



# Morat Starter Set

## Morat Aggression Force

496/14

[Open in Infinity Army]

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### GROUP 1 A 9

**MORAT** # A LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI
10 - 10	14	11	12	13	1	0	1	2	14

**Special Skills:** Fireteam: Core, Morat  
Combi Rifle I Pistol, Knife

**MORAT** # A LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI
10 - 10	14	11	12	13	1	0	1	2	22

**Special Skills:** Fireteam: Core, Morat  
HMG I Pistol, Knife

**MORAT** # A LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI
10 - 10	14	11	12	13	1	0	1	2	18

**Special Skills:** Fireteam: Core, Morat  
Combi Rifle + Light Grenade Launcher I Pistol, Knife

**MORAT** # A LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI
10 - 10	14	11	12	13	1	0	1	2	21

**Special Skills:** Fireteam: Core, Morat  
K1 Sniper Rifle I Pistol, Knife

**MORAT** # A LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI
10 - 10	14	11	12	13	1	0	1	2	19

**Special Skills:** Fireteam: Core, Morat  
Missile Launcher I Pistol, Knife

**MORAT Hacker** # A LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI
10 - 10	14	11	12	13	1	0	1	2	22

**Equipment:** El Hacking Device  
**Special Skills:** Fireteam: Core, Morat  
Combi Rifle I Pistol, Knife

**MORAT** # A LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI
10 - 10	14	11	12	13	1	0	1	2	15

**Special Skills:** Fireteam: Core, Forward Observer, Morat  
Combi Rifle I Pistol, Knife

**MORAT Paramedic** # A LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI
10 - 10	14	11	12	13	1	0	1	2	16

**Equipment:** MediKit  
**Special Skills:** Fireteam: Core, Morat, Paramedic  
Combi Rifle I Pistol, Knife

**MORAT Lieutenant** # A LI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	LI
10 - 10	14	11	12	13	1	0	1	2	14

**Special Skills:** Fireteam: Core, Lieutenant, Morat  
Combi Rifle I Pistol, Knife

### GROUP 2 A 3

**RAKTORAK** # A MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	MI
10 - 10	14	12	12	13	2	6	1	2	23

**Special Skills:** Jungle Terrain, Morat, Specialist Operative  
Combi Rifle + Heavy Flamethrower I Pistol, Knife

**RAKTORAK** # A MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	MI
10 - 10	14	12	12	13	2	6	1	2	22

**Special Skills:** Jungle Terrain, Morat, Specialist Operative  
Vulkan Shotgun I Pistol, Knife

**RAKTORAK** # A MI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	MI
10 - 10	14	12	12	13	2	6	1	2	26

**Special Skills:** Jungle Terrain, Morat, Specialist Operative  
Red Fury I Pistol, Knife

### GROUP 3 A 4

**SOGARAT** # A HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
10 - 10	20	13	15	13	6	3	2	5	56

**Equipment:** AutoMediKit  
**Special Skills:** Morat  
AP HMG I Pistol, AP CCW

**SOGARAT** # A HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
10 - 10	20	13	15	13	6	3	2	5	57

**Equipment:** AutoMediKit  
**Special Skills:** Morat  
Feuerbach I Assault Pistol, AP CCW

**SOGARAT Lieutenant** # A HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
10 - 10	20	13	15	13	6	3	2	5	56

**Equipment:** AutoMediKit  
**Special Skills:** Lieutenant, Morat  
AP HMG I Pistol, AP CCW

**SOGARAT Lieutenant** # A HI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	HI
10 - 10	20	13	15	13	6	3	2	5	57

**Equipment:** AutoMediKit  
**Special Skills:** Lieutenant, Morat  
Feuerbach I Assault Pistol, AP CCW

### GROUP 4 A C 2



**OZNAT**

WB

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
15 - 10	21	11	13	13	1	0	1	2	18 0

**Equipment:** Hungries Control Device

**Special Skills:** Kinematika L1, Morat

Combi Rifle + Light Smoke Grenade Launcher | Pistol, Shock CCW



**OZNAT**

WB

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
15 - 10	21	11	13	13	1	0	1	2	20 0

**Equipment:** Hungries Control Device

**Special Skills:** Kinematika L1, Morat

Vulkan Shotgun, Smoke Grenades | Pistol, DA CCW

# Weapons Chart

Name	Range	Dam.	B	Ammo	Traits
AP CC Weapon	-	PH	1	AP	CC
AP HMG		15	4	AP	Suppressive Fire
Assault Pistol		13	4 (1 in CC)	N	CC
Combi Rifle		13	3	N	Suppressive Fire
DA CC Weapon	-	PH	1	DA	Anti-materiel, CC
Discover		-	-		
Feuerbach Burst Mode		14	2	AP+DA	Anti-materiel
Feuerbach Blast Mode		14	1	Exp	Anti-materiel
Flash Pulse		13	1	Flash	Technical Weapon, Non-Lootable
Forward Observer		-	2		Technical Weapon, Non-lethal, Non-Lootable
Heavy Flamethrower	-	14	1	Fire	Intuitive Attack, Direct Template (Large Teardrop)
HMG		15	4	N	Suppressive Fire
K1 Sniper		12	2	K1	Anti-materiel
Knife	-	PH-1	1	Shock	CC, Silent
Light Grenade Launcher		13	1	N	Speculative Fire, Impact Template (Circular)
MediKit		-	1		Non-lethal
Missile Launcher (Blast Mode)		14	1	Exp	Anti-materiel, Impact Template (Circular)
Missile Launcher (Anti-tank Mode)		14	1	AP+Exp	Anti-materiel
Pistol		11	2 (1 in CC)	N	CC
Red Fury		13	4	Shock	Suppressive Fire
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
Smoke Light Grenade Launcher		-	1	Smoke	Speculative Fire, Dodge, Non-lethal, Impact Template (Circular), Targetless
Vulkan Shotgun (Blast Mode)		14	2	Fire	Impact Template (Small Teardrop)
Vulkan Shotgun (AP Mode)		14	2	AP	

## Hacking Programs

Program Type	Name	Device	Attack MOD	Opponent MOD	Damage	B	Target	Skill Type	Special
CLAW-1	<b>Blackout</b>	EIHD	0	0	15	1	Comms Equipment	Short Skill/ARO	Hacking Area. State: Disabled.
CLAW-1	<b>Gotcha!</b>	EIHD	0	0	13	2	TAG, HI, REM, Hacker	Short Skill/ARO	2 Turns. Hacking Area. State: IMM-1.
CLAW-1	<b>Overlord</b>	EIHD	0	0	14	1	TAG	Short Skill/ARO	Hacking Area. Breaker Spec. Ammo. State: POS.
CLAW-1	<b>Spotlight</b>	EIHD	-3	0	-	1	-	Short Skill	Turn. Hacking Area. State: Targeted.
GADGET-1	<b>Fairy Dust</b>	EIHD	-	-	-	1	HI	Entire Order	Entire Order 2 Turns. All HIs gain Firewall MODs.
GADGET-1	<b>Lockpicker</b>	EIHD	0	0	-	1	-	Short Skill	Base to base contact. Can open/activate Security terrain.
GADGET-1	<b>Controlled Jump</b>	EIHD	-	-	-	1	-	Entire Order	Turn. +3 PH MOD to all Combat Jumps.
GADGET-2	<b>Assisted Fire</b>	EIHD	-	-	-	1	REM	Entire Order	2 Turns. Target gains Marksmanship L2.
GADGET-2	<b>Enhanced Reaction</b>	EIHD	-	-	-	1	REM	Entire Order	2 Turns. Target gains B2 in ARO.
SHIELD-1	<b>Exorcism</b>	EIHD	0	-3	18	2	Possessed TAG	Short Skill	Cancels Possession. DT Spec. Ammo.
SHIELD-1	<b>Hack Transport Aircraft</b>	EIHD	-6	-	-	1	-	ARO	Face to Face Roll vs PH of the user of Combat Jump. Apply Dispersion rules.
SHIELD-1	<b>U-Turn</b>	EIHD	-	-3	-	1	Guided Spec. Ammo	ARO	Cumulative MOD to Attacks with Guided Spec. Ammo.
SWORD-1	<b>Brain Blast</b>	EIHD	0	0	14	2	Hacker	Short Skill/ARO	Hacking Area. Loss of 1 Wounds/STR.
UPGRADE	<b>Sucker Punch</b>	EIHD	0	-3	16	1	Hacker	Short Skill/ ARO	Hacking Area. DT Spec. Ammo. Loss of 1 Wounds/STR.

EIHD: EI Hacking Device