoke	Speculative Fire, Dodge, Non-lethal, Impact Template (Circular), Targetless
Submachine Gun AP Mode		13	3	AP	Suppressive Fire
Submachine Gun Shock Mode		13	3	Shock	Suppressive Fire
Trench-hammer#CC Mode	-	PH	1	DA	CC, Disposable (3)
Trench-hammer#Throwing Mode		13	1	DA	Throwing Weapon, Disposable (3)