



US Ariadna Ranger Force

295/4.5

[Open in Infinity Army]

database v.6.3.0

GROUP 1 9



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|---------|
| 4 - 4 | 22 | 13 | 13 | 14 | 2 | 0 | 1 | 2 | 38 0 |

Special Skills: AD: Tactical Jump, Kinematika L1, Martial Arts L2, V: Dogged

AP Rifle | Heavy Pistol, AP CCW



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|---------|
| 4 - 2 | 13 | 11 | 11 | 12 | 3 | 0 | 1 | 2 | 14 1 |

Special Skills: Fireteam: Core, Lieutenant, Shock Immunity

Rifle, Light Grenade Launcher | Pistol, Knife



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

Equipment: MediKit
Special Skills: Fireteam: Core, Shock Immunity

Rifle | Pistol, Knife



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

Special Skills: Fireteam: Core, Forward Observer, Shock Immunity

Rifle | Pistol, Knife



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|-----------|
| 4 - 2 | 13 | 11 | 11 | 12 | 3 | 0 | 1 | 2 | 18 0.5 |

Special Skills: Fireteam: Core, Marksmanship LX, Shock Immunity

Sniper Rifle | Pistol, Knife



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

Equipment: MediKit
Special Skills: Fireteam: Core, Shock Immunity

Rifle | Pistol, Knife



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|-----------|
| 4 - 2 | 13 | 11 | 11 | 12 | 3 | 0 | 1 | 2 | 18 0.5 |

Special Skills: Fireteam: Core, Marksmanship LX, Shock Immunity

Sniper Rifle | Pistol, Knife



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|-----------|
| 4 - 2 | 13 | 11 | 11 | 12 | 3 | 0 | 1 | 2 | 18 0.5 |

Special Skills: Fireteam: Core, Marksmanship LX, Shock Immunity

Sniper Rifle | Pistol, Knife



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

Equipment: MediKit
Special Skills: Doctor, V: Courage

Light Shotgun | Pistol, CCW

GROUP 2 6



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|---------|
| 4 - 2 | 14 | 12 | 12 | 13 | 3 | 0 | 1 | 2 | 21 0 |

Special Skills: Fireteam: Core, Forward Deployment L1, Jungle Terrain, Lieutenant, Stealth, V: Dogged

Rifle, Heavy Flamethrower | Heavy Pistol, Knife



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|---------|
| 4 - 2 | 14 | 12 | 12 | 13 | 3 | 0 | 1 | 2 | 23 0 |

Equipment: MediKit
Special Skills: Fireteam: Core, Forward Deployment L1, Jungle Terrain, Paramedic, Stealth, V: Dogged

Rifle, Heavy Flamethrower | Heavy Pistol, Knife



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|-----------|
| 4 - 2 | 14 | 12 | 12 | 13 | 3 | 0 | 1 | 2 | 29 0.5 |

Equipment: Multispectral Visor L1
Special Skills: Fireteam: Core, Forward Deployment L1, Jungle Terrain, Stealth, V: Dogged

Sniper | Heavy Pistol, Knife



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|-----------|
| 4 - 2 | 14 | 12 | 12 | 13 | 3 | 0 | 1 | 2 | 26 1.5 |

Equipment: Multispectral Visor L1
Special Skills: Fireteam: Core, Forward Deployment L1, Jungle Terrain, Stealth, V: Dogged

Heavy Rocket Launcher | Assault Pistol, Knife



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|---------|
| 4 - 2 | 14 | 12 | 12 | 13 | 3 | 0 | 1 | 2 | 21 0 |

Special Skills: Fireteam: Core, Forward Deployment L1, Jungle Terrain, Stealth, V: Dogged

Rifle, Heavy Flamethrower | Heavy Pistol, Knife



| MOV | CC | BS | PH | WIP | ARM | BTS | W | S | |
|-------|----|----|----|-----|-----|-----|---|---|---------|
| 4 - 2 | 14 | 12 | 12 | 13 | 3 | 0 | 1 | 2 | 22 0 |

Special Skills: Fireteam: Core, Forward Deployment L1, Jungle Terrain, Stealth, V: Dogged

Boarding Shotgun, Antipersonnel Mines | Heavy Pistol, Knife

Weapons Chart

| Name | Range | Dam. | B | Ammo | Traits |
|------------------------------------|----------------------------|------|-------------|-------|---|
| Antipersonnel Mines | - | 13 | 1 | Shock | Intuitive Attack, Concealed, Disposable (3), Direct Template (Small Teardrop), Deployable |
| AP CC Weapon | - | PH | 1 | AP | CC |
| AP Rifle | 0 8 16 32 48 0 +3 -3 -6 | 13 | 3 | AP | Suppressive Fire |
| Assault Pistol | 0 8 16 24 +3 0 -6 | 13 | 4 (1 in CC) | N | CC |
| Boarding Shotgun (AP Mode) | 0 8 16 24 +6 0 -3 | 14 | 2 | AP | |
| Boarding Shotgun (Blast Mode) | 0 8 16 24 +6 0 -3 | 14 | 2 | N | Impact Template (Small Teardrop) |
| CC Weapon | - | PH | 1 | N | CC |
| Discover | 0 8 32 48 96 +3 0 -3 -6 | - | - | | |
| Flash Pulse | 0 8 24 48 96 0 +3 -3 -6 | 13 | 1 | Flash | Technical Weapon, Non-Lootable |
| Forward Observer | 0 8 24 48 96 0 0 -3 -6 | - | 2 | | Technical Weapon, Non-lethal, Non-Lootable |
| Heavy Flamethrower | - | 14 | 1 | Fire | Intuitive Attack, Direct Template (Large Teardrop) |
| Heavy Pistol | 0 8 16 24 +3 0 -6 | 14 | 2 (1 in CC) | Shock | CC |
| Heavy Rocket Launcher (Blast Mode) | 0 8 16 32 48 -3 0 +3 -3 | 14 | 2 | Fire | Impact Template (Circular) |
| Heavy Rocket Launcher (Hit Mode) | 0 8 16 32 48 -3 0 +3 -3 | 15 | 2 | Fire | |
| Knife | - | PH-1 | 1 | Shock | CC, Silent |
| Light Grenade Launcher | 0 8 16 24 48 0 +3 -3 -6 | 13 | 1 | N | Speculative Fire, Impact Template (Circular) |
| Light Shotgun | 0 8 16 24 +6 0 -3 | 13 | 2 | N | Impact Template (Small Teardrop) |
| MediKit | 0 8 16 24 +3 0 -6 | - | 1 | | Non-lethal |
| Pistol | 0 8 16 24 +3 0 -6 | 11 | 2 (1 in CC) | N | CC |
| Rifle | 0 8 16 32 48 0 +3 -3 -6 | 13 | 3 | N | Suppressive Fire |
| SF Mode | 0 8 16 24 0 0 -3 | * | 3 | | |
| Sniper | 0 8 16 48 96 -3 0 +3 -3 | 15 | 2 | Shock | |