

## Infinity Changelog – 26/05/26

### CORREGIDOR - OLD

#### Alguaciles

- Addition of Gatta profiles
- LT profile from 0.5SWC to 0SWC

#### Tomcats

- Panzerfaust profile removed
- Paramedic profile added (17 points) – this is now the cheapest profile
- Zondcats gain climbing plus (Tomcats have it too)

#### Wildcats

- Hacker gains Zero Pain
- Hacker gains Deployable Repeaters
- Hacker points from 26 to 27
- Killer Hacker gains Jammer
- Killer hacker points from 24 to 26
- Engineer profile added with Boarding Shotgun and Flammenspeer (22 points)
- Minelayer profile removed (this was the cheapest profile at 19 – cheapest is now 21 point Combi, or HRL, but new Engineer + Flammenspeer profile is 22)
- LT profile gains +1 order
- LT profile from 21 points to 25

#### Intruders

- BTS from 0 to 3
- HMG loses Grenades
- HMG gains Heavy Pistol
- Killer Hacker gains D Charges
- Killer Hacker gains Heavy Pistol

- Killer Hacker points from 32 to 33
- Sniper loses X Visor
- Sniper gains +1SD
- Sniper gains Heavy Pistol
- Sniper points from 36 to 38

#### Sombras

- Hacker gains Carbonite PS=6
- Killer Hacker trades Multi Rifle and Light Shotgun for AP SMG, D Charges, and AP Mines
- Killer Hacker points from 38 to 33
- FO Profile added with AP SMG, Flash Pulse, AP Mines – 29 points
- Specialist Operative trades AP Mines for D Charges

#### Lobos

- Breaker Combi profiles reduced by 1 point (23 to 22, and 24 to 23)
- A lot of units with Breaker ammo are going down 1 point across the whole game.

#### Diablos

- Lose Courage
- Gain Religious Troop
- Gain CC(+1B)
- Trade Berserk for Berserk (+3)
- Trade Trench-Hammer and CCW (PS=4), for Trench-Hammer and CCW (PS=5) – essentially losing 1 damage on both
- Light Shotgun profile points from 9 to 8
- SMG profile points from 10 to 9
- Combi Rifle + Flammenspeer profile trades Combi for SMG. Points from 14 to 9.
- Diablos are losing a point of damage in exchange for significantly better CC capability, and becoming a point cheaper. They're now Berserking on 26s with 2 dice.

#### Mobile Brigada

- Boarding Shotgun + Tinbot profile removed
- LT with HMG profile added for Corregidor only (38 points, 1SWC)

## Evaders

- Specialist Operative as generic profile skill removed. Added to the non-engineer profiles.
  - So the engineer profiles don't have both specialist operative AND engineer anymore.
- Albedo (-3) added
- Deactivator (ReRoll) added
- Boarding Shotgun engineer points from 23 to 24
- Multi Rifle engineer points from 28 to 29
- AP Spitfire engineer points from 34 to 35
- Specialist Operative Multi Rifle + Panzerfaust profile removed
- Specialist Operative Multi Rifle + Panzerfaust + Tinbot profile removed
- Specialist Operative Boarding Shotgun gains +1SD. Points from 20 to 23
- Specialist Operative Feuerbach points from 31 to 32.
- Specialist Operative AP Spitfire from 1.5SWC to 1SWC. Points from 29 to 31.
- Essentially Evaders seem to gain Albedo(-3) and Deactivator (ReRoll) for 1 or 2 points. The cheap Spec Ops Multi Rifle + Panzerfaust profiles are removed, and the Boarding Shotgun profile gains +1SD, taking the cheapest profile from 20 points to 23.

## Gecko

- Gains ECM Hacker-3
- Multi Marksman points from 52 to 54
- MK12 points from 53 to 55
- Vulkan Shotgun, Chain Rifle, Panzerfaust profile added for 0SWC and 49 points (cheapest).

## Iguana

- AP HMG profile added with BS Attack (-3) for 68 points.

- This profile doesn't have the Mine Dispenser and is 4 points more expensive than the other.

#### Gator

- CC from 20 to 21
- Mine Dispenser changed from Cybermines to AP Mines
- Points stay at 73

#### Bandits

- Seen already
- BS Attack +1B becomes +1SD
- Hacker and Killer Hacker gain D Charges
- Light Shotgun points from 24 to 23
- Hacker points from 30 to 28
- Killer Hacker points from 28 to 26
- Minelayer points from 27 to 25
- FO points from 25 to 24

#### Stempler Zond

- Profile added with Thunderbolt(+1B), BS=12, Tactical Awareness. 22 points.
- This profile is in every sectorial

#### Tsyklon Sputnik

- Spitfire profile changed to Spitfire FTO
- Feuerbach profile changed to Feuerbach FTO. Points from 28 to 29.
- Forward Deploying Feuerbach profile added to Vanilla (was only in Tunguska). Points from 30 to 31.
- Forward Deploying Spitfire removed.
- Profile added with Forward Deployment Spitfire, Minelayer (2), Crazy Koalas. Tunguska and Vanilla only. 1SWC and 31 points.
- This is essentially a Lunokhod Sputnik but more expensive, has a Spitfire, and places 2 Koalas, not 1.

#### Lunokhod Sputnik

- Completely removed

#### Vostok Sputnik

- FTO profile with MK12 gains Light Shotgun. Points stay at 35.
- FTO Spitfire profile added. 1SWC and 34 points.
- MK12 with Repeater profile loses a damage (PS=5 instead of PS=4).
- MK12 with Repeater profile gains a Light Shotgun.
- Points from 40 to 38.
- Spitfire with Repeater profile added. 1SWC and 37 points.
  - So now you pick between Mk12 or Spitfire and have FTO or Repeater

#### Lupe Balboa

- Loses Courage
- Loses Specialist Operative
- Loses Dogged
- Gains Shock Immune
- Profile added: Chain of Command, AP SMG, E/Mitter, Panzerfaust, Smoke Grenades. 0SWC, 23 points.
- Specialist Operative profile trades Combi Rifle for AP SMG. Points from 24 to 19.

#### Carlota Kowalsky

- 29 and 33 points to 28 and 32 (-1 on both)

### **CORREGIDOR – NEW**

#### Bearcats

- Already seen

#### Territorial

- Tactical Awareness made generic skill on ALL profiles

## Vigilante

- Already seen

## Coyote

- Already seen

## Bambabots / Droids

- Seen

## Shifta

- Seen

## **CORREGIDOR – ROSTER & FIRETEAMS**

- Tsyklon removed
- Lunokhod removed
- Raveneye Removed
- Evaders: AVA5 to 3
  
- Deep Space fireteam created which matches existing Corregidor main fireteam. Duo, Haris, Core.
  - Alguaciles, Wildcats, Brigada, Evaders, and Lobos all share Corregidor keyword. This gives Deep Space exceptional fireteam flexibility.
- Surface fireteam created. Duo, Haris, Core.
  - Alguaciles, Wildcats, Brigada, Territorial, Coyotes, Bambadroid all share Corregidor keyword.
- Correctional fireteam: Jaguars gain Correctional keyword. Now pure duo of Jaguar + Lobo or Diablo is possible.
- Deepspace Gecko fireteam: Evaders gain Gecko keyword for easy pure duos with an engineer.

- Surface Gecko fireteam: same as existing (Gecko + Wildcat – not pure).
- Armoured fireteam deepspace: Gator, Gecko and Wildcat (no keywords)
- Armoured fireteam surface: Iguana, Wildcat, Bambadroid (no keywords).
- Deepspace wildcards:
  - Vostok FTO
  - Daktari (no keyword – change from preview and existing)
  - Stempler Zond
  - Senor Massacre with correctional keyword (was just Jaguar before)
  - Valerya
  - Lupe (with Corregidor keyword – was Alguacil before). This gives CJC extremely accessible linkable CoC and smoke, and you don't have to build around Alguaciles.
  - Jazz FTO
- Surface wildcards:
  - Vostok FTO
  - Daktari (no keyword)
  - Stempler Zond
  - Shifta
  - Senor Massacre (correctional)
  - Valerya
  - Lupe (Corregidor)
  - Jazz FTO

## **BAKUNIN ROSTER & FIRETEAMS**

- AVA2 Alguaciles added
- AVA1 Brigada added
- Lunokhod removed

- Alguaciles added to Moderator fireteams
- Rounders gain Moderator keyword
- Riot Grrl Fireteam: Robin Hook gains Riot Grrl keyword
- Armoured Fireteam: Brigada added

## **TUNGUSKA ROSTER & FIRETEAMS**

- AVA2 Alguaciles added
- AVA1 Brigada added
- Lunokhod removed
  
- Securitate fireteam: Rounders and Kulaks gain Securitate Keyword.
- Spetskorp fireteam: Cheerkillers, Grenzers, Fiddler FTO, and Switchers ALL have Spetskorp keyword.
- Bounty Hunter fireteam: Mobile Brigada and Denma Connolly Added
  - Bounty Hunter, Motorized Bounty Hunter and Grenzer all share Bounty Hunter keyword.
- Wildcards:
  - Spector FTO goes from Grenzer keyword to Spetskorp. This means you can link him more nicely with Cheerkillers. He keeps Nayemnik keyword.
  - Wolfgang gains Securitate keyword. Keeps Bounty Hunter keyword.

## **VANILLA NOMADS ROSTER & FIRETEAMS**

- Vigilantes added
- Territorials added
- Bearcats added

- Coyotes added
  - Shifta added
  - Lunkhod removed
  - Fiddler removed
- 
- Wolfgang and Perseus removed from fireteams list but added to wildcards list (essentially no change because they were in both lists anyway?)

## OSS - OLD

### Dakini

- Removed

### Thorakitai

- Added to OSS
- No actual changes
- Why CB?

### Apsara

- Gains Killer Hacker Device as generic equipment on all profiles
- Gains Firewall(-3)
- Killer Hacker swaps Boarding Shotgun for SMG and Zapper. Points from 18 to 17.
- Remdriver profile gains Zapper and Deployable Repeater. Points from 21 to 20.
- New profile: TAGCom with Dodge PH+3 and Gizmo PH+1. SMG, Zapper, DepRep. 18 points.
- New profile LT Hacker Remdriver. 20 points.

### Arjuna

- BS from 12 to 13.

- Courage changed to Religious Troop
- Immunity Shock added.
- Boarding Shotgun FTO: Gains+1SD on BSG, Gains PS=5 Flash Pulse, Loses Akrylat Kanone. Points stay 21.
- New Profile: As above but with FD+8” for 25 points.
- Boarding Shotgun with Kiranbot: Gains FD+8”. Gains BSG +1SD and all the other changes listed above. Points from 27 up to 32.
- Shock marksman profile removed.
- New Profile: AP SMG, E/Mitter, D Charges, Tinbot Firewall(-3). FTO. 23 points.
- New Profile: Same as above but loses Tinbot and gains FD+8”. 26 points.
- New Profile: As above but loses Tinbot, gains FD+8”, gains Kiranbot. 33 points.
- Spitfire: gains Tinbot Firewall(-3). Points from 29 to 30.
- New profile: Spitfire(+1SD), FD+8”. No tinbot. 35 points.
- New profile: Spitfire(+1SD), FD+8”, Kiranbot. No tinbot. 42 points.
- Kiranbots:
  - BS10 to BS11
  - PH12 to PH11
  - ARM0 to ARM1
  - Gains FD+8”
  - Gains ECM Hacker(-3)
  - Dodge(+2”) becomes Dodge(+1”)
  - Mim3 becomes Mim6
  - E/Marat(+1B) profile gains DepReps, AP Heavy Pistol, and Para CC(-6). Cost 6 to 7. Kind of outrageous.
  - New profile: Pulzar(+1B), VIRAL MINES, Ap Heavy Pistol, ParaCC(-6). 7 Points.
- This is a lot to read. Basically you can take Arjunas in fireteams (FTO), OR take them with FD+8” with or without bots. The bots have been massively buffed and give you DepReps or Viral mines. Arjunas shoot a bit better and gain a non-fireteamable FD+8” profile with a +1SD Spitfire.

## Yadu

- PH12 to PH11
- BTS3 to BTS6
- Gain Albedo(-6)
- Deactivator profile loses Drop Bears but keeps the Multi Rifle, E/Marat, Disco Balls. 29 points to 28.
- FO profile from 28 points to 27

## Asura

- As previewed.

## Nagas

- As previewed

## Dasyus

- As previewed

## Sophotects

- Gain Medikits with +1B (didn't they already have this?)
- New profile: SMG, Flash Pulse, D Charges. 25 points. 4 points cheaper than the old cheapest profile.
- Combi Rifle profile removed.
- MK12 Turret profile changes Combi to SMG and goes from 34 points to 30.
  - The cheapest sophotect is now 25 points, which is quite nice.

## Rudra

- Essentially completed reworked.
- 6-4 goes to 6-2
- CC13 to CC11
- BS12 to BS13
- PH10 to PH11
- Dodge(+1") removed.
- X Visor removed.
- BS(-3) added.

- BS(SR-1) added
- ECM Hacker(-3) added
- AP immunity added
- Technorecovery added
- Multi Rifle + Mine Dispenser profile removed.
- New profile: Red Fury, Pulzar, Panzerfaust(+1SD), 38 points. Not fireteamable.
- Changed profile: K1 Marksman, Pulzar, Panzerfaust. FTO. Loses Mine Dispenser. 34 points to 35 points (but is essentially completely changed).
- Changed profile: Red Fury, Pulzar, Panzerfaust. FTO. Loses Mine Dispenser. Points stay at 37. (But essentially completely different profile).
  - The Rudras is basically becoming slower but shoots better (BS13 and BS-3) and is much tougher (AP immune). It loses the Mine Dispenser but gains Panzerfaust. K1 Marksman goes up 1 point, Red Fury stays the same.

## Posthumans

- MK2: Sniper points from 28 to 26.
- MK4:
  - BS13 to BS14
  - Gains BS(-3)
  - Gains AP Immunity
  - From 21 and 25 points to 26 and 30 points. (HRL and HMG)
- MK5:
  - Gains Heavy Pistol
  - MK12 profile loses Triangulated Fire but gains +1SD. Points from 18 to 21.

## Shakti

- CC18 to CC16
- PH12 to PH11
- BTS3 to BTS6
- Gains Albedo(-6)

- Swaps Cybermines for AP Mines
- Gains Hacker profile with LT, MK12, E/Marat, E/Mitter Turret. This matches the existing non-LT version for 37 points.

### Dart

- New profile: essentially the old AP SMG, Viral Bow(+1SD), Shock Mine + Minelayer profile. Gains Sharvara K9 peripheral.
- Sharvara K9 peripheral:
  - 6-4, CC22, BS11, PH12, WIP12, ARM0, BTS3, STR1, S3
  - Peripheral synchronization
  - Camouflage, Stealth, FD+8", Mim3, Dodge(+2"), CC(-6),
  - Flash Pulse, Heavy Riotstopper, E/Marat.
    - This is basically a fast, camouflaged, CC profile with an E/Marat that follows Dart around.
- Total points for new profile: 42
- So for 42 points you get Minelayer Dart with a Camouflaged S3, E/Marat dog.

### Trisha N33

- Reworked
- PH11 to PH10
- ARM1 to ARM2
- Gains Cube 2.0
- Gains Deactivator+1B
- Gains Gizmokit+1B
- Nanopulser becomes Pulzar
- Loses E/M mines
- Gains Jammer
- From 25 points to 24.

### Artalis

- Gains BS(SR-1)
- Gains Deactivator(Reroll)
- Loses Courage
- Points stay at 23.

## Satrah

- Listed as some changes to PH and gaining Stealth / C+, but it already has these?

## Maximus Optimate

- Gains Cube 2.0
- New profile: AP HMG, E/M Carbine. 1.5SWC, 82 points. It's an ARM Immune TAG with an AP HMG at BS14 for 82 points.
- Thunderbolt+2B profile becomes AP Thunderbolt+2B. SWC0.5 to 1. Points 76 to 80.
- Thunderbolt LT profile removed.
- AP HMG LT profile added. 0SWC. 82 points.
  - 0SWC LT TAG in a faction with cheap CoC. Lol, ok CB.
- New profile: AP HMG, E/M Carbine, LT, Inspiring Leadership. 0SWC, 84 points.
  - Operator Maximus (when TAG is damaged)
  - CC23 to CC22
  - BS12 to BS13
- Inspiring leadership only in NCA I think

## Maximus Agent

- CC23 to CC22
- BS12 to BS13
- Cube 2.0
- Albedo (-3) added.
- Thunderbolt+2B profile becomes an AP Thunderbolt.
- Gains Minimus Peripheral option. 48 points.
- Gains FTO with Tinbot Repeater option. 1SWC and 45 points.
- Old 40 point profile removed.
- Gains LT AP Thunderbolt option with Minimus. +1SWC and 48 points.
- Gains FTO LT AP Thunderbolt option with Tinbot Repeater. +1SWC and 45 points.
- Gains FTO LT AP Thunderbolt option with Inspiring Leadership and Tinbot Firewall. +1SWC and 47 points.

- Minimus:
  - Peripheral Sync
  - MOV6-4, CC21, BS9, PH11, WIP12, ARM0, BTS3. STR1, S1
  - Hackable, CC(-6), Courage, Dodge(+3), Dodge(2”), Mim3, Repeater
  - Flash Pulse, E/Marat, DA CCW (PS=7).
- So essentially Maximus gains AP on the Thunderbolt and can now be followed around by a Repeater bot with an E/Marat, OR have a tinbot Repeater. He goes from BS12 to BS13 and gains Albedo3. Becomes about 5/8 points more expensive depending on option.
- Inspiring Leadership only in NCA I think.

#### Andromeda

- BSG profile gains a Zapper

#### Hippolyta

- 38 points to 37
- Don't know why CB put this in the OSS section because Hippolyta is in Aleph, SP, Torchlight, Starmada. Not OSS.

### OSS – NEW

#### Johnny Kao Optimate

MOV	CC	BS	PH	WIP	ARM	BTS	VIT	AVA	S
6-2	18	13	12	14	3	6	2	1	2

- Regular, Cube 2.0
- Deactivator (Reroll), Gizmokit (+1B), Engineer (Reroll), Mim3, X-Visor
- Plasma Carbine, Zapper, Mono Mines, D Charges – 36 points
- Multi Rifle, Zapper, Dropbears (ARM=0), D Charges – 40 points
- Multi Rifle, Zapper, Mono Mines, D Charges, Plasma Carbine Turret – 42 points

- Available in Aleph, OSS, YJ, White Banner, Invincible Army
- Wildcard in YJ and White Banner
  - The Dropbears ARM=0 have no confirmation on rules. I think it's like K1 drop bear? Sets ARM to 0 on opponent.
  - He's basically like a 2W engineer that shoots quite well and can take nasty deployables.

#### Claire Lazhari Optimate

MOV	CC	BS	PH	WIP	ARM	BTS	VIT	AVA	S
6-2	16	13	10	14	1	3	1	1	2

- Regular, Cube 2.0
- Albedo(-3), BS Attack (Continuous Damage), Dodge(+3), Dodge(+1"), Total Immunity
- Medikit (PH=17), NWI
- Doctor 2W, Breaker Combi, Nanopulser(+1B), Disco Balls, Medikit, Viral Pistol(+1B) – 33 points
- FTO Doctor(+3), Breaker Combi, Nanopulser(+1B), Disco Balls, Medikit, Viral Pistol(+1B) – 33 points
- Available in Aleph, OSS, Haqq, Ramah, QK
- Wildcard in Ramah
  - She's essentially a total immune, NWI doctor with disco balls, BS13, and continuous damage breaker rifle / nanopulser.

#### Kyra Sharma Optimate

MOV	CC	BS	PH	WIP	ARM	BTS	VIT	AVA	S
6-4	18	14	12	14	3	3	2	1	2

- Regular, Cube 2.0, Hackable
- BS Attack(SR-1), Courage, Dodge(+2"), Immunity(ARM), Immunity(Crits), Medikit(+1B), Regeneration
- Tac Aware, SuperJump (3"), SuperJump (Jet Propulsion)
- FTO Paramedic, Multi Marksman, Light Riotstopper (+1B), Wildparrot, Breaker Pistol (+1SD) – 45 points

- Parachutist, Paramedic – Multi Rifle, Light Riotstopper (+1B), Akrylat Kanone, Wildparrot, Breaker Pistol (+1SD) – 52 points
- Available in Aleph, OSS, O12, Torchlight
- The Parachutist is only available in Aleph, OSS, O12

#### Pilot-X Optimate

MOV	CC	BS	PH	WIP	ARM	BTS	VIT	AVA	S
4-4	17	12	10	13	1	6	1	1	2

- Regular, Cube 2.0
- Hacking Device (with Zero Pain), Shock Immunity, RemDriver (BS13, PH13, BTS6)
- Hacker, E/Mitter, Flash Pulse, Multi Pistol – SWC1, 21 points
- WIP14, Hacker, E/Mitter, Flash Pulse, Multi Pistol – SWC0.5 23 points
- Can take Racerbots:

MOV	CC	BS	PH	WIP	ARM	BTS	VIT	AVA	S
8-4	13	11	12	11	0	3	1	2	2

- Regular, Remote Presence, Hackable
- Bangbomb (+4), Courage, ECM Hacker(-3), Dodge (+2”), No Cover, 360 Visor
- Light Riotstopper, PARA Mine Dispenser, DepReps – 8 points
- The Pilot X Team is the Pilot X and 0-2 Racerbots
- Available in PanO, Winterfor
- The WIP14 version available in Aleph and OSS
  - So the Racer X is a a cheap WIP13, BTS6 hacker with zero pain. And can take little racerbots that are super fast and have DepReps. It’s upgraded to WIP14 in Aleph.

#### Yaksha

MOV	CC	BS	PH	WIP	ARM	BTS	VIT	AVA	S
6-2	14	13	10	13	4	3	1	2	2

- Regular, Remote Presence, Hackable

- Surprise Attack(-3), Camouflage (1 Use), Courage, FD+8”, ECM Hacker(-3), Mim3, Terrain Total
- AP SMG, Light Flamethrower, Mine Dispenser – 23 points
- Minelayer, EM Carbine (+1SD), Light Flamethrower, Madtraps – 0.5SWC, 25 points
- Specialist Operative, BSG(+1SD), Light Flamethrower, Mine Dispenser (Shock) – 27 points
- Specialist Operative, Red Fury, Light Flamethrower, D Charges – 1SWC, 31 points
- Available in Aleph and OSS
  - A BS13, camo, EM carbine for 25 points is really nice.

#### Dikpala

- As seen

#### Sharvara

- As seen

#### Kinnara

- As seen

#### Taksia

MOV	CC	BS	PH	WIP	ARM	BTS	VIT	AVA	S
8-2	-	13	12	13	4	6	3	1	7

- Regular, Remote Presence, Hackable
- Aerial, BS Attack (SR-1), Courage, ECM Hacker(-3), Dodge(-3), Gizmokit (PH=13)
- Mim6, No Cover, Superjump (3”), Superjump (Jet Propulsion)
- Technorecovery, Terrain (total), Transmutation (2), MSV1
- Red Fury, Chain Rifle – 1.5SWC, 41 points
- Multi Marksman, AP SMG – 38 points

MOV	CC	BS	PH	WIP	ARM	BTS	VIT	AVA	S
6-2	13	13	10	13	3	3	3	-	2

- Operator
- Hackable
- Courage, ECM Hacker(-3), Mim6, FO(+1SD)
- Superjump (Jet Propulsion), MSV1
- Same loadout as above but gains Flash Pulse (+1SD)
- Available in Aleph and OSS.

## **OSS ROSTER & FIRETEAMS**

- As seen I think?
- Dakini removed
- Armand Le Muet removed
- Trisha N33 removed
- Parvati removed
- All new units added
  
- OSS fireteam: Sharvara added, Artalis added. Both have Dikpala keyword. Deva (Dikpala), CSU, Danavas, Riksha, Dawon remain.
- Yadu fireteam: removed
- Samarthan fireteam: core option added.
  - Yadu added (so essentially moved from Yadu fireteams to Samarthan fireteams)
  - Sharvara (Samarthan, Yadu) added, Kyra FTO (Samarthan), Shakti (Yadu), Claire added, Satrah added, Apsara added.
  - Riksha, Dawon, Artalis added.
- Asura fireteam: Claire FTO added
- Max Op Fireteam reworked (Duo)
  - Marut: \*
  - Maximus Optimate (That's the TAG) (Max Op) \*
  - Johnny Kao (Max Op)
  - Claire Lahari (Max Op)
  - Yadu

- Deva
- Artalis
- Sharvara
  - This is a TAG + character, or TAG + Yadu/Deva kind of fireteam basically.
- Optimate Fireteam added (Duo, Haris, Core)
  - Johnny Kao (Optimate) \*
  - Claire Lazhari (Optimate) \*
  - Kyra Sharma FTO (Optimate) \*
  - Pilot X (Optimate)
  - 0-2 Sharvara
- Wildcards:
  - Maximus Agent added (That's the MI/Hi) (Samarthan, Optimate)
  - Trisha removed
  - Parvati removed

## **STEEL PHALANX ROSTER & FIRETEAMS**

- Arjuna added
- Wildcards: Arjuna FTO added

## **ALEPH ROSTER & FIRETEAMS**

- Dakini removed
- Dikpala added
- Sharvara added
- Kinnara added
- Tarksia added
- Johnny Kao added

- Claire Lazhari added
  - Kyra Sharma added
  - Pilot-X added
  - Parvati added
  - Arjuna added
- 
- Aleph fireteam: Artalis, Deva, K2 Auxiliary removed
  - Aleph 2 fireteam: Artalis, Deva, K2 Auxiliary, Trisha N33 removed
  - Wildcards: Artalis, Deva, K2 Auxiliary, Arjuna FTO, Trisha N33, Parvati added.
    - Most of this is cleanup.

## **OTHER ADDITIONS AND CHANGES**

Many profiles with Breaker or Viral are becoming cheaper

### **PANO**

- Blocker: Pitchers moved off Hacker profile and added to Spec Ops profile instead.
- Agnes: Listed as changing to 16 points but I think she already is.
- Zulu Cobra Breaker: -1 point
- Locust Breaker: -1 point
- Uma Sorensen Breaker: -1 point

### **YJ**

- Zhanying Breaker: -1 point
- Jujak Breaker: -1 point
- Tai Sheng Breaker: -1 point
- Major Lunah: +1SD on Viral Sniper, +1 point (29)

- Longwang: CC17 goes to CC18, PH15 goes to PH14, HMG becomes APHMG. Cost becomes 70 for APHMG (-2), 68 for MK12 (-4), 72 for AP HMG with NCO (-2).

## NA2

- Racerbots added.

MOV	CC	BS	PH	WIP	ARM	BTS	VIT	AVA	S
8-4	13	11	12	11	0	3	1	2	2

- Regular, Remote Presence, Hackable
- Bangbomb(+4), Courage, ECM Hacker(-3), Dodge(+2”), No Cover, 360 Visor
- Adhesive Launcher Rifle, Para Mines – 9 points
- Heavy Riotstopper, PARA Mine Dispenser – 9 points
- Available to PanO, YJ, Haqq, Nomads.

## CSUs

- Breaker Rifle: -2 points (10)
- Specialist Operative, Rifle, Lightshotgun, Nanopulser gains +1B to match Break Combi profile with Nanopulser +1B
- Specialist Operative, Breaker Combi: -1 point (13)

## Bashi Bazouk

- Contender from +1B to +1SD. Points from 14 to 13
- Specialist with Breaker from 15 to 14
- Specialist with SMG from 13 to 12

## Greif Op

- Change from Combi to Breaker Combi on IMP-2 profile
- Breaker Pistol (+1B) to Silenced Pistol (+1B).
- Points from 20 to 21

## Lucien Sforza

- Gains BS Attack(+1SD)
- Loses +1SD on Adhesive Launcher Rifle (now on all weapons)

- New profile: FTO with Albedo6
- Holoprojector profile points from 28 to 26
- FTO profile from 25 to 23
- New Albedo FTO profile is 26

Emily Handelman

- Breaker: -1 point (22)

Wolfgang Amadeus Wolff

- Multi Rifle +1B goes to +1SD.
- E/M Grenades from +1B to +1SD.
- Points from 34 to 33.

## **ALEPH**

Agema Marksman

- Camouflage (1 Use) profile gains Decoy (1).
- Gains Missile Launcher (+1SD)
- Points stay at 27

## **ARIADNA**

Loup-Garou

- Viral Rifle profile from 20 to 17.
- Both Viral Marksmanship profiles from 26 to 24

## **HAQQISLAM**

Odalisques

- Viral Marksman changes to Breaker Marksman. Points from 28 to 27.

Mukhtar

- Viral rifle from 28 points to 25

Lasiq

- Viral sniper from 27 to 25
- AP viral marksman from 27 to 25
- FO Viral rifle from 25 to 22

Namurr

- Breaker from 42 to 41

Zhayedan

- Breaker from 23 to 22

Bokhtar

- Viral rifle profiles from 48 to 45

Sunduqbut

- Viral rifle minelayer from 46 to 43
- Viral rifle neurocinetics from 45 to 42

Ayyar

- Breaker rifle profiles from 39 to 38

Yasbir

- Viral rifle profiles down from 28 and 32 to 25 and 29

**TOHAA**

My gosh there's a lot of viral points reductions here...

Ok here we go...

## Sakiel

- Viral Combi, E/M Grenades from 23 to 19
- FO profile changes Combi to Viral Combi. Points from 18 to 20
- Paramedic changes Combi to Viral Combi. Points from 19 to 21.

## Nikoul

- Both Viral Sniper profiles from 29 to 27 and 27 to 25.

## Taqeul

- All Combi Rifle profiles removed (leaves only Viral profiles)
- All Viral profiles -4 points (40 / 39 / 39 to 36 / 35 / 35)

## Ectros

- Viral Combi from 37 to 33

## Rasail

- All Combi profiles removed (leaves only Viral Combi profiles and the Spitfire, BSG)
- Viral profiles from 34 to 31

## Taagma

- Breaker Combi from 16 to 15
- Viral Sniper from 24 to 22

## Kriigel

- Breaker: 22 points to 21

## Neema Saatar

- Swaps Shock CCW to Viral CCW. Points remain.

## **COMBINED ARMY**

## Raicho

- PH17 to PH16
- Gains BS Attack(-3)
- HRL Profile removed
- Multi HMG and NCO Multi HMG remain
- Mine Dispenser + Multi HMG profile from 81 to 85
- NCO profile from 74 to 75

## Harbingers

- New profile: KHD, Combi Rifle, Zapper, DepRep – 17 points

## Malignos

- Move from 4-4 to 6-2
- Combi with Shock Mines removed
- BSG profile gains Pulzar(+1B) and swaps Mines for Viral Mines. 31 points to 30.
- Multi Sniper points from 34 to 33.
- Hacker profile gains D Charges. Points from 35 to 34
- Killer Hacker with Dazer profile from 33 to 32.
- New profile: SMG, Minelayer, Monofilament Mines – 0.5SWC, 31 points.
- Malignos FO swaps Combi for SMG. Points from 35 to 31.

You owe me a beer.