INFINITY
CODE ONE

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CREDITS

INFINITY CODEONE

It is one hundred and eighty years into the future. The star systems colonized by Humanity, collectively called the Human Sphere, have been claimed by massive interstellar nations who trade covert blows in secret wars to control the delicate balance of power. But an alien threat from the great beyond threatens to change everything…

The main human nations—PanOceania, the ultramodern Hyperpower and Yu Jing, its advanced competitor, born of Asia—led by O-12, the international organization that replaced the UN, must join forces to fight the outsider menace of the Combined Army and its master the EI, an alien artificial intelligence that plans to integrate the Human Sphere into its immense, all-devouring galactic empire.

Will they be able to put their differences aside, or will their infighting be their undoing at the hands of the alien invaders?

Infinity CodeOne is a tabletop wargame that uses 28 mm metal miniatures to create skirmishes in a hi-tech sci-fi setting influenced by manga aesthetics—an exciting, action-packed vision of the near future where special operations determine the fate of Humanity.

Infinity CodeOne will present you with non-stop challenges that will test all of your tactical skills. To defeat your opponent, you will need to take advantage of your environment, employ your troops' many abilities, exploit your enemies' weaknesses, and meet your mission parameters before it is too late.
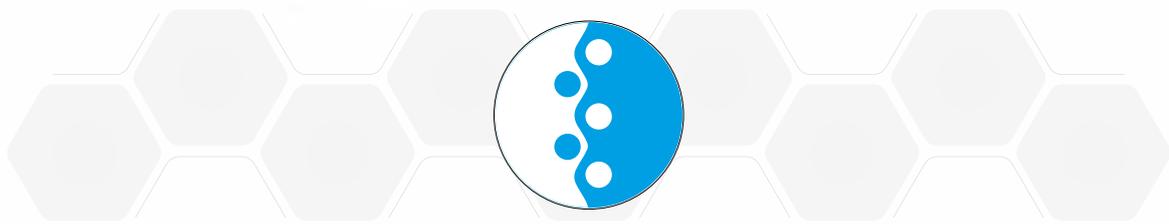
PANOCEANIA

PanOceania is the number one, the greatest power in the Human Sphere. It has the most planets, the healthiest economy and the most advanced technology. PanOceania is a true melting pot of cultures that, with their pragmatic and generous character, consider themselves the defenders of the Western traditions of democracy and welfare. PanOceanians are a proud people who might come across as slightly conceited with their constant reminders of the technological superiority of their society, and particularly their army.

However, the one at the top is obligated to constantly defend his place against all those who seek to overthrow him from his position of power. But only the strongest can rise to primacy, and there is no one stronger than the PanOceanian Military Complex, the armed forces of PanOceania. Made up of high-tech troops equipped with state-of-the-art weaponry and equipment, day after day they prove why PanOceania is the undisputed leader of the entire Human Sphere.

THE TRINITY FOR SUCCESS

Gear, glitz, glory. Those are the three things you need to know about PanOceanians. The holy trinity. They like to think they have all the cool stuff, everything is shiny and wonderful, and, if you're lucky enough to be born amongst them, you're one of the chosen. Don't get me wrong, most of it is arguably true. PanOceania is the wealthiest nation in the Human Sphere and their tech is definitely cutting edge. But that can sometimes go to their heads and they tend to forget that they don't know everything, so it's down to people like me to remind them that their version of utopia isn't the be all and end all.

Alejandra del Diablo, Nomad Provocateur, during an Arachne livestream from Ostia district, San Pietro, Neoterra.

THE HYPERPOWER

As the great hyperpower that has dedicated itself to the service of humanity, PanOceania have always led from the front during humanity's quantronic growth and interstellar expansion. Several generations ago, a mutual system of support and respect between nations spanning several continents on Earth gave rise to an economic power that not only sought progress, but also envisioned a utopia that everyone would be able to access. Whether PanOceania were the first of the great powers or not is open to debate—the citizens of Yu Jing would certainly argue differently—what cannot be argued, however, is their stake to the claim as the very first colonists amongst the collection of star systems and great powers that have come to be known as the Human Sphere. As the first of the new guard to have reached for the stars without shedding their attachment to Earth, PanOceanians continue to pride themselves on being visionary, progressive and inclusive.

Since claiming Neoterra as their new home, PanOceania has grown to fully incorporate two more star systems plus multiple territories in others. They were one of the first interstellar powers to embrace the beneficial AI, ALEPH, that now acts as humanity's guardian angel. The PanOceanian capital on Neoterra is also home to the NeoVatican Church, the vast and powerful religious body that rose from the ashes of the old canons on Earth.

With Neoterra serving as the home to PanOceania's spiritual and political might, the Hyperpower's other two systems, Acontecimento and Varuna, bolster its economic prowess and glamorous allure. As a huge source of raw produce and precision-manufactured goods, the farmlands, jungles and factories of Acontecimento provide a stable flow of wealth for the interstellar empire. On the other hand, the dazzling cerulean gem known as Varuna is an ocean planet that has proven to be a popular holiday destination for many citizens of the Human Sphere.

Although PanOceania has holdings in several other systems, one of their most important is undoubtedly their grip on the ice planet, Svalarheima. Many of the neomaterials needed to empower the Hyperpower's continued advancement and dominance of the quantronic age are sourced from the planet's frozen crust. Much to their chagrin, however, their influence over Svalarheima's resources is held in check by their closest political and economic rival: Yu Jing.

A holoarticle produced by Shen Miu for Dēng Hào (Flash Signals), the news analysis show of the Tinghui channel. Only in Yu Jing area of Maya!

PANOCEANIAN MILITARY COMPLEX

The mighty Hyperpower needs a functioning and well-equipped military to protect itself, which is where the uniquely structured PanOceanian Military Complex, or PMC, comes in. Realizing at an early stage of their interstellar expansion that the quantronic revolution called for a revising of military tactics, the PMC undertook a restructuring that placed military intelligence be part of its High Command rather than simply answering to it. Enter the Hexahedron. Rapidly changing battlefields and dynamics in multiple flashpoints across several systems make instant access to up-to-date information a critical factor. Interpreting and informing decisions based on that information can often be the crucial element in preventing a Code: Infinity from tipping over into all-out-war between the great powers.

PanOceania's High Command oversees the capabilities of planetary armies that serve to protect assets on their own turf. From there, the Earth Bastion Army, the Neoterra Capitaline Army, the Shock Army of Acontecimento, the Svalarheima Winter Force and the Varuna Immediate Reaction Division are also employed to create unique highly specialized Task Forces to reply global threats. All of them joint together are known as the powerful and fearsome PanOceanian Military Complex.

MILITARY ORDERS

Although the Hyperpower is home to many other religions besides the Church, many both inside and out closely associate PanOceania with the Holy See thanks to the iconic knightly orders that fight alongside the military might of the PanOceanian Military Complex. Clad in cutting edge power armor and wielding Teseum-edged blades, the holy warriors of the Military Orders provide divine authority and a stern backbone to any military campaign that they deploy with.

From "Developing the Modern Military Mindset", by Dr Benita Tuchman, military historian and civilian adviser to the Hexahedron.

TECHNOLOGICAL LOVE AFFAIR

PanOceanians enjoy an undeniable love affair with technology. Quantronic advancements permeate every level of society, from agriculture to warfare. Augmented reality and virtual reality are part of everyday life for most citizens, both of which are handled at a pace and depth that would likely overwhelm the senses of someone from the twenty-first century. Other than the Ateks—those unfortunate souls struggling for survival outside of the Hyperpower's technological bubble—every PanOceanian citizen enjoys an uninterrupted connection to Maya and its various… delights. Comlogs, geists and various other domotics allow much of everyday life to be remotely and automatically controlled. Many accuse PanOceanians of living life on autopilot, their lives ordered by personalized geists across multiple technological interactions as they are, but this is far from the case. They are simply more capable of strolling through numerous interactions on multiple levels with an intuitiveness that others find envious. And anything menial is left to a well-trained and tailored program that makes decisions based on its owner's preferences.

From "Then and Now, the Development of the PanOceanian Mindset", a comparison of behavioral ideology across the centuries, by Dr Louis Marchand, University of San Pietro di Neoterra.

YU JING

In the Human Sphere's balance of power, PanOceania's challenger, its perpetual opponent, the other great nation, is Yu Jing (pronounced you cheeng), the Asian giant. The whole of the Far East, united under the banner of what was once China, has produced an integrated, but heterogeneous, oriental culture. Equipped with a blooming industrial sector, state-of-the-art technology and astounding economic growth, Yu Jing is ready and willing to demand the dominant position to which it feels entitled.

Operation Kaldstrøm must be understood in terms of *the pursuit of primacy*, as this is the ideology it stems from. The units the StateEmpire deploys to carry out this mission are part of the White Banner Army, the name given to the forces that this power has stationed in Huangdi, the Yu Jing territories in Svalarheima. This army is made up of units perfectly adapted to the terrain and harsh environmental conditions of Svalarheima. It is

a force that relies on its Heavy Infantry regiments, equipped with servo-powered armor and specializing in close quarters battle, as a spearhead. To reach contact with the enemy, they're supported by specialist units that open the way for them and provide covering fire, and are reinforced by the always reliable light infantry. The mission of the White Banner Army is to defend Huangdi from PanOceanian covetousness, a duty it carries out with the greatest efficiency. Notwithstanding, this force is always ready to be deployed in any territory where its strengths can be exploited and where Yu Jing's interests may be under threat.

MAINTAINING BALANCE

The fact that you have asked me whether I would choose the Party or the Emperor shows how little you understand of our history and culture. Yu Jing *is* both the Party and the Dragon, the two parts intertwining to produce an ordered society that is greater than the sum of its parts. Asking me to choose one over is the same as asking me to choose between food or water. My body will continue its harmonious efficiency when sustained with both but will eventually wither and die when either one is taken away. In this instance there is only one choice. I choose the StateEmpire. I choose Yu Jing.

Staff Sergeant Wéi Meili, Zúyǒng Invincibles, conversation overheard in a combined arms messroom on the Asgard orbital, Concilium Prima.

SECOND TO NONE

Yu Jing is one of the few great powers with direct and relatable links to the ancient societies and empires that predated its formative years on Earth. Although the seat of the StateEmpire's power was transferred to its new home in the Shentang-Yutang system many years ago, this great power has always continued to honour its ancestral roots. Far from remaining stagnant, however, Yu Jing has continued to evolve and adapt to the quantronic age and all its technological marvels. Jealous competitors state that this is because they wish to step out from the shadow of their closest rival, PanOceania. The official Party line, however, asserts that the StateEmpire is not in any other great power's shadow but is instead following its own path of enlightenment along humanity's neon-infused road to the future. As one of the foremost powers that continually pushes the boundaries of new technologies, this includes the fact that Yu Jing has allied itself closely with ALEPH, the benevolent AI that is helping to oversee humanity's continual evolution amongst the stars.

This is where the heart of Yu Jing's power lies. Having drawn on their rich and ordered past to shape the future, the power's core benefits from two powerful bodies working in tandem with each other towards the continued ascension of the whole. Using a firm hand, the political systems of the Party—the governing body that sets policies and oversees the administration of the StateEmpire—ensure that Yu Jing remains at the forefront of economic and military power within the interstellar entity known as the Human Sphere. On the other hand, the Emperor—also known as the Dragon—oversees the judicial aspects of the StateEmpire with an impartial and fair hand. In this manner, the Party guide Yu Jing with a firm hand while the Emperor ensures that any disputes arising from this are resolved fairly, with neither entity having any official influence over the other.

Although they have many holdings across the Human Sphere, which range from ancestral territories on Earth to the distant frontiers of Human Edge, the heart of Yu Jing now resides on the pair of binary planets known as Shentang and Yutang—the Jade Palace and the Divine Palace. Tidally locked to each as they orbit the same star, these two richly cultivated worlds form the bedrock of the power's might. The StateEmpire also own a huge stake on the icy planet called Svalarheima, the frozen confines of which is just one of the many places that Yu Jing indulges in its bitter rivalry with its closest competitor, PanOceania.

Excerpt from "The Delightful Balance of Power", a Maya series by Richard Nepenthes exploring the rise and far-reaching influence of the StateEmpire.

THE STATEEMPIRE ARMY

The mission of the StateEmpire Army is to protect Yu Jing from its enemies, both external and internal, as well as to defend the interests of this great power and to help it achieve supremacy in the Sphere, which is its manifest and undeniable destiny.

To make this happen, Yu Jing armed forces are divided into the Imperial Service, more focused on internal threats, and the StateArmy, which comprises different army corps. On the one hand are the Banner Armies, which are usually stationed at a specific front or location, such as the White Banner Army, which is the planetary force of the Yu Jing territories on Svalarheima. On the other hand is the Invincible Army, a powerful armored force that stands out both for its victories and for its propagandistic nature. But the StateEmpire Army also has regional divisions, which emphasize the specific military culture and the character of the ethnic groups that compose them. One of the most brilliant examples is the Korean Regional Command and its flagship unit: the Jujak Regiment, which has seen action throughout the Human Sphere.

THE WILL OF THE PARTY

The StateEmpire Army is undoubtedly one of the most powerful armies in the Human Sphere, with the mighty Invincible Army standing at the vanguard of the diverse units it is able to call upon. Composed entirely of specialised heavy infantry units that each perform different tactical roles, this power-armoured behemoth contains some of the most well-trained, disciplined and loyal troops available to any great power.

The core of the StateEmpire Army is built upon the brave Invincible Troops. These varied multipurpose heavy infantry regiments act as planetary defence forces, spearhead of the army and regular units in joint operations. Yu Jing also employs a wide array of unorthodox yet extremely capable units ranging from the invisible Hac Taos or the versatile Tiger Soldiers to deadly stealth Ninjas.

IMPERIAL SERVICE

Formed of the three branches known as the Magistracy, Prosecution, and Imperial Service, the Judiciary Corps ensure that the will of the Emperor is adhered to. The Imperial Service operate as the tactical branch of the judiciary, with the elite Imperial Agents acting as direct representatives of the Emperor's authority. Imperial Agents are often able to go where they want, when they want, with precious few able to escape their scrutiny once they fall under an Agent's gaze.

Fragment of Operations and Security by Frieda Krakauer, multi-part open-access Maya educational show covering various aspects of the StateEmpire.

O-12

O-12 is an international representational and governing body, evolved from the UN, but with greater action and decision-making power. Endowed with a tactical police branch, Bureau Aegis, O-12 is the arbiter, judge, and jury of the Human Sphere. Protecting the weaker nations, preventing any form of abuse from the stronger ones, and controlling all international systems essential for the effective functioning of the Sphere all lie within its purview. Its mission is to protect the whole of Humanity and strive for its stability and progress. This is not an easy job and O-12 knows it, but it will never give up, much to the chagrin of some powers in the Human Sphere. Now that Bureau Aegis is back on the board, more dangerous than ever, everybody is wondering: how far will they go to fulfill their duty? What secrets are they hiding? And how will this interference affect the Human Sphere?

COMMON GROUND

A bunch of squabbling, fractious children looking after their own self-interests. That's how anyone from outside of the Human Sphere looking in might view our great interstellar powers. And they would be right, to a degree. Luckily, some people have the foresight to see beyond factional divides towards a brighter future of mutual prosperity, peace, and collaboration for the whole of humanity. The foundation for that golden age of cooperation is rooted right here in the Öberhaus, with its branches held aloft by the four Pillars of O-12: Unity, Cooperation, Support, and Progress. Far from representing a pipedream for a united humanity, O-12 are the unifying factor providing common ground to every resident of the Human Sphere. We are also the stewards of humanity's own guardian angel, ALEPH. Regardless of former allegiances, we take our appointed roles very seriously.

Detective chief inspector (DCI) Romana Caceres, Gangbuster for the Special Anti-Crime Unit, during a pep talk to potential new recruits for Bureau Aegis's Section Spatha.

OPEN FORUM

The interstellar organization we know as O-12 rose from the ashes of the United Nations, which rattled its last breath back in the 21st Century. Much had changed on the global stage at the time: the once-great United States were no longer considered a superpower, Europe was also in serious decline, China, Japan, and South Korea had transitioned into a new empire named Yu Jing, and PanOceania had just begun to find its feet as the intercontinental Hyperpower. With the ties that bound the UN no longer valid, the new major powers signed up to a fresh group of accords that were better suited to a political stage that would soon span entire star systems.

Much as the major powers of the Human Sphere have, O-12 has transitioned exponentially since its fledgling days as a platform to provide common ground and unity for Earth's mightiest alliances. Under its remit of political neutrality and the umbrella of the four Pillars, O-12 has not only taken each major crisis that developed in the wake of humanity's interstellar expansion in its stride, but also developed significant weight as an organization that is capable of guiding humanity in many different aspects. So much authority, in fact, that the organization now oversees an entire star system that holds humanity's new capital world at its heart: Concilium and Concilium Prima, respectively. In addition to this, however, O-12 also oversees the great Circulars that tour the Human Sphere's component star systems and acts as the self-appointed supervisory body that oversees ALEPH.

As an organization, O-12 is sub-divided into various bodies and bureaus that strive to uphold the four Pillars for the good of all. Based out of the Öberhaus, which some refer to as the beating heart of the establishment, the Senate and Petite Assemblée debate and pass international Laws and treaties. The O-12 Security Council act as a secondary check to the Senate and collaborate to agree best practices in contending with external threats to the Human Sphere. The Courts pass judgement and mete out justice on international Law and other issues that have been granted an appeal. The Conclave ratifies or denies applications for new member states wishing to join the O-12 body. Commissions delve into and analyze specific problems occurring within the Human Sphere and report back to their commissioning bodies. And then, finally, there are the Bureaus, the twelve subsets of the administration each tasked with a specific set of responsibilities, and each granted a unique set of powers to accomplish those tasks.

From 'A Stellar Phoenix – The Human Sphere's Greatest Work', a historical study of O-12 undertaken by the ALEPH Aspect, Arcus, that was intended as a discourse for a Tohaa delegation.

THE ORGANIZATION WITHIN

From the overt judiciary known as Bureau Aegis, to the highly secretive covert operatives of Bureau Noir, through to the inescapably transparent Bureau Toth that supervises, supports, and maintains ALEPH, the twelve Bureaus of O-12 are tasked with the important and necessary functions that allow the organization to continue operating within its mandate. To avoid overlap and the potential for abuse of power, the affairs of each Bureau are purposefully kept separate from each other unless shared through the platform of a joint task force between Bureaus.

The only exception to the rule of separation lies within the hands of O-12's secret service, Bureau Noir. As an intelligence agency, Bureau Noir is tasked with serving the whole of O-12, and therefore, by definition, each subset that forms part of the greater organization.

TEAM ESCALATION

Most often referred to as O-12's military, Section Spatha's makeup encompasses traditional policing elements, a tactical law enforcement unit, and a powerful naval element. As a whole, Bureau Aegis is tasked with enforcing the rulings of the Courts. When its sister branch, the lawyers and civil servants of Section Statera, find themselves unable to apply those rulings without force, Spatha step in to take a hand. Hence the name 'Escalation'.

With the predations of the Combined Army also escalating, however, Spatha's role is likewise rapidly evolving to better assist with plugging the holes of the Human Sphere's defenses. Section Spatha, best-known as SWORDFOR, performs two important roles: tactical police duties and international crime and crime analysis which depends on the Global Police (or GloPol) department.

SWORDFOR's penchant for high intensity operations that require a small, elite cadre has seen its operatives serving in unique flashpoints across the entirety of the Human Sphere. Their scope of operations has ranged from tackling rogue mercenary outfits and Submondo elements, dismantling private corporate armies, and providing specialist expertise within unique environments such as Svalarheima, Paradiso, and Dawn. A Starmada ship ghosting into a system is sure to spell doom for any unruly organization that has managed to bring itself to the attention of Section Spatha. Rarely have SWORDFOR failed to bring their target to justice.

A briefing paper commissioned by the Senate into the evolving nature of Bureau Aegis, and the remit of Section Spatha in particular.

COMBINED ARMY

Whilst Humanity keeps mindlessly devouring itself, a new threat—perhaps more terrible than any before—has planted now several bridgeheads in the Human Sphere. A Combined Army of several alien races, under the orders of the Evolved Intelligence, an ancient supreme intellect with hegemonic intentions towards all life forms that cross its path.

"I am the Evolved Intelligence. I govern and represent the Ur Hegemonic Civilization. I have defeated countless gods of war and I have seen them cry before my devastating display of power. To me, you are nothing."
Fragment of the EI's declaration of war against the Tohaa Trinomial.

THE GREAT UNIFIER

The predations of the Combined Army within the Human Sphere have reached the ears of every one of its citizens. Alien races such as the Shasavastii and Umbra have been demonized as insidious evils that are hungrily seeking the souls of humankind. What most outside of the various military powers of the Human Sphere fail to realize, however, is that the alien forces currently waging war on multiple fronts are merely the tip of a technologically advanced spearhead, the thrust of which is directed by a menace that seeks nothing more than the utter domination of every civilization it comes into contact with. The Combined Army, the great alien menace that humanity continually struggles to find a permanent answer to, is the unified visceral power of a vast interstellar empire that is entirely controlled by a supreme god-like intellect—the Evolved Intelligence, or EI.

Those in the know often draw chilling comparisons between the so-called Combined Civilization and the Human Sphere. Both have vast interstellar data networks that allow for almost permanent connectivity, which citizens of either are able to access via cyber-implants. Though they are implemented in different ways, citizens of the two domains also benefit from Cube technology. And both realms are overseen by a self-aware intelligence that seeks to bring order and stability to its area of influence. However, while ALEPH works alongside and ultimately answers to humanity as part of their mutual quest for a utopian society, the EI firmly imposes its will as and when required, particularly when it relates to the assimilation of cultures to access their resources and knowledge.

Despite the EI creating an Ur Hegemonic Civilization that is directed solely by itself, various indicators point to the member races of this ordered empire having a large amount of autonomy in areas such as commerce and the day-to-day running of their cultures. The few fragments of information that have been gleaned from captured Tohaa from the Sygmaa Trihedron indicate that life has continued normally and much more smoothly within the EI-subjugated part of the Tohaa empire than ever before. So much so, in fact, that Sygmaa Tohaa do not even consider themselves as subjugated to any degree. Regardless, we can only form our own reliable opinions based on the information freely shared by our friends in the Tohaa Trinomial, our own deadly experiences with the EI, and by watching the pained faces of friends and family members who have been sepsitorized into unquestioningly following the EI's will.

From 'A Reflective Perspective – An Insight into the Enemy', briefing paper written by Sun Tze for the O-12 Security Council.

"Wait in silence for the moment to strike."
Training recitative played in a loop in the Shasvastii dropships.

AGGRESSION AND STEALTH

Despite appearing as a seemingly unorthodox mix of races, specialties, and constructs on the surface, the Combined Army is an extremely well-honed machine that has an uncanny knack for executing devastating surgical strikes. The hyperaggressive aliens known as Morat serve as the EI's blunt instrument and are perhaps the most instantly recognizable due to the many Mayacasts that have captured their brutal assaults on the battlefronts of Paradiso. With an entire race who are not only bred for war but also living in a constant state of strife at its disposal, many would think the EI would have little need for other troops. Unfortunately for humanity, alongside with the lethal Umbra and other specialist unit, the Combined Army has a far more insidious and deadly species it can call upon: the mutable aliens of the Shasvastii Continuum.

Survival experts in the extreme, the entire Shasvastii species has evolved into its current strands thanks to genetic modification on a unbelievable level. Curiously, every Shasvastii is able to modify its internal structure to varying degrees, which makes them exceedingly deadly combatants; if an internal organ is damaged or destroyed, their bodies can simply repurpose another one to replace it and continue functioning normally. The most insidious facet of the Shasvastii, however, is their instinctual need to seed SpawnEmbryos wherever they venture. Able to hatch within weeks, these SpawnEmbryos give birth to fully grown Shasvastii that are fully invested with the genetic memory of their originator.

"Fear is most powerful weapon, particularly when wielded against the least developed cultures. Kill the leader and the underlings will stand down. One casualty, one army."
Main Argument No. 5. Excerpt from Shasvastii military philosophy teachings.

THE SHASVASTII CONTINUUM

The Shasvastii are the Combined Army's hounds, explorers and trackers. They are a race marked by the tragedy of their home system's destruction and the near-extermination of their civilization due to a cosmic cataclysm, ready and able to do whatever is necessary to guarantee their survival. The Shasvastii army works to a criterion of lightness and mobility, disdaining super-heavy combat units. Shasvastii strategists are cunning, wicked and unscrupulous. Their martial philosophy is the following: "The maximum terror in the minimum time, applied to a small number of select targets." Using this doctrine, a handful of Shasvastii have made whole armies tremble. The specialty of this treacherous race is to cause panic, distrust and paranoia, winning wars thanks to fear and stealth.

"I live in the shadows that surround you. You cannot find me. You cannot kill me. You cannot stop me. You can't even escape me."
Shasvastii Noctifers creed.

ULTIMATE DECEIVERS

Aptly dubbed Nox Troops, even the foot soldiers of the Shasvastii are fully capable of spreading their terrible seed. In fact, they seem hard-coded with a need to do so. But this isn't the only terror that the Continuum is capable of inflicting on the Human Sphere. Everything about the race screams stealth and insertion, from the deadly and invisible Noctifers, to the ultimate furtive war machines known as Sphinx. Thanks to their ability to assume the form of a near-perfect replica of a chosen target, which even includes astonishing shape-shifting materials capable of intimidating any fabric, this last breed in particular has caused untold mayhem amongst the inner workings of the Human Sphere. Having faced the hammer blow of the Morat, it seems that humanity's worst nightmare is only just beginning.

From a briefing presented to the Paradiso Coordinated Command following the fall of the Daedalus Gate by Chilon, Deva Aspect of ALEPH.

INTRODUCTION

INFINITY CODEONE, A MINIATURES COMBAT GAME

Infinity CodeOne is a 28 mm metal miniatures game simulating special operations and skirmishes in a high technology sci-fi universe.

Infinity CodeOne recreates Direct Action operations, which are quick, lethal, and very risky. The player assumes command of a small group of elite troops engaging in undercover and clandestine operations.

Infinity CodeOne is an innovative game system, dynamic and entertaining, which allows all players to participate during the entire gaming sequence. It possesses a great amount of realism and flexibility, providing players with a wide variety of tactical and strategic maneuvers to employ during the game.

INFINITY CODEONE: OBJECTIVE AND GAME SUMMARY

Infinity CodeOne is a competitive game that pits two rival armies against each other in a struggle to complete a series of tactical objectives. The game lasts three rounds, or until all a player's units are eliminated. Mission details and the different End-Game modes that determine the winner are described further below.

Once the table is set, the players start the game by deploying their miniatures and markers on the gaming table. The game is organized through a series of Game Rounds, and in each Round, each player has their own Active Turn. During their Active Turn, each player assigns

Orders to the Troopers to activate and play with them, moving them about the table, attacking enemy Troopers, and accomplishing the scenario objectives. At the same time, the opponent is also playing, by reacting to the actions made by the player who has the Active Turn, thanks to Automatic Reaction Orders (ARO).

During the game, the Rounds continue until the End-Game conditions are met, which ends the game. Once the game has finished, the players check their Objective Points and their Victory Points to determine who the winner is.

INTRODUCTORY GAME

These rules are a streamlined and simplified version of the Infinity CodeOne game system that will allow you to easily understand the basics of this game.

Once you have played them, you will know the basic game mechanics and it will then be very easy for you to access the complete rules. With the complete ruleset you will have a greater variety of tactical and gaming possibilities, and you can enjoy Infinity CodeOne in its totality. Connect to infinitytheuniverse.com to know more!

WHAT YOU NEED

To play Infinity CodeOne you will need the following things:
- ▶ A measuring tape of at least 48 inches.
- ▶ Some 20-sided dice (d20).
- ▶ 6 Infinity CodeOne models to represent the 3 Troopers of both players.
- ▶ Scenery. At least 4 big elements and 10 small items.
- ▶ A 24 x 32 inch gaming table.
- ▶ Unconscious State Tokens and Order Tokens.

All of them are included in the Infinity CodeOne Battle Packs and are also all available for free on the Download section of the official Infinity website at: Infinitytheuniverse.com.

UNIT PROFILE DESCRIPTION

Attributes are a series of numeric values that describe the basic capabilities of Troopers. In game terms, these are used to make Rolls and calculate the success or failure of attempted actions made by Troopers.

UNIT PROFILE DESCRIPTION

The main Attributes are as follows:

MOVEMENT (MOV)
The number of inches this Trooper can move with an Order. The MOV Attribute usually has two values: the first time the Trooper moves in an Order, and the second.

BALLISTIC SKILLS (BS)
This conveys the Trooper's prowess in ranged combat.

PHYSIQUE (PH)
This represents all physical skills, such as strength, dexterity, throwing, dodging...

ARMOR (ARM)
This is a numeric value for the Trooper's overall armor. The higher the value, the heavier and more effective the armor is in reducing the damage of enemy weapons.

WOUNDS (W)
This represents the physical endurance of the Trooper, and how much punishment it can withstand before losing consciousness or dying.

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

▶ BS Weapon: Combi Rifle

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	11	10	13	1	0	1	2	-

▶ BS Weapon: Combi Rifle

DISTANCES AND MEASUREMENTS

When measuring the distance between two Troopers, players must measure between **the closest parts of their bases.**

To determine what the distance is between two objects or scenery items, players must measure a straight line between them.
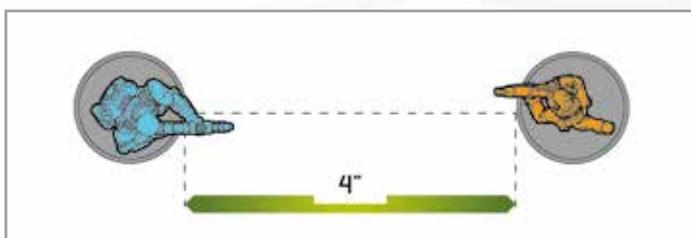
When moving Troopers around the battlefield, players must measure the complete route (including, for example, any detour to avoid obstacles) and must **always use the same part of the base for their measurements.**
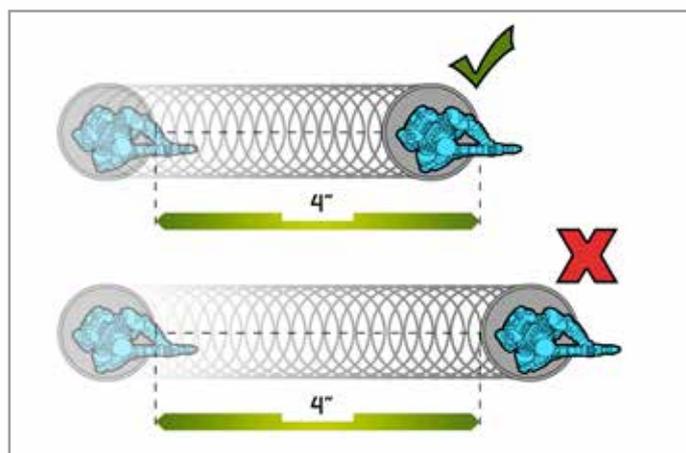
LINE OF FIRE (LOF)
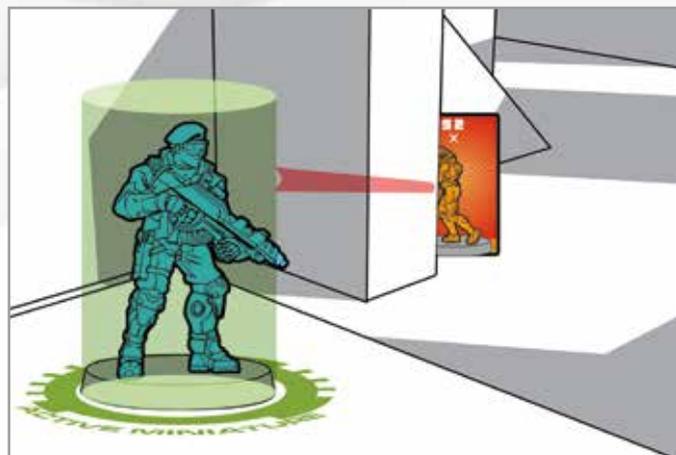
Line of Fire (LoF) is the criterion by which players determine whether a Trooper can see its target.

For a Trooper to be able to draw LoF to its target, it must meet these conditions:
The target must be totally or partially within the Trooper's front 180° arc.
- ▶ The Trooper must be able to see part of the volume of its target, with a minimum size of 3x3mm.
- ▶ LoF can be drawn from the Trooper to any point in the target's volume without being obstructed by any pieces of scenery or Troopers (friendly or enemy).

TYPES OF ROLL AND SUCCESS VALUE

Infinity CodeOne's game mechanics revolve around two types of d20 rolls: **Normal Rolls** (this roll is used when a Trooper is not facing off against an enemy) and **Face to Face Rolls** (when two or more Troopers act at the same time to try to thwart each other's progress).

The **Success Value (SV)** is the numeric value resulting from applying any applicable Modifiers to the Attribute being used for the Skill. To find out if a Skill has succeeded, a d20 is rolled and the result is compared to the Success Value.

Any result that is equal to or less than the Success Value means that the Skill was successful.

To resolve a Face to Face Roll, compare the two Troopers' successful Rolls. Any success that is lower than the opponent's is cancelled. If the highest successes are tied, all successes in the Face to Face Roll are cancelled.

STRUCTURE OF AN ORDER

REGULAR ORDER	ENTIRE ORDER SKILL	SHORT MOVEMENT SKILL + SHORT MOVEMENT SKILL	SHORT MOVEMENT SKILL + SHORT SKILL

GAME SEQUENCE

GAME SEQUENCE

PLAYER 1 TURN

PLAYER 2 TURN

Each Player Turn is divided into these steps:

▶ 1. Start of the Turn: Tactical Phase
  ▶ 1.1 Order Count
    For each Trooper deployed on the table that is not in a Null state (Unconscious, Dead…), the Active Player adds one Regular Order to his Order Pool.
  ▶ 2. Order Phase
    This is the main phase of the Player Turn, when the Active Player gets to use his Order Pool to **activate** her Troopers.
▶ 3. States Phase
  Once the Active Player runs out of Orders, or decides not to use the remaining ones, both players will carry out any checks for those States or Skills that require it.
▶ 4. End of the **Turn**
  Once all checks are made, the Active Player's Turn ends.

TROOPER ACTIVATION

The expenditure of an Order allows the activated Trooper to declare one of the following combinations of Skills:

▶ Any one Short Movement Skill plus any one Short Movement Skill.
▶ Any one Short Movement Skill plus any one Short Skill (and vice versa).

There is no limit to the number of times Orders can activate the same Trooper during its Active Turn.

IMPORTANT:

Even though they are declared one after the other, both Skills in a single Order are performed simultaneously. For example, if you declare Move plus BS Attack, you can make the BS Attack at any point during the declared movement route, and not necessarily at the end of that route.

ARO: AUTOMATIC REACTION ORDER

Thanks to the Automatic Reaction Order (ARO) mechanic, the action and decision-making never stops. Even during their opponent's Active Turn, a player's Troopers can react each time the opponent activates one of his Troopers with an Order.

There is no limit to the number of Troopers that can react to the activation of a single enemy Trooper.

The ARO declarations of the Reactive Player's Troopers are considered valid when an enemy Trooper activates within its Line of Fire (LoF).

ALL AT ONCE

In Infinity CodeOne, Orders and AROs are simultaneous regardless of the Skills declared.

ORDER EXPENDITURE SEQUENCE

▶ 1. The Active Player declares which Trooper will activate.
  ▶ 1.1 The Active Player **removes the Order from the table** he uses to activate the Trooper.
  ▶ 1.2 The Active Player **declares the first Short Skill** of the Order he wants to use. If movements are declared, the player measures where the Trooper can move and places the Trooper at the final point of its movement.

▶ 2. The Reactive Player checks Lines of Fire to the Active Trooper, and **declares AROs**. Troopers are not forced to declare the AROs, but if a Trooper can declare an ARO and fails to do so, the chance to declare an ARO is lost.

▶ 3. The **Active Player** declares the second Short Skill of the Order, if applicable. If movements are declared, the player measures where the Trooper can move and places the Trooper at the final point of its movement.

▶ 4. The Reactive Player checks Lines of Fire to the Active Trooper, and can declare any new AROs that are available.

▶ 5. **Resolution:** Check that the declared Skills meet their respective Requirements, measure all distances, determine MODs (Cover and Range), **and both players make Rolls.**
  ▶ 5.1 **Effects:** Players **apply all effects** of successful Skills.
  ▶ 5.2 **Conclusion:** End of the Order.

COMMON SKILLS

Common Skills can be employed by any Trooper. The main Common Skills are Move, BS Attack and Dodge.

MOVE
SHORT MOVEMENT SKILL

REQUIREMENTS

▶ The Trooper's base must always be in contact with the surface on which they intend to move and the space they move through must be equal to or larger than **half** their base.

EFFECTS

▶ By declaring Move, the user may move up to the first value of his MOV Attribute in inches.
▶ If the user declares Move again with the second Short Skill of the same Order, he may then move up to the second value of his MOV Attribute in inches.
▶ Once declared, Troopers always reach the end of their Movement, even if they fall into a Null state (Unconscious, Dead…).

BS ATTACK
SHORT SKILL / ARO

REQUIREMENTS

▶ It is mandatory to have a BS Weapon and be able to draw Line of Fire (LoF) to the target of the BS Attack.
▶ Not be in Silhouette contact with any enemy Trooper, unless they are in a Null state (Unconscious, Dead…).

EFFECTS

▶ The user employs his BS Attribute to fire upon one or more enemies.
▶ If the attacker has more than one target and a BS Weapon, he must distribute his attacks as part of the BS Attack declaration.
▶ All shots must be declared from the same point.

COMBI RIFLE

Combi Rifle	Traits:
Damage: 13	**B:** 3
Ammo: N	**Saving Roll Attribute:** ARM

RANGE MODIFIERS			
16"	32"	48"	96"
+3	-3	-6	

Before making a BS Attack Roll, the distance between the Trooper and their target must be measured and the corresponding Modifiers to the BS Attribute (Range and Cover) must be applied.

The Active Player rolls as many d20 as their Combi Rifle's Burst (B) value indicates, while the Reactive Player's Burst (B) is always reduced to 1.

RANGE

COMBI RIFLES have the following values:
▶ If the distance between the Trooper and the Target ranges from 0 to 16 inches, the Trooper has a +3 MOD to their BS Attack Roll due to distance.
▶ If the distance is greater than 16 inches and equal or lesser than 32 inches, the Trooper has a -3 MOD to their BS Attack Roll due to distance.
▶ If the distance is greater than 32 inches and equal or lesser than 48 inches, the Trooper has a -6 MOD to their BS Attack Roll due to distance.
▶ BS Attacks automatically fail if the distance is greater than 48 inches.

COVER

A Troop is in Partial Cover when it is in contact with a scenery element that partially obscures a full view of the Trooper being targeted by a BS Attack.

If the target is in Partial Cover, the attacker will apply a -3 MOD to their BS Attack Roll and the BS Attack's target reduces the Attack's Damage by 3 for Saving Roll purposes.

DODGE
SHORT SKILL / ARO

REQUIREMENTS
▶ The Trooper must be in Silhouette contact or have LoF to an enemy Trooper.

EFFECTS
▶ When declaring Dodge, the Troop performs a PH Roll to avoid suffering a Attack.
▶ Dodge allows the user to move up to 2 inches, during the 5.1. Effects step of the Order Expenditure Sequence, if the Roll is successful.

ARMOR AND DAMAGE

Damage is the capacity of a weapon to harm or impair its target in any way. However, this Damage is not usually applied to the target as is. Targets often have the right to a **Saving Roll** that determines if their Armor (ARM) protects them from said Damage.

To measure an Attack's Damage, the player must subtract from the Weapon's Damage:
▶ The target's ARM Attribute.
▶ The (-3) MOD due to Partial Cover, if applicable.

If the final **result is equal to or lower** than the **Damage value of the Attack**, the **impact** is **successful**, when this happens, the most common consequence is the loss of one point from the target's Wounds.

If the **final result is higher** than the Damage value of the Attack, **the target receives no Damage** and suffers no alteration to its Attribute profile or its state.

If the value of the Wounds Attribute of a Trooper reaches 0, then that Trooper enters the Unconscious State. However, if the Wounds Attribute falls below 0, the Trooper enters the **Dead** state and is removed from the game.

INITIATIVE AND DEPLOYMENT ROLL

Before the game begins, players make a Face to Face Roll using their respective Lieutenant's WIP Attributes (select one Fusilier and one Zhanshi respectively). So, both players roll a d20 and compare their results and the one with the higher result (that does not exceed their Lieutenant's WIP Attribute) is the winner of the Initiative Roll.

The winner of the Initiative Roll can choose between keeping **Deployment** and keeping **Initiative**. Whichever option the winner declined goes to the other player.

KEEPING INITIATIVE

The player who kept Initiative gets to choose **which player has the first Player Turn** and which player has the second Player Turn in each Game Round. This order is maintained throughout the game.

KEEPING DEPLOYMENT

The player who kept Deployment gets to choose **who deploys first**, and in which **Deployment Zone.**

Both players will deploy on opposite ends of the game table, in a Deployment Zone 8 inches deep and 24 inches wide.

The Deployment Phase is divided into the following steps:
▶ **Player One Deployment.**
▶ **Player Two Deployment.**

DEPLOYMENT RULES

To deploy your Troopers on the table, follow these rules:
▶ The base of each Trooper must be entirely within the Deployment Zone.
▶ Troopers cannot deploy in a location without enough space to fit their entire base.

GAME ROUND EXAMPLE

Both players secretly pick one of their 3 Troopers as Lieutenant and make the Initiative Roll between their Lieutenants' WIP.
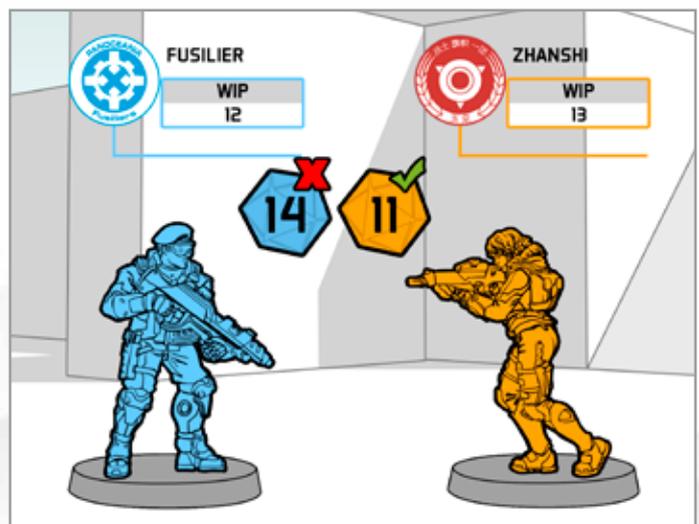
The Yu Jing Player wins the Initiative Roll and decides to keep the Initiative (to be Player 1) and begin first. The PanOceanian Player (Player 2) therefore decides that Yu Jing should deploy their Troopers first. The Yu Jing Player decides to place them as indicated on the map. Next, the PanOceanian Player does the same, knowing Yu Jing's starting positions in advance.
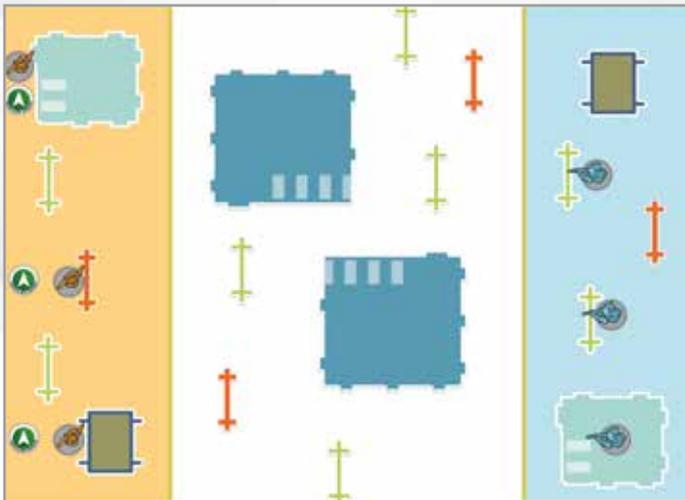
1. Start of the Turn: Tactical Phase

Order Count: having 3 available Zhanshi deployed, Player 1 places 3 Orders on the table.

2. Order Phase:
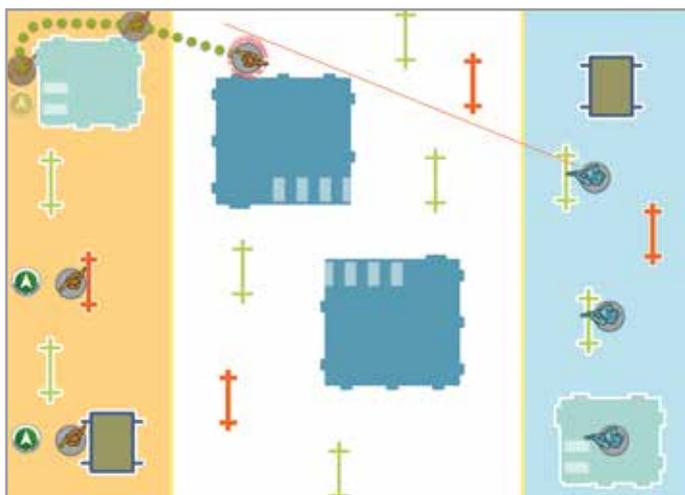
Player 1 declares who the Active Trooper is, removes the Order from the table and declares the first Short Skill: Move.
Player 2 does not declare any AROs because the buildings cover the Yu Jing Trooper's advance.

For the second Skill of the Order, Player 1 declares Move once again and moves 4 inches. Again, there are no AROs.
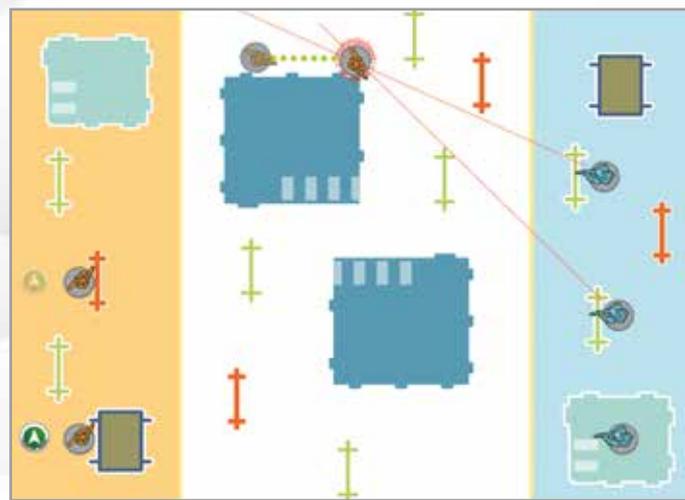
With the second Order, Player 1 declares Move yet again, reaching the corner of the building, and staying in cover. Player 2 declares the ARO BS Attack with the two Troopers that now have LOF. Player 1 also declares BS Attack and distributes their Combi Rifle's B3 (2 dice against one target and 1 die against the other).

In the Resolution of the Order, the Players measure the distance, 15 inches and 12 inches respectively, so they will have a +3 MOD due to range, that will be compensated by the -3 MOD due to all the Troopers being in Cover.

In this case, the Success Value will therefore be:
▶ **Yu Jing:** BS = 11 , +3 due to Range, -3 due to Cover. SV=11.
▶ **PanOceania:** BS = 12 , +3 due to Range, -3 due to Cover.
  SV=12 for both Troopers that declared an ARO.

When comparing the results of both Face to Face Rolls, it turns out that the 14 is a miss and the 7 is the higher value, thus winning the roll.

In the other Face to Face Roll, the two 8s are a tie, and both are cancelled.

As the 7 is a winning roll, Player 2 will have to make a Saving Roll: Attack Damage = 9 (13 weapon damage, -3 due to Cover, -1 ARM). Any result that is equal to or less than 9 will imply the loss of one Wound. Player 2 rolls the die and obtains a 7, so their Trooper falls Unconscious. **(See image 1)**

FUSILIER A
BS
12
BS WEAPON: COMBI RIFLE
RANGE +3
COVER -3

FUSILIER B
BS
12
BS WEAPON: COMBI RIFLE
RANGE +3
COVER -3

ZHANSHI
MOV BS
4-4 11
BS WEAPON: COMBI RIFLE
RANGE +3
COVER -3

IMAGE 1

REGUL AR

FUSILIER A
BS
12 MODS BS 9
BS WEAPON: COMBI RIFLE
RANGE -3

ZHANSHI
MOV PH
4-4 10
ACTION: DODGE
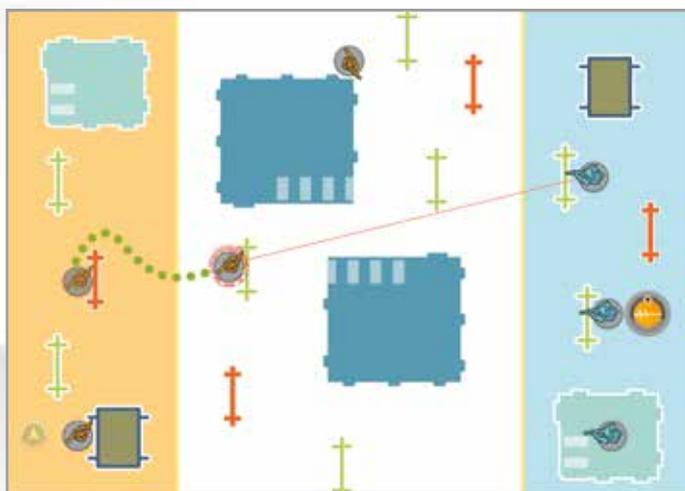
IMAGE 2

With their last Order, Player 1 decides to declare Move from one blast barrier to the next. Player 2 declares BS Attack as their Trooper's ARO and Player 1 declares Dodge as their second Skill. SV are calculated for the Face to Face Roll.

▶ **Yu Jing:** Dodge with PH = 10. SV=10.
▶ **PanOceania:** BS = 12, -3 due to Range (18 inches) and no negative MOD due to Cover, since they decided to shoot at the enemy before they reached the second blast barrier. SV = 9

They roll the Dice and the results are:

▶ **Yu Jing:** 7.
▶ **PanOceania:** 6.

Both Players Rolls are successful, but the Yu Jing Player's higher value prevails. Now the Yu Jing Player may move up to 2 inches during step 5.1. Effects of the Order Expenditure Sequence, without generating AROs. **(See image 2)**

3. States Phase

Once the Active Player has spent all their Orders, both Players make whatever checks are required by States or Skills. In this case, no check is made.

4. End of the Turn.

Now, the first Active Turn of Player 2 begins. Given that one of their three Fusiliers is Unconscious, Player 2 has only 2 Orders. Remember that Troopers in the Unconscious State do not add Orders to the Player's Order Pool.

The end of Player 2's Active Turn will also mark the end of Round 1 and the beginning of Round 2, with Player 1 as Active Player, and so on until all of the Players' Troopers have been eliminated, or Round 3 ends.

After this introduction, you're now ready for your first game!!

BASIC RULES

The basic rules are one of the pillars of the general game mechanics; these are the rules all players must know in order to play. This chapter creates the game engine that establishes Infinity CodeOne as an excellent modern tactical combat simulator. Basic Rules establish the characteristics of Infinity CodeOne troops and the way in which they behave inside the game environment. They also determine how to create combat forces and the rules needed to begin playing, as well as the game structure. The fundamental section of this chapter is the explanation of the Orders system, the central core of the game model that players will be using constantly. It is the system that enables players to participate during the entire game, without having to stop playing at any point.

WHAT YOU NEED

To play Infinity CodeOne you will need the following things:
- ▶ A measuring tape of at least 48 inches.
- ▶ Some 20-sided dice (d20).
- ▶ Corvus Belli miniatures to represent the Troopers of both players.
- ▶ Scenery. At least 4 big elements and 10 small items. As it will be soon become apparent, scenery and terrain is a very important part of Infinity CodeOne.
- ▶ A 24 x 32 inches gaming table. Although the game can be played on surfaces of other sizes, this is the ideal gaming table size to start playing Infinity CodeOne.
- ▶ Markers, Tokens and templates. All of them are included in the Infinity CodeOne Battle Packs and are also all available for free on the Download section of the official Infinity website at: infinitytheuniverse.com

During a game of Infinity CodeOne, each player will have a maximum of 10 Troopers. Depending on how familiar are you with the game, we recommend the following game modes:

TYPE OF GAME	TABLE SIZE	DEPLOYMENT ZONE	ARMY POINTS	SWC	GAME DURATION
INITIAL MATCHES	24 X 32 INCHES	8 X 24 INCHES	15	3	40 Min
INTERMEDIATE MATCHES	32 X 48 INCHES	8 X 32 INCHES	25	5	60 Min
STANDARD MATCHES	48 X 48 INCHES	12 X 48 INCHES	30	6	90 Min

GAME ELEMENTS: TERMINOLOGY AND ALIGNMENT

This rules set uses precise terminology throughout to refer to key elements of the game that players have at their disposal.

You can find all Infinity CodeOne Terminology and Alignment in the Glossary found on page 90.

OPEN AND PRIVATE INFORMATION

Information in an Infinity CodeOne game can be either Open or Private.

Consider any piece of information on a player's Army List that is not explicitly Private as Open and knowable to all. You must share Open Information about your Army List while you deploy your Models, Markers and Tokens during the Deployment Phase, and also any time your opponent asks during the game.

Private Information is information you can keep to yourself that your opponent cannot ask about. Your Private Information remains secret until a specific game event forces you to disclose it.

You are required to write down all Private Information before the game starts to show your opponent if necessary.

These pieces of information are Private in Infinity:
- ▶ Your Troopers' Cost and SWC.
- ▶ The presence of Troopers possessing the Combat Jump or Parachutist Special Skill.
- ▶ The contents of your Camouflage Markers.
- ▶ The identity of your Lieutenant.

When the game ends, an Army List's Private Information becomes Open Information.

LABELS AND TRAITS IN INFINITY CODEONE

The function of Labels and Traits is to quickly indicate details and to group common features.

LABELS

Labels indicate a series of defining aspects of a Skill, Special Skill or piece of Equipment for quick reference. You can find all Infinity CodeOne Labels in the Glossary found on page 91.

TRAITS

Most weapons and Equipment have special features, called Traits.

Traits usually relate to Common Skills or Special Skills, or to specific effects that make these items special. Some of them are self-explanatory. You can find all Infinity CodeOne Traits in the Glossary found on page 91.

BASIC CONCEPTS IN INFINITY CODEONE

ARMIES

In Infinity CodeOne there are several Factions that represent the different Armies of the Human Sphere and the alien forces of the Combined Army.

The Armies: Yu Jing | Panoceania | Combined Army | 0-12

UNIT PROFILE

"Soldiers" in Infinity CodeOne are called Troopers and are grouped into Units belonging to each Army.

All members of a Unit have received the same training and have the same Attributes, Skills, and the same basic gear. Each Unit has a Unit Profile with all the data you need to play it.

EXAMPLE OF DIFFERENT UNITS BELONGING TO 0-12:

Kappa Unit	LI	Gamma Unit	HI
Lynx Unit	LI	Zeta Unit	TAG
Delta Unit	MI	Razor Unit	SK
Epsilon Unit	MI	Gangbusters, Special Crime Squad	SK
Omega Unit	HI	Cyberghosts	LI
Betatroopers	HI	Specialized Support Unit Lambda	LI

Included below is the format for Unit Profiles, to help you become familiar with the terms, Attributes, and all the Profiles' information.

ISC: Delta Unit 2.

1. MI

DELTA UNIT

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

Special Skills: Combat Jump · Parachutist 4.

3.

Name	Weaponry | Equipment || Peripheral ⓘ	Melée Weapons ⓘ	SWC	C
DELTA	Boarding Shotgun	Pistol, CC Weapon	0	2
DELTA	Spitfire	Pistol, CC Weapon	1.5	2.5
DELTA Doctor	Boarding Shotgun | Medikit	Pistol, CC Weapon	0	2.5
DELTA Doctor	Boarding Shotgun | Medikit || YUDBOT-B	Pistol, CC Weapon	0	3
DELTA Specialist Operative	Combi Rifle, Light Riotstopper	Pistol, CC Weapon	0	2
DELTA Hacker (Hacking Device)	Combi Rifle, Light Riotstopper	Pistol, CC Weapon	0.5	2.5

5.

ISC: Yudbot-B

6. REM

YUDBOT-B

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
6-4	11	8	10	13	0	3	1	1	0

Special Skills: Mimetism (-3) · Peripheral (Servant) · Combat Jump · Parachutist

Name	Armament | Equipment || Peripheral	Melée Weapons	SWC	C
YUDBOT		PARA CC Weapon (-3)	0	0.5

1. Common Characteristics of the Unit.

2. International Standard Code

3. Attributes

4. Common Equipment and Special Skills of the Unit.

5. Name and different combinations of Special Skills, Equipment, and Weapons and their Cost for each Trooper.

6. Peripheral.

In this Troop Profile example we can see the Delta Unit has different options, each of them possessing different weapons and pieces of Equipment, and one that also includes a Yudbot-B, which is a Peripheral, a special category of Trooper, with the Delta as its Controller.

All this makes each Unit unique and sets them apart from the rest.

The contents and features specific to each Trooper are shown in different ways:

▶ Under the Attributes, Equipment and Special Skills common to all Unit options are shown.
▶ When one of the options of a profile has a Special Skill, it will be shown next to the Trooper's name.
▶ If one of the options has Equipment, it will be shown in round brackets next to the name or Special Skill. For example: (Multispectral Visor L2) or Hacker (Hacking Device).
▶ Equipment is separated from BS Weapons by a vertical bar ("|") in the Weaponry and Equipment column.
▶ Peripherals are separated from Weapons and Equipment by a double vertical bar ("||") in the Weaponry and Equipment column.
▶ CC Weapons, or special weapons that may be used as BS or CC Weapons are in the Melée Weapons column.

TROOPER CHARACTERISTICS

The following terms are important for playing:

▶ 🔺 **Training:** Order contributed by the Trooper to the Order Pool.
▶ **Troop Type:**
  ▶ LI – Light Infantry
  ▶ MI – Medium Infantry
  ▶ HI – Heavy Infantry
  ▶ REM - Remote
  ▶ TAG - Tactical Armored Gear.
  ▶ WB - Warband
  ▶ SK – Skirmisher
  ▶ 🟠 Peripheral
▶ **ISC** (International Standard Code): To avoid confusion, O-12 has created an international nomenclature, for its intelligence reports and analysis, which stays constant across different languages.
▶ 🛡 **Hackable:** This Characteristic identifies those Troopers technologically advanced enough to suffer attacks from or be aided by infowar and hacking systems. A Trooper with the Hackable Characteristic can be targeted by both allies and enemies using certain Hacking Programs. HI, REM, and TAG Troopers are Hackable unless otherwise stated. Hackers, regardless of Troop Type, are also Hackable.

> **Want to know more?**
> You may find all the additional info to further explore the Infinity Universe in fluff books, articles and appendices!
> Sibylla's advice

ATTRIBUTES

Attributes are a series of numeric values that describe the basic capabilities of Troopers and game elements. In game terms, these are used to make Rolls and calculate the success or failure of attempted actions made by Troopers and game elements. For simplicity, Attribute definitions always refer to the term Trooper.

The Attributes are as follows:

MOVEMENT (MOV)

The number of inches this Trooper can move with an Order. The MOV Attribute usually has two values: the first time the Trooper moves in an Order, and the second.

CLOSE COMBAT (CC)

This conveys the Trooper's prowess in hand-to-hand combat.

BALLISTIC SKILLS (BS)

This conveys the Trooper's prowess in ranged combat.

PHYSIQUE (PH)

This represents all physical skills, such as strength, dexterity, throwing, dodging...

WILLPOWER (WIP)

This represents all mental skills, such as Discover, Doctor, Hacking…

ARMOR (ARM)

This is a numeric value for the Trooper's overall armor. The higher the value, the heavier and more effective the armor is in reducing the damage of enemy attacks.

BIO-TECHNOLOGICAL SHIELD (BTS)

This is a numeric value for the Trooper's NBC (Nuclear, Biological, Chemical), Nanotechnological, Electromagnetic, and Anti-Hacking protections.

WOUNDS (W)

This represents the physical endurance of the Trooper, and how much punishment it can withstand before losing consciousness or dying.

STRUCTURE (STR)

This alternative to the Wounds Attribute represents the capacity of mechanical Troopers (TAGs, REMs...) or scenery structures to soak up damage before ceasing to function.

AVAILABILITY (AVA)

This indicates the number of Troopers from this Unit allowed in a single Army List.

SILHOUETTE (S)

This indicates the three-dimensional volume of the Trooper for game purposes. The value refers to a specific type of Silhouette Template.

SUPPORT WEAPONS COST (SWC)

The cost in Support Weapon Points paid for adding a Support Weapon to a Trooper of that Unit. This value is pivotal when constructing your Army Lists.

COST (C)

This is the value in Army Points of the Trooper with all its Special Skills, Weapons, and Equipment. This value is pivotal when constructing your Army Lists.

SKILLS AND EQUIPMENT

In the corresponding sections of this rulebook you will find each Common Skill, Special Skill, and piece of Equipment in Infinity CodeOne explained in detail.

WEAPONRY

In the Combat Module section you will find all the information needed to use Weapon Charts in Infinity CodeOne, and in the Weaponry section you will find those weapons that require further explanation.

GAME STATES

'State' is a game term for each of the altered conditions, beneficial or not, that a Trooper or game element might find itself in.

Each state has a specific game effect, as well as individual methods of activation and cancellation. States in Infinity are cumulative, and are indicated by placing State Tokens next to an affected Trooper.

ARMY LIST

The Army List is the list of troops that make up the combat forces the player will be using during the game.

In order to play a game of Infinity, the first step will be to determine the number of Army Points with which the Army Lists will be created. This number will be decided by mutual agreement between the players, or it could be determined by the organizer in the case of an event.

A standard Infinity CodeOne game is organized with 30 Points and 6 SWC, which would let players field an adequate number of Troopers and give a game of average duration.

ARMY POINTS AND VALUE

The total sum of the Cost of the Troopers that make up an Army List must always be equal to or lower than the number of Army Points agreed upon for the game.

In order to create an Army List, the player needs to select his Troopers from the ones available for his faction (PanOceania, Yu Jing, Combined Army...) and add up their Cost.

AVAILABILITY (AVA)

All Troopers have an Availability (AVA) value on their Unit Profile. The Availability Attribute determines the maximum number of Troopers from the Unit that can be included in the player's Army List.

An Availability of Total allows the player to field as many Troopers from that Unit as desired, without exceeding the agreed Army Points for the game.

SUPPORT WEAPONS COST (SWC)

Support Weapons are the weapons or Special Equipment not included in the basic or standard equipment. These Support Weapons have a specific cost named Support Weapons Cost (SWC).

On each Unit Profile, the SWC for each option for that Trooper is specified, taking into account the weapons and the equipment at their disposal.

In game terms, each 5 Army Points will provide 1 point of SWC to spend on Troopers with Support Weapons.

For example, in a standard 30 Point game, players will have 6 SWC points available to spend on Troopers with Support Weapons.

EXTRA SWC:

Troopers whose SWC value has the **+** symbol will provide the player that many extra SWC points to be added to the total of the Support Weapons Points available for his Army List. In addition, it will not cost the player any SWC to field these Troopers, as their SWC points value is considered to be 0.

LIEUTENANT

Army Lists must have one Trooper with the Lieutenant Special Skill.

However, players are not allowed to field more than one Trooper with the Lieutenant Special Skill in their Army List.

COMBAT GROUP

In Infinity CodeOne an Army List is formed of one Combat Group, which is a closed group of Troopers with a maximum number of members no greater than 10.

INFINITY ARMY

Infinity Army is the **free and official** tool to create Army Lists for Infinity CodeOne. This tool offers:

▶ An easy and intuitive interface. The software of this application assesses the legality of each Army List the player creates, keeping in consideration the guidelines for the creation of Army Lists, both for standard games and for participating in Infinity CodeOne events.

▶ Infinity Army has all the updated Unit Profiles available for Infinity.

Infinity Army is the quickest and easiest way to create Army Lists, and it is available for free on the official Infinity website: infinitytheuniverse.com

ORDERS AND THE ORDER POOL

In Infinity CodeOne, the capacity of an army to maneuver and take actions is measured in **Orders**. An Order is a game concept, a sort of currency spent **to activate a Trooper** so that it can take part in the battle. The higher the number of Orders at its disposal, the more an army can do.

TYPES OF ORDERS

REGULAR ORDER

Regular Orders are those contributed by Troopers who have received regular military training, and can be expected to follow instructions, maintain discipline under enemy fire, work in a team and coordinate with his comrades.

Regular Troopers add their Orders to the Order Pool, where they can be used by any Troopers in the same Combat Group to take actions.

SPECIAL LIEUTENANT ORDER

This Order is **not** included in the Order Pool, but is kept separate for the Lieutenant to use. The status and expenditure of the Lieutenant Special Order is Open Information.

ORDER POOL

The Order Pool is the number of Regular Orders available to an Army List in its Active Turn. The more Regular Troopers in an Army List, the bigger its Order Pool.

▶ Only Regular Orders go into the Order Pool. The Lieutenant Special Order is not part of any Order Pool.

▶ Players recalculate Order Pools at the beginning of each of their Active Turns, during the Tactical Phase. (further detailed in the Game Sequence section, on page 24).

▶ Each Regular Trooper on the battlefield, not in any Null State, and whether in the form of a Model or represented by a Marker, contributes an Order to their Order Pool.

▶ Regular Troopers that are not on the battlefield in the form of a Model or Marker, due to Special Skills, do not add their Order to their Order Pool until they start their Active Turn on the battlefield as a Model or Marker. The status and existence of Orders provided by these Troopers is Private Information. Regular Orders provided by these Troopers can be kept secret and out of sight of the opponent.

▶ There is no limit to the number of times Regular Orders can activate the same Trooper during its Active Turn; the only limit is the size of the Order Pool.

▶ You can spend Regular Orders from your Order Pools in any order. When you activate a Trooper, you do not need to spend all Orders you plan to use on that Trooper consecutively, but can alternate between Troopers.

▶ Players are not required to spend all the Regular Orders in their Order Pools.

ORDER POOL EXAMPLE
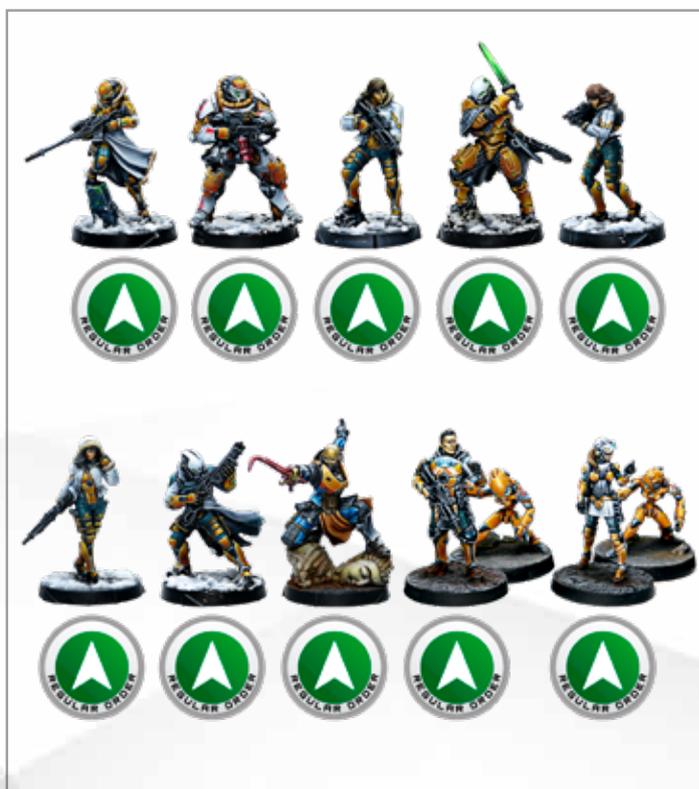
List composed of:
▶ 10 Troopers which provide a Pool of 10 Orders.
▶ 12 Models (10 Troopers and 2 Peripherals).
▶ Peripherals do not provide an Order for the player's Order Pool and they are disregarded for the 10-member limit for the player's list.

Players have several ways to consume said Orders:

The 10 Regular Orders may be consumed as seen fit. Whether to activate up to 10 Troopers once each, to activate a single Trooper up to 10 times, or to activate different Troopers alternatively.

4 Regular Orders to one Trooper, 4 Regular Orders to another Trooper, and 2 Regular Orders to a different one, for example.

Bear in mind that in order to activate a Peripheral, it must consume its Controller's Order, in this case, the Doctor or Engineer, respectively.

REMEMBER:

In Infinity CodeOne, an Army List is a closed Combat Group of Troopers that may not exceed the 10-member limit.

TROOPER ACTIVATION

STRUCTURE OF AN ORDER

Players use Orders to activate Troopers and have them perform actions in the form of Skills (Move, Jump, CC Attack…). Depending on their complexity and the in-game time taken, Skills are divided into:

Short Movement Skills: Can be declared twice, or be combined with a different Short Movement Skill in the same Order. For instance, you could use an Order to Move and Discover. They can also be combined with a Short Skill.

Short Skills: Can only be combined within the same Order with a Short Movement Skill. Cannot be declared twice or be combined with other Short Skills.

Entire Order Skills (or just Entire Order for short): These Skills employ one whole Order and cannot be combined in any way.

STRUCTURE OF AN ORDER		
REGULAR ORDER / LIEUTENANT ORDER	ENTIRE ORDER SKILL	SHORT MOVEMENT SKILL + SHORT MOVEMENT SKILL
		SHORT MOVEMENT SKILL + SHORT SKILL
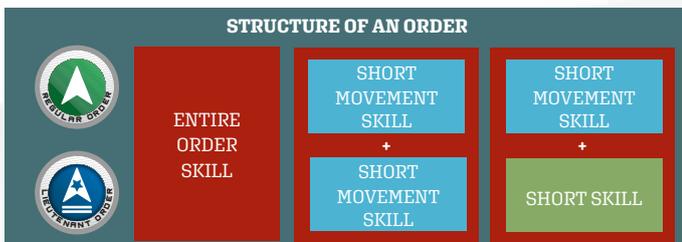
In other words, the expenditure of an Order allows the activated Trooper to declare one of the following combinations of Skills:
▶ Any one Entire Order Skill.
▶ Any one Short Movement Skill plus any one Short Movement Skill.
▶ Any one Short Movement Skill plus any one Short Skill (and vice versa).

IMPORTANT:

Even if declared one after the other, both Skills in a single Order are performed simultaneously. For example, if you declare Move plus BS Attack, (the Short Skill that Troopers use to fire their weapons), you can make the BS Attack at any point during the declared movement route, and not necessarily at the end of that route.

ARO: AUTOMATIC REACTION ORDER

In Infinity CodeOne games, thanks to the Automatic Reaction Order (ARO) mechanic, the action and decision-making never stops. Even during their opponent's Active Turn, a player's Models and Markers can react each time the opponent activates one of his Troopers with an Order.

The ARO declarations of the Reactive Player's Troopers are considered valid in the following situations:
▶ An enemy Trooper activates within its Line of Fire (LoF).
▶ An enemy Trooper activates within its Zone of Control (ZoC).
▶ It has a Special Skill, weapon, or piece of Equipment allowing it to react to enemy actions without LoF.
▶ It is affected by a Template Weapon, or is the target of a Hacking Program or other Comms Attack.

The Reactive Player must declare AROs for all eligible Models or Markers **immediately after** the Active Player declares his Entire Order or the first Short Skill of his Order (see: Order Expenditure Sequence, page 23). Troopers that fail to do so lose their ARO against that Order. If, by declaring the second Short Skill of its Order, the active Trooper gives an ARO to enemy Troopers that did not have ARO against the first Short Skill, then those enemy Troopers can declare their AROs.

Each time the Active Player activates a Trooper by spending an Order, each eligible enemy gets one single ARO, regardless of the number of Skills the Active Player declares during that Order.

AROs must **choose one of the Troopers activated by the Order as their target**.

Troopers cannot react to AROs, since only the Active Player's Orders give AROs and only the Reactive Player can declare AROs.

There is no limit to the number of Troopers that can react to the activation of a single enemy Trooper.

IMPORTANT:

Using an ARO, the Reactive Player can only declare Skills that specifically state they are usable in ARO. (check the Summary Chart on page 100).

Unless a Special Skill, Equipment or scenario rule states otherwise, AROs always have Burst **B1**. In such a situation, if the Reactive Trooper has a Burst value higher than one in ARO, they cannot split it amongst different targets.

ALL AT ONCE

In Infinity CodeOne, Orders and AROs are simultaneous regardless of the Skills declared.

For example, if an activated Trooper declares Move + BS Attack and chooses to shoot from its starting position (to take advantage of a favorable Range), and its target reacts with a BS Attack, choosing to shoot at the end of the Movement (again, for Range purposes), then both actions are still considered to be simultaneous for all game purposes.

IMPORTANT:

All AROs are also simultaneous. This means that, if a Camouflage Marker declares a Move, the opponent can declare Discover with Troopers that have LoF to it, but they cannot declare Discover with one of the Troopers and BS Attack with the rest, waiting for the Discover Roll to be successful (see: Camouflaged State, page 67).

ORDER EXPENDITURE SEQUENCE

Each time the Active Player decides to use an Order (of whatever type) to activate a Trooper, follow these steps:

▸ 1. **Activation:** The Active Player declares which Trooper will activate.

▸ **1.1 Order expenditure:** The Active Player removes from the table, or otherwise marks as spent, the Order he uses to activate the Trooper.

▸ **1.2 Declaration of the First Skill:** The Active Player declares the first Short Skill of the Order, or the Entire Order he wants to use. If movements are declared, the player measures where the Trooper can move, chooses the route, and places the Trooper at the final point of its movement.

▸ **2. Declaration of AROs:** The Reactive Player checks Lines of Fire to the Active Trooper, and declares AROs. Troopers are not forced to declare the AROs, but if a Trooper can declare an ARO and fails to do so, the chance to declare an ARO is lost.

▸ **3. Declaration of the Second Skill:** The Active Player declares the second Short Skill of the Order, if applicable. If movements are declared, the player measures where the Trooper can move, chooses the route, and places the Trooper at the final point of its movement.

▸ **4. Declaration of AROs:** The Reactive Player checks Lines of Fire to the Active Trooper from those Troopers who didn't declare ARO before, and can declare any new AROs that are available.

▸ **5. Resolution:** Check that the declared Skills, Special Skills, and pieces of Equipment meet their respective Requirements, measure all distances and Zones of Control, determine MODs, and make Rolls. If any Skill, Special Skill, or piece of Equipment does not meet its Requirements, the Trooper is considered to have declared an Idle.

▸ **5.1 Effects:** Players apply all effects of successful Skills, Special Skills, and pieces of Equipment, and make Saving Rolls, any Dodge movement or Alert.

▸ **5.2 Conclusion:** End of the Order.

IMPORTANT:

All details and choices related to the execution of a Short Skill, Short Movement Skill, Entire Order Skill or ARO must be specified when it is declared.

For instance, if you declare a movement, specify the entire route; if you declare a BS Attack, specify which Weapon will be used, who the targets are, where the Trooper shoots from, how the Burst is divided, etc.

If the Player declares a Skill and, during the Resolution step, he realizes the Requirements are not met, then the Skill is cancelled and the Trooper is considered to have performed an Idle, so they still generate AROs, and lose the ammunition or equipment used, if they declared the use of a Disposable weapon or piece of Equipment.

INFINITY CODEONE. FAIR PLAY:

Checking all the Requirements may sometimes seem like a long and difficult process. To accelerate the game, the opposing player can help the Active Player with measurements, LoF checks and the like, thus making the game more dynamic and fun. Since it is the base of a good gaming environment, both players stand to win with a clean game.

INITIATIVE AND DEPLOYMENT

INITIATIVE ROLL

Before the game begins, players make a Face to Face Roll using their respective Lieutenant's WIP Attributes. So, both players roll a D20 and compare their results and the one with the higher result (that does not exceed their Lieutenant's WIP Attribute) is the winner of the Initiative Roll. The winner of the Initiative Roll can choose between keeping Deployment and keeping Initiative. Whichever option the winner declined goes to the other player.

In the case of a tie, or both players failing, repeat the Initiative Roll.

In the Initiative Roll, the WIP Attribute of the Lieutenant is Open Information.

KEEPING INITIATIVE

The player who kept Initiative gets to choose which player has the first Player Turn and which player has the second Player Turn in each Game Round. This order is maintained throughout the game.

KEEPING DEPLOYMENT

The player who kept Deployment gets to choose who deploys first, and in which Deployment Zone.

DEPLOYMENT PHASE

This phase comes after the Initiative Roll, once the Initiative and Deployment have been chosen. During the Deployment Phase, before the game begins, players place their Troopers on the battlefield.

The Deployment Phase is divided into the following steps:

▶ **1. Player One Deployment:** Following the order established in the Initiative Roll, as decided by the player who kept Deployment, the first player places all but one of his Troopers inside his Deployment Zone.

▶ **2. Player Two Deployment:** Once Player One is done, Player Two places all but one of her Troopers inside her Deployment Zone.

▶ **3. Player One Last Trooper:** Then, Player One places the Trooper he kept back during step one.

▶ **4. Player Two Last Trooper:** Finally, Player Two places the Trooper she kept back during step two.

NOTE:

Some Special Skills, such as Forward Deployment, allow players to place certain Troopers outside their Deployment Zones.
Other Special Skills, like Combat Jump, allow players not to place certain Troopers on the battlefield at all during the Deployment Phase.
Finally, some Special Skills may alter the Deployment rules for both players.

DEPLOYMENT RULES

To deploy your Troopers on the table, follow these rules:

▶ The base of each Trooper must be entirely within the Deployment Zone.

▶ Troopers cannot be deployed in contact with enemy and neutral Models, Markers, or Tokens, or in contact with any mission objective, no matter the Special Skills they have.

▶ When a Trooper deploys, its owner can choose to deploy it Prone. To do so, simply place a Prone State Token beside the Trooper.

▶ Unless previously agreed upon, Troopers cannot deploy in a location without enough space to fit their entire base.

▶ Players can measure the size of the Deployment Zones, those areas where Troopers possessing the Forward Deployment Special Skill can deploy, the central line of the game table and any Exclusion Zone the game scenario specifies.

GAME SEQUENCE

GAME ROUND

Infinity CodeOne games are divided into Game Rounds, or **Rounds**, during which both players have the chance to take an active role. This means each Round is divided into two Player Turns, or **Turns**, one for each player.

At the start of a Round, a new Player Turn begins, following the turn order determined during the Initiative Phase.

GAME SEQUENCE

PLAYER 1
TURN

PLAYER 2
TURN

PLAYER TURN

During each Turn there is an Active Player and a Reactive Player. The Active Player can activate his Troopers and execute actions, while the Reactive Player can react to the activation of the Active Player's Troopers (see ARO: Automatic Reaction Order, page 22).

Each Player Turn is divided into these steps:

▶ 1. Start of the Turn: Tactical Phase
▶ 1.1 Order count
▶ 2. Orders Phase
▶ 3. States Phase
▶ 4. End of the Turn

START OF THE TURN: TACTICAL PHASE

The Tactical Phase is the step when the Active Player makes a series of quick checks before they start activating their Troopers.

ORDER COUNT

The Active Player counts how many Orders he has at his disposal for this Turn, by counting the number, type and state of his Troopers.

REGULAR ORDERS

For each Regular Trooper deployed on the table, as a Model or Marker, that is not in a Null state (Unconscious, Dead…), the Active Player adds one Regular Order to his Order Pool.

LIEUTENANT SPECIAL ORDER

If the Active Player has a Lieutenant deployed on the table in a non-Null state, the player places the Special Lieutenant Order in a visible place.

REMEMBER:

Troopers that have yet to deploy on the table as a Model or Marker (for example, due to the Combat Jump Special Skill) **do not contribute their Order to their Order Pool.** Undeployed Troopers' Orders are Private Information, so their player can keep their Orders secret and out of sight of the opponent.

ORDERS PHASE

This is the main phase of the Player Turn, when the Active Player gets to use her Order Pool and the Lieutenant Special Order to activate her Troopers. The Active Player has no obligation to expend all Orders. However, unused Orders **cannot** be reserved for subsequent Turns, and are lost.

STATES PHASE

Once the Active Player runs out of Orders, or decides not to use the remaining ones, both players will carry out any checks for those States or Skills that require it. These rolls do not generate AROs. All Order still on the table are removed.

END OF THE TURN

Once all checks are made, the Active Player Turn ends.

SILHOUETTE TEMPLATES, LINE OF FIRE AND ZONE OF CONTROL

SILHOUETTE

In game terms, all Troopers occupy an unvarying volume on the table. This volume is cylinder-shaped, with its width determined by the base size and its height by the type of Trooper.

Silhouette Templates are a game aid designed to help players determine the in-game volume and height and width of a Trooper.

If doubts about the volume of a Trooper arise during a game, players can use the Silhouette Templates to decide exactly what cylinder-shaped space it takes up on the game table. Any part of the model that juts out of the perimeter of its base is ignored for game purposes.

Depending on their unit type, Troopers have in their Profile an Attribute called Silhouette (S) that indicates which Silhouette Template they should use.

SILHOUETTE TEMPLATES

SILHOUETTE	BASE	HEIGHT	TEMPLATE
X	*	3 mm (BASE HEIGHT)	SX
1	25 mm	25 mm	S1
2	25 mm	40 mm	S2
3	40 mm	32 mm	S3
4	55 mm	32 mm	S4
5	40 mm	45 mm	S5
6	40 mm	55 mm	S6
7	55 mm	67 mm	S7
8	70 mm	70 mm	S8

Note *: While in Prone State, the width of the base corresponds with the Trooper's Silhouette Attribute.
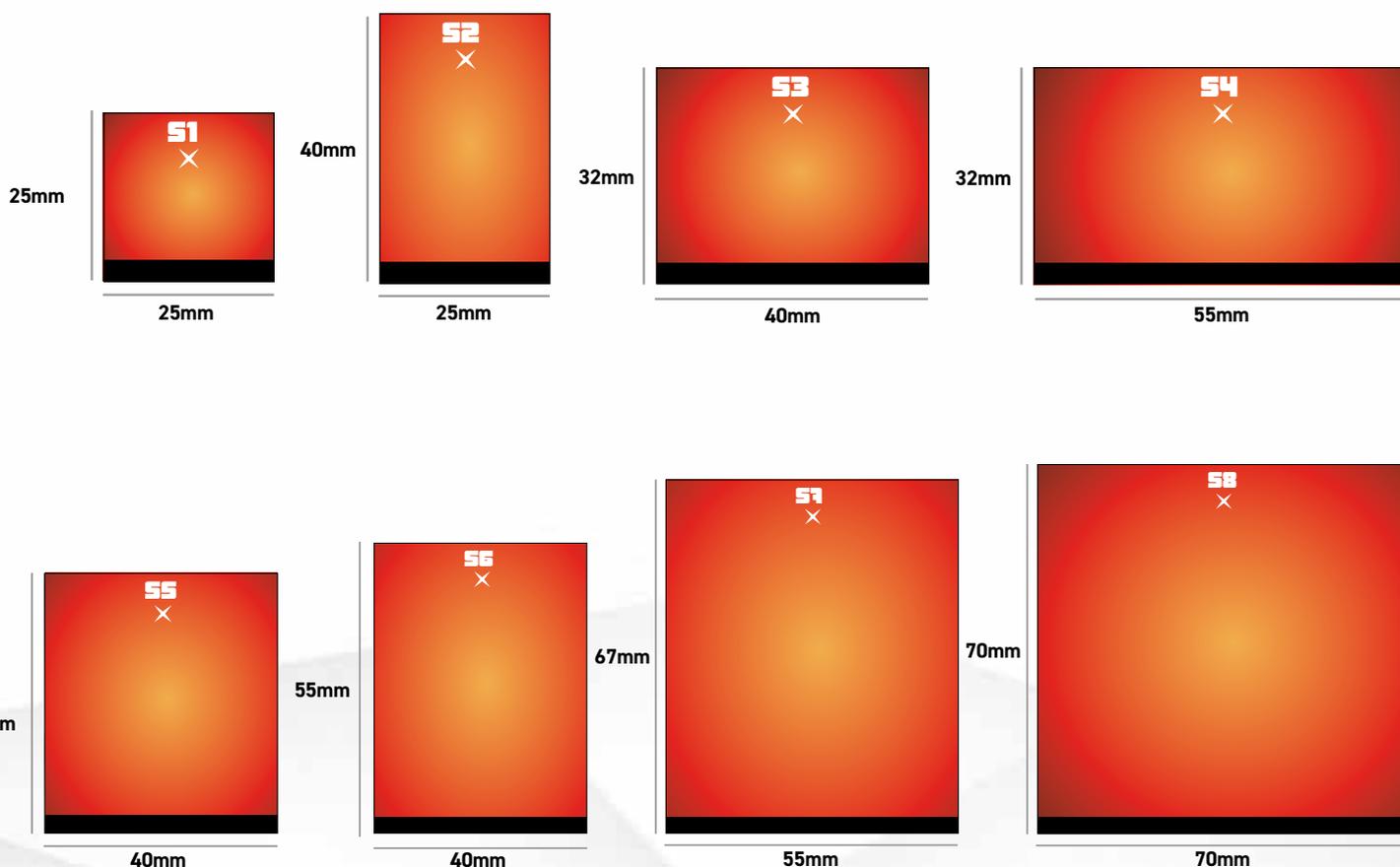
LINE OF FIRE (LOF)

In Infinity CodeOne, Troopers have a Line of Fire (LoF) angle of 180º, that is, they can see with the front half of their base, as shown on the base of the miniatures.

Line of Fire (LoF) is the criterion by which players determine whether a Trooper can see its target. The Line of Fire (LoF) is an imaginary straight line that joins any point of the volume of a Model, Token, Marker or valid target to any point of the volume of another.

Remember that the volume of a Model, Marker, or Token is determined by the value of its Silhouette Attribute.

For a Trooper to be able to draw LoF to its target, it must meet these conditions:

▶ The target must be total or partially within the Trooper's front 180º arc, unless some Special Skill or piece of Equipment ignores this restriction.
▶ The Trooper must be able to see part of the volume of its target, with a minimum size of 3x3mm.
▶ LoF can be drawn from any point of the Trooper's Silhouette to any point of the target's Silhouette without being obstructed by any pieces of scenery or Models (friendly or enemy).

To facilitate movement and interactions during game, we must consider the following exceptions when drawing LoF.

▶ As long as any Trooper can draw LoF to its target, the target can draw LoF to its attacker as well, as long as the attacker is within the target's front 180º arc.
▶ Troopers that declared any Skill with the Movement Label can draw a 360º LoF all along their route.
▶ Troopers do not obstruct LoF all along their route.
▶ Markers do not obstruct LoF.
▶ Unless specified otherwise, Markers have a 360º LoF.
▶ Troopers engaged in CC have a 360º LoF, but only to whatever they are in Silhouette contact with. Therefore, Troopers engaged in CC cannot draw LoF to Troopers or game elements that they are not in Silhouette contact with.

LOF: GAME AIDS

Miniature poses and irregular scenery can make LoF hard to determine. In those cases, it is up to the players to reach an agreement. Trying to look at the target from the miniature's point of view can be useful. To make checking LoF easier it is advised to make use of Silhouette Templates, rulers, laser pointers... to see whether anything obstructs the LoF.

VOLUME AND LINE OF FIRE (LOF)
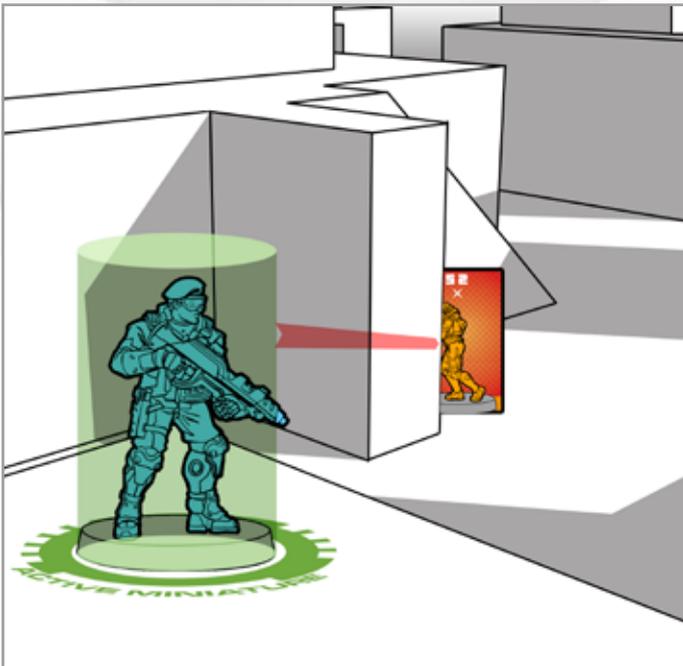
Volume of a Miniature and use of the Silhouette Template to check the LOF.

LOF EXAMPLES
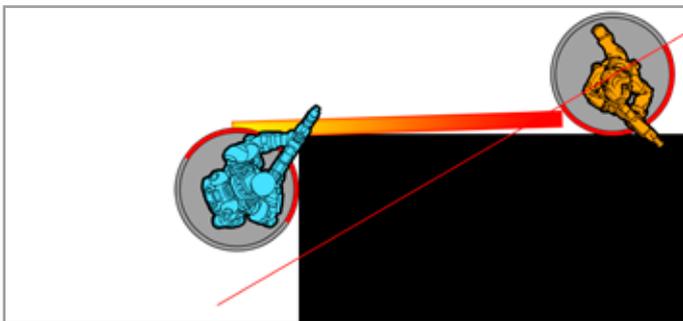
The orange Trooper has no LoF, but the blue Trooper does.
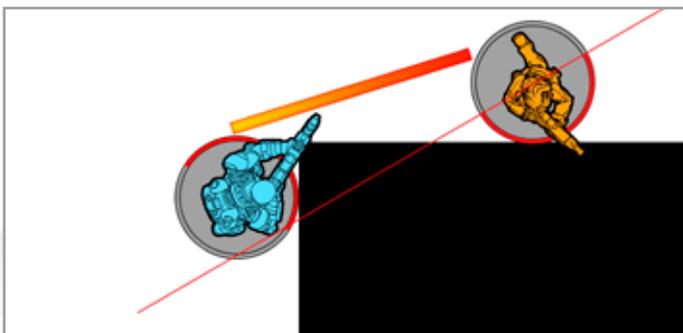
Both Troopers have LoF.

LOF EXAMPLES
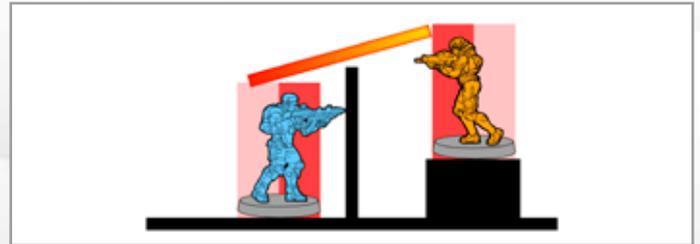
Both Troopers have LoF.
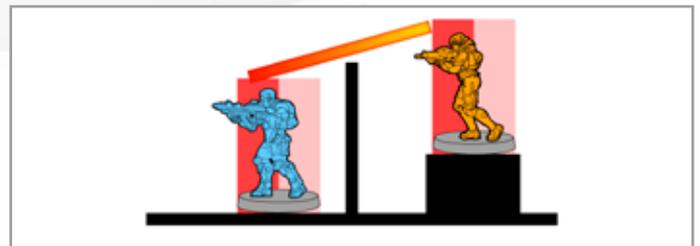
The blue Trooper has no LoF, but the orange Trooper does.

ZONE OF CONTROL (ZOC)

Troopers have an awareness of their surroundings. Zone of Control (ZoC) is defined as an imaginary cylinder with a radius of 8 inches from the outer edge of the Trooper's Silhouette, extending 8 inches up from the top of the Silhouette and 8 inches down from the bottom of the Silhouette.

ZONE OF CONTROL AND AROS

Enemies entering or acting inside the Zone of Control of a Trooper while remaining outside that Trooper's LoF can be reacted to, but only by using the Common Skills Dodge or Reset, unless the Trooper has a Special Skill, weapon, or piece of Equipment that can be used without LoF.

ZONE OF CONTROL
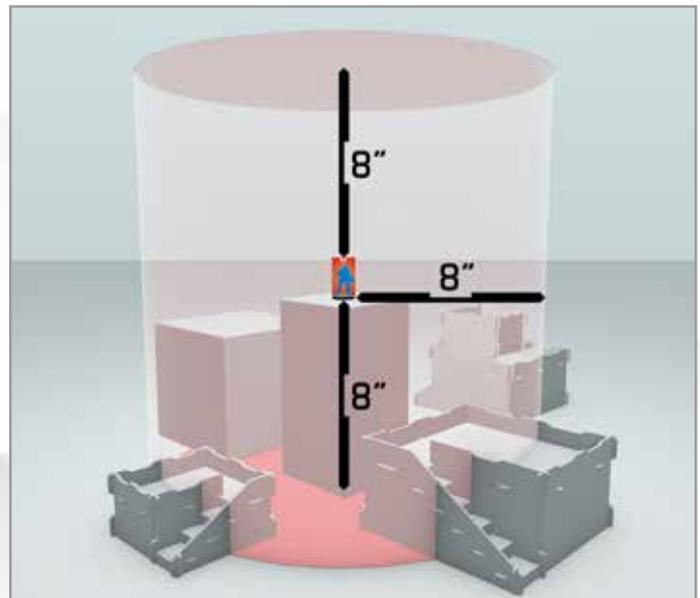
INTERACTION BETWEEN ZONES, BASES AND SILHOUETTES

This ruleset frequently uses terms that define the interaction between Troopers and other game elements.

BASE CONTACT/ SILHOUETTE CONTACT

The Troopers are positioned with their Silhouettes in contact with each other. This term also applies when the Trooper's Silhouette is in contact with a game element that may or may not have a base, like a piece of terrain.

INSIDE

To consider a Trooper to be inside a defined game area (for example a Zone of Control, a Zero Visibility Zone, or a Difficult Terrain Zone) its Silhouette must be in contact with the zone, or be at least partially within the zone.

TOTALLY INSIDE

When a rule specifies "totally inside", then the Trooper's entire Silhouette must be inside the defined area.

INTERACTING WITH ZONES
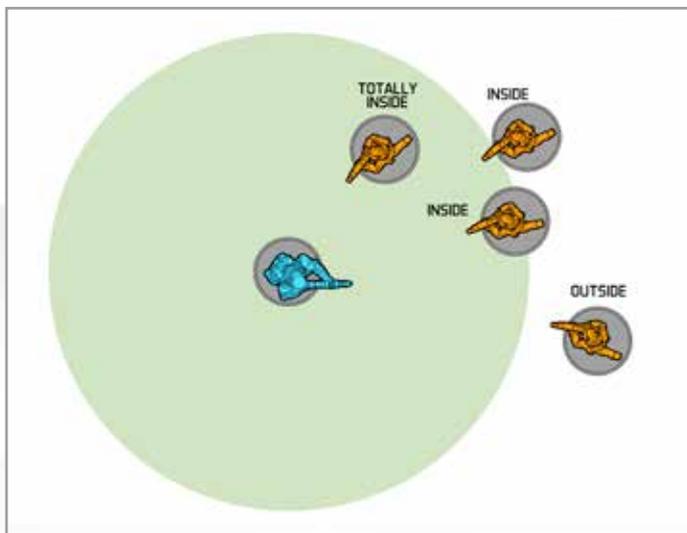
DISTANCES AND MEASUREMENTS

Distances on the game table are measured in inches, using a tape measure or ruler.

When measuring the distance between two Troopers, players must measure between the **closest parts of their Silhouettes.**

To determine what the distance is between objects or scenery items, players must measure a straight line between them.

> In Infinity CodeOne, it is advised to use the Model for measuring distances. By doing so, it is easier to determine the reference point for the distance and speed up the game. Only on rare occasions it will be necessary to use the Silhouette Template to know the exact range between two Troopers.
> **Sibylla Advice**
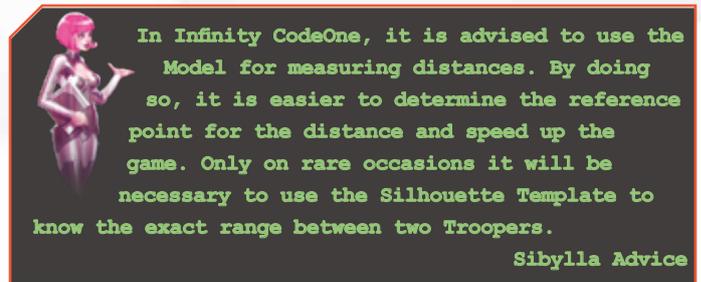
REMEMBER:

As a general rule, the Skills that compose an Order must be declared before measuring (see Order Sequence, page 23).

DISTANCE BETWEEN 2 MINIATURES
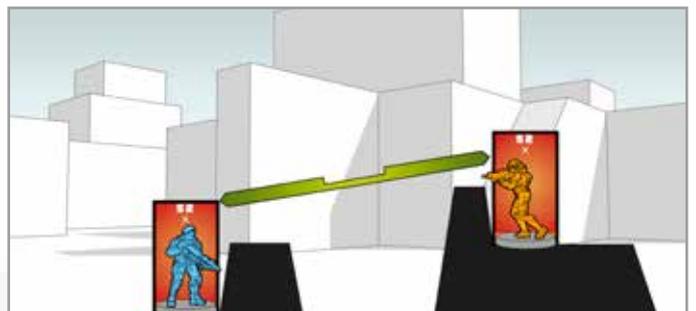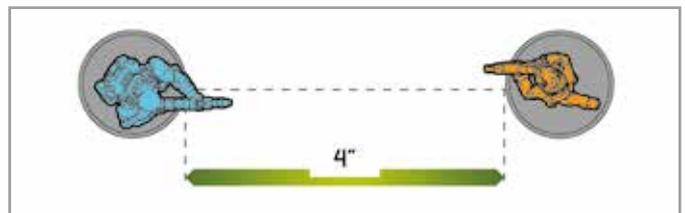
ROLLS

Infinity CodeOne uses 20-sided dice (commonly known as d20) to determine whether specific actions are successful. For example, players roll dice to find out whether their Troopers succeed in hitting their target in ranged combat, hacking into enemy systems, discovering a hidden enemy, etc.

Infinity CodeOne's game mechanics revolve around two types of d20 rolls: Normal Rolls and Face to Face Rolls.

SUCCESSFUL ROLL

Troopers and game Elements have a series of Attributes that define their capabilities to perform different game actions. Rolls are made against the Success Value (SV), the numeric value resulting from applying the relevant Modifiers (both negative and positive) to the Attribute used for the Skill.

To find out if a Skill has succeeded, a d20 is rolled and the result is compared to the Success Value. Any result that is equal to or less than the Success Value means that the Skill was successful.

MODIFIERS (MOD)

In most cases, the circumstances of an action apply Modifiers (MODs) to the relevant Attribute **before** a roll is made. MODs, by increasing or decreasing the numeric value of an Attribute, denote the difficulty of the Skill at hand. A positive MOD applies when the Skill performed is easier than usual, and a negative MOD makes the Skill harder than usual.

> **IMPORTANT:**
>
> Whenever a rule mentions the value of an Attribute, consider it to mean the Success Value, obtained after applying **all** MODs.

> **MAXIMUM MODIFIER:**
>
> The sum total of the Modifiers applied to a Roll can never exceed +12 or -12.
> Any Modifier that adds up to more than +12 or less than -12 is ignored and replaced by the maximum MOD of +12 or -12, as appropriate.

The most commonly used MODs are:
- ▶ **Range** (see page 44): can modify the BS, PH and WIP Attributes.
- ▶ **Cover** (see page 43): can modify the BS, PH, WIP, and Saving Rolls.
- ▶ **Skills, Weapons and Equipment** (see page 60): can modify several different Attributes.

Positive [+] or negative [-] Modifiers (MOD) may appear in the Unit Profiles:
- ▶ **A positive MOD [+]** in round brackets next to a Special Skill, Weapon, or Equipment will be applied only **to the user** of that Special Skill, Weapon, or Equipment.
- ▶ **A negative MOD [-]** in round brackets next to a Special Skill, Weapon, or Equipment will be applied only **to enemies.**
- ▶ The value of an Attribute, Burst, Damage, etc. in round brackets next to a Special Skill, Weapon, or Equipment will be applied **only when using** that Special Skill, Weapon or Equipment.

> **REMEMBER ROUNDING:**
>
> In Infinity CodeOne, any time a number (a result on a die, an Attribute, a MOD…) is divided and rounded to an integer, it is always rounded up. For example, half of 5 (5 / 2 = 2.5) would be 3.

MAXIMUM MODIFIER EXAMPLE
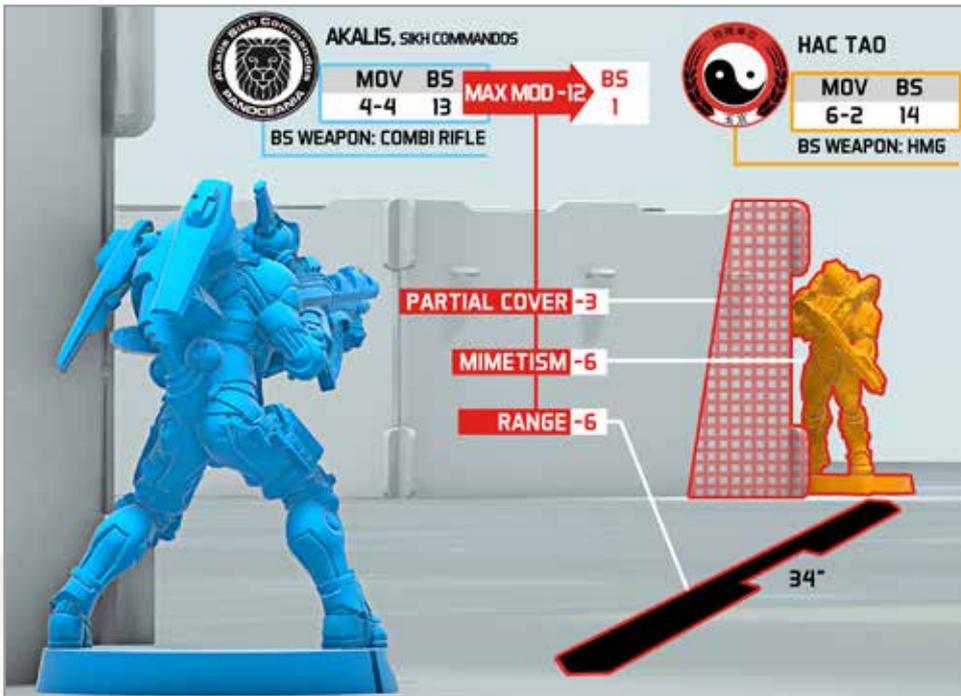
The Akal Commando declares: Move + BS Attack with his Combi Rifle.
His BS Attack will apply the following MODs:
-6 for the Hac Tao's Mimetism.
-3 for Cover.
-6 for Range.
The total sum of Modifiers is -15.
Given that the maximum MOD is -12, the Success Value (SV) will be 13 - 12 = 1.

NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	16"	32"	48"	96"					
COMBI RIFLE	+3	-3	-6		13	3	N	ARM	

CRITICALS

Criticals represent the improved outcomes of actions that resulted in an exceptional success. When the result on the die matches the Success Value (remember: the value of the Attribute with all MODs applied), the action is a Critical success. The goal of the action was achieved in the best possible way. A perfect success, congratulations!

In Face to Face Rolls, Criticals always win, regardless of the rival's results. If both players get one or more Criticals, the Face to Face Roll is a tie and both Troopers are considered to have failed.

SUCCESS VALUES BELOW 1

Negative MODs can sometimes cause the Success Value to drop below 1 for an action. In these cases, the player does not roll the dice, and the Roll is an **automatic failure.**

SUCCESS VALUES ABOVE 20

In other cases, a high Attribute or positive MODs to an Attribute can cause the Success Value to be higher than 20. In this case, consider the Success Value to be 20, but with the peculiarity that the player adds the amount by which the Success Value exceeded 20 to his result on the die (a Success Value of 23 would add 3 to the result).

In these cases, any result of 20 or more on the roll is a Critical, if applicable. Success Values above 20 (either from positive MODs or plainly stated in the Troop Profile) increase the chance of obtaining a Critical result.

EXAMPLE OF A SUCCESS VALUE/ ATTRIBUTE OVER 20:

The Knight of Justice has a Close Combat (CC) Attribute value of 23. Therefore, any result in a Normal Roll will be a success. Every time he performs a CC roll, he also adds 3 to the die's result (for example: 4 + 3 = 7). For that reason, he will obtain a Critical if the result is 17 or higher: 17 (17 + 3 = 20), 18 (18 + 3 = 21), 19 (19 + 3 = 22), etc.

NORMAL ROLL

Normal Rolls are the most common, basic dice rolls in Infinity. This roll is used when a Trooper is not facing off against an enemy, but instead must check if they successfully use an uncontested or passively contested Skill (such as trying to Discover a camouflaged enemy or healing an ally by means of the Doctor Special Skill).

To make a Normal Roll and find out if a Trooper is successful when performing a Skill, simply roll one d20 and compare the result against the Success Value of the relevant Attribute of the Trooper performing the action. If the result on the die is **equal to or lower than the Success Value, the Skill is successful,** and the Trooper achieves its goal.

FACE TO FACE ROLLS

When two or more Troopers act at the same time to try to thwart each other's progress, Face to Face Rolls are used to determine which side acts faster and more effectively.

To do so, both players roll for their Troopers involved in the face-off and compare each result to the relevant Success Value, as they would in a Normal Roll. Failures are simply discarded but, unlike in a Normal Roll, each side's successes are compared to the opponent's.

When comparing, successes cancel enemy successes with a lower result—even if they are canceled, in turn, by higher enemy successes.

IMPORTANT:

For actions to be resolved with a Face to Face Roll, **both Troopers must affect each other directly.** If either action does not affect the outcome of the other, use Normal Rolls instead.

BREAKING TIES

Face to Face Rolls can result in a tie. In the event of a tie (Criticals or not), both rolls cancel each other, no effects are applied and the Order is spent.

HERE IS A RUNDOWN OF POSSIBLE OUTCOMES:

▶ **Both fail.** No one achieved their goal.
▶ **One fails and the other passes.** The Trooper that succeeded wins the Face to Face Roll and achieves its goal.
▶ **Both pass.** The Trooper with the higher successful roll cancels the enemy successes, wins the Face to Face Roll and achieves its goal.
▶ **Both pass, but one rolls a Critical.** The Trooper who got a Critical wins the Face to Face Roll, even if the Critical roll was equal to or lower than the enemy success.
▶ **Both roll Criticals.** Neither Trooper wins the Face to Face Roll as the Criticals cancel each other and no effects are applied. Non-critical successes are discarded.
▶ **One rolls a Critical and the other rolls two (or more) Criticals.** As in the previous case, all Criticals are cancelled and no effects are applied.

FACE TO FACE ROLL: DODGE AND RESET

In a Face to Face Roll, success in the Common Skills Dodge and Reset does not affect the ability of the attacker to execute their action, only their ability to affect the dodging/resetting Trooper. For example, dodging an Attack with several targets only cancels the attack against the Trooper who dodged, and does not cancel the attack against the rest of the targets.

EXAMPLE OF FACE TO FACE 1 VS 1 ROLLS

NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	16"	32"	48"	96"					
COMBI RIFLE	+3	-3	-6		13	3	N	ARM	

In his Active Turn, the Fusilier declares a BS Attack with his Combi Rifle against the Zhanshi.

Distance 15 inches

He will apply the following MODs to his BS Attack:

    +3 because of the Distance.

    -3 because of the Cover.

His Success Value (SV) will be 12 + 3 – 3 = 12.

In her Reactive Turn, the Zhanshi declares as an ARO a BS Attack with her Combi Rifle against the Fusilier.

She will apply the following MODs to her BS Attack:

    +3 because of the Distance.

    -3 because of the Cover.

Her Success Value (SV) will be 11 + 3 – 3 = 11.

All the Rolls are successful, but the Zhanshi's 7 wins the Face to Face Roll because it cancels out all the other successful results below 7.

The Fusilier is hit, and he must make a Saving Roll.

EXAMPLE OF FACE TO FACE ROLL AND NORMAL ROLL
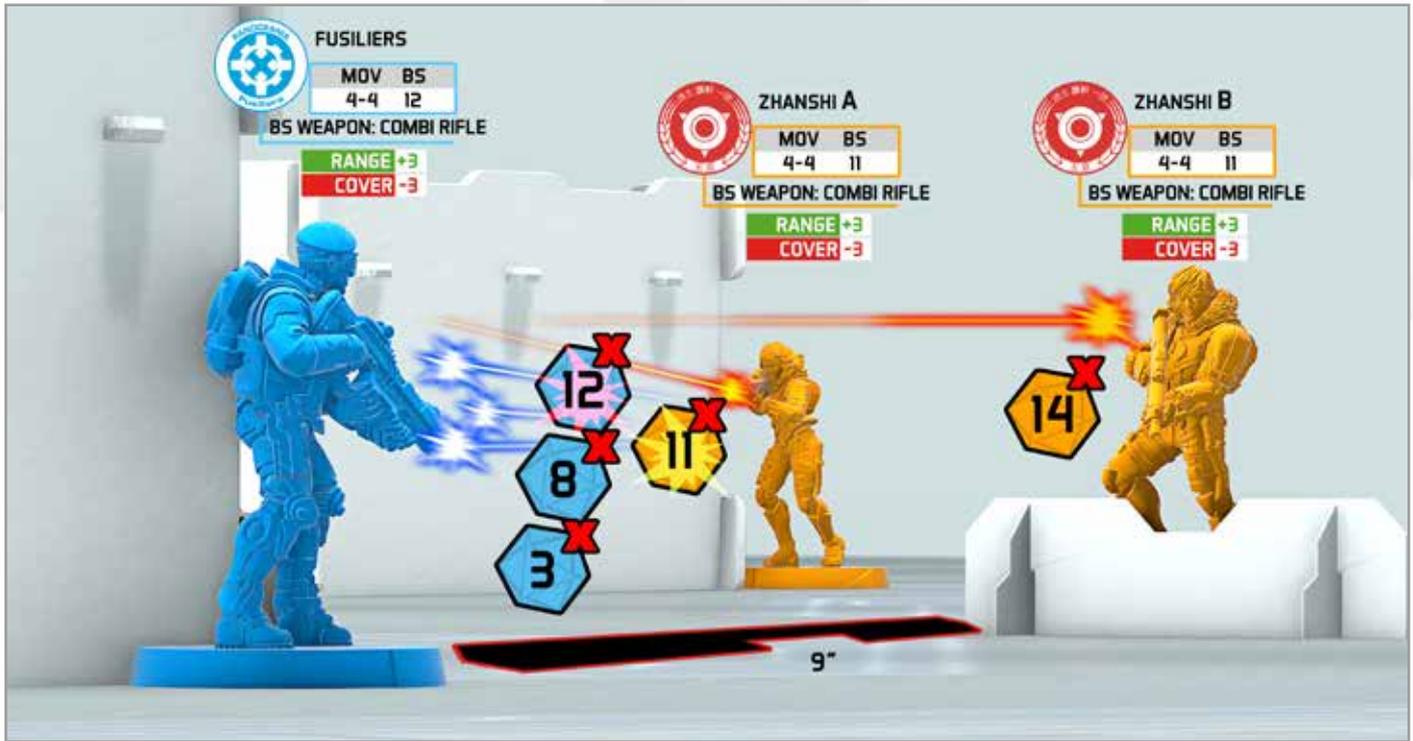
NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	16"	32"	48"	96"					
COMBI RIFLE	+3	-3	-6		13	3	N	ARM	

The Fusilier declares a BS Attack with his full Burst against the Zhanshi A, who declares once again an ARO of BS Attack. The Zhanshi B declares an ARO of BS Attack against the Fusilier.

Since the declared Attacks affect each other, the Fusilier and the Zhanshi A must make a Face to Face Roll. The Zhanshi B will make a Normal Roll because the Fusilier's shots do not affect him.

Distance: 15 inches

Distance: 9 inches

He will apply the following MODs to his BS Attack:

    +3 because of the Distance.

    -3 because of the Cover.

His Success Value (SV) will be 12 + 3 – 3 = 12.

Both Zhanshi will apply the following MODs to their BS Attacks:

    +3 because of the Distance.

    -3 because of the Cover.

Their Success Value (SV) will be 11 + 3 – 3 = 11.

In the Face to Face Roll both get a Critical, and as a result, their successes cancel each other and none of them hits their target.

Meanwhile, the Zhanshi B gets a 14 in his Roll, and, since his Success Value (SV) was 11, he misses his shot against the Fusilier.

EXAMPLE OF TWO FACE TO FACE ROLLS
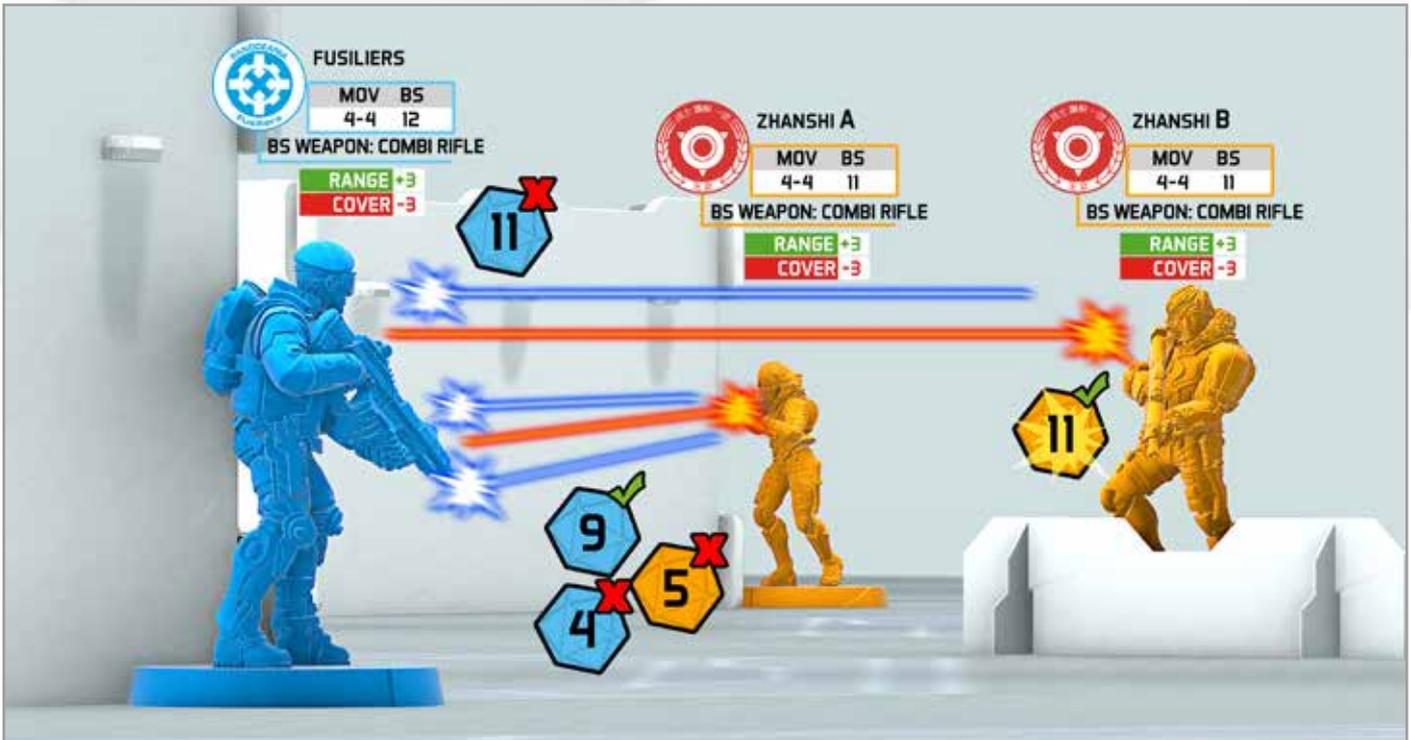
NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	16"	32"	48"	96"					
COMBI RIFLE	+3	-3	-6		13	3	N	ARM	

If the Fusilier divided his Combi Rifle's Burst (B) 3, making 2 shots against the Zhanshi A and 1 against the Zhanshi B, we would have to make two Face to Face Rolls.

He will apply the following MODs to his BS Attack:

+3 because of the Distance.

-3 because of the Cover.

His Success Value (SV) will be 12 + 3 – 3 = 12.

Both Zhanshi will apply the following MODs to their BS Attacks:

+3 because of the Distance.

-3 because of the Cover.

Their Success Value (SV) will be 11 + 3 – 3 = 11.

In the first Face to Face Roll, Fusilier VS Zhanshi A, the 5 cancels out the Fusilier's 4 and the 9 wins the Face to Face Roll since it is the highest success. Therefore, the Zhanshi A is successfully hit, and she will have to make a Save Roll.

In the second Face to Face Roll, Fusilier VS Zhanshi B, both get an 11, which is a success for both. However, for the Zhanshi B this is a Critical and, as a result, he wins the Face to Face Roll. Now it is the Fusilier who has been successfully hit, and it is a Critical Hit!

MOVEMENT IN INFINITY CODEONE (MOVEMENT MODULE)

In Infinity CodeOne, movement allows troopers to get around the game board. This section details all necessary rules to perform such movements.
Movement takes place within the normal Order Expenditure Sequence.
The Movement Attribute (MOV) from the Unit Profile (page 18) indicates the amount of inches this Trooper can move with an Order. The MOV Attribute usually has two values: the first time the Trooper moves in an Order, and the second.

MOVING AND MEASURING

You can measure Movement distances immediately after declaring any Skill with the Movement Label and before determining where the Trooper ends his Movement, always measuring from the same point on the base's outer edge and underside.

The sequence of events is:
▶ 1. The player declares a Skill with the Movement Label.
▶ 2. Measure to find out which locations the Trooper could reach with that Skill.
▶ 3. Declare the final location, and the exact route that the Trooper is taking to reach it.
▶ 4. Move the Trooper to the final location.

IMPORTANT

When performing a Movement, measurement must always be made from the same point of the base's outer edge.

HORIZONTAL MEASUREMENT

VERTICAL MEASUREMENT (LADDERS AND VERTICAL SURFACES)
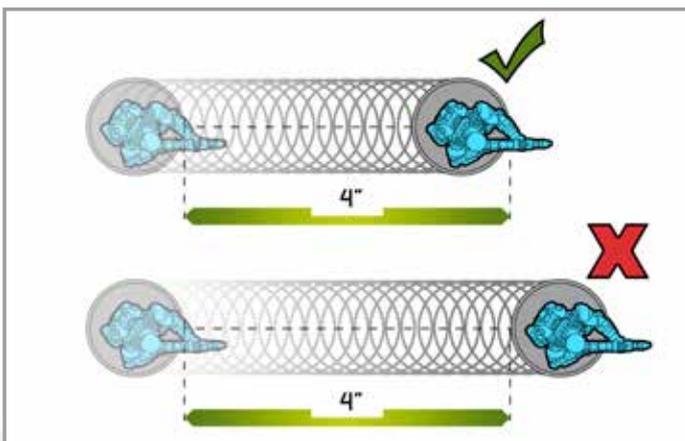
MOVE

Common Skill that allows the user to move about the battlefield.

MOVE
SHORT MOVEMENT SKILL

Movement, No LoF, No Roll.

REQUIREMENTS

Players will check the Requirements of this Skill when declaring it.
▶ The Trooper's base must always be in contact with the surface on which they intend to move.
▶ Any surface they move on must be at least half as wide as their base.
▶ The Trooper must be able to finish their movement on a surface that's equal to or larger than their base.

EFFECTS

▶ Allows the user to traverse the battlefield up to a distance determined by his MOV Attribute.
▶ By declaring Move, the user may move up to the first value of his MOV Attribute in inches.
▶ If the user declares Move again in the same Order, he may then move up to the second value of his MOV Attribute in inches.
▶ Move must follow the General Movement Rules as well as the Moving and Measuring rules.

EXAMPLE 1

Move over catwalks and narrow corridors.
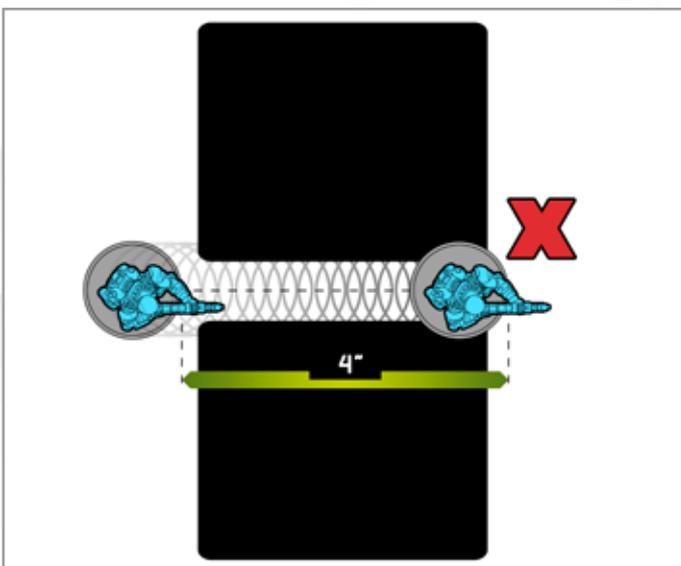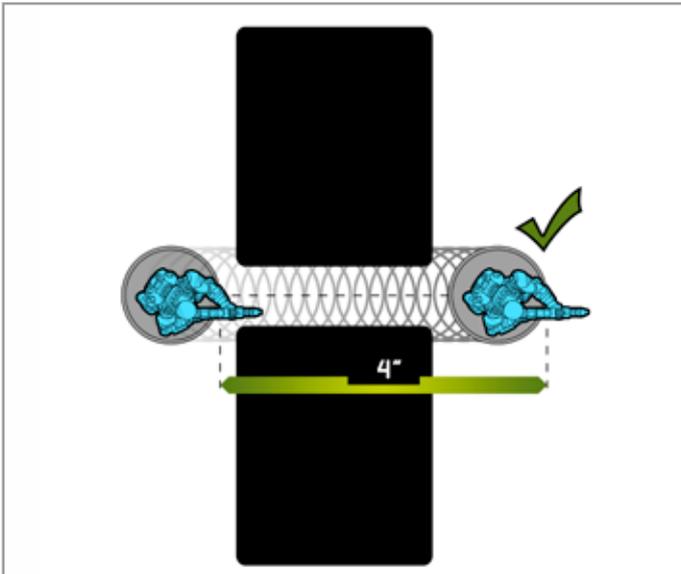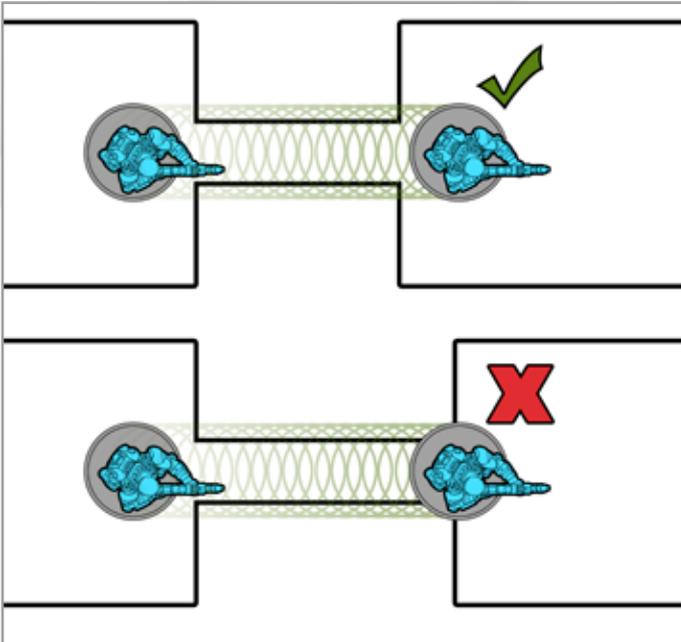
Order (Move + Move) on surfaces that are smaller than the base.
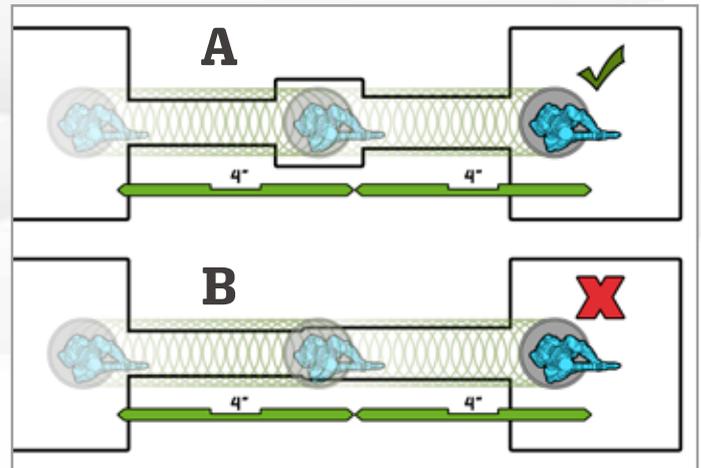
Although in both cases the Distance covered is 8 inches, in case B, it is not possible to carry out the movement because there is no valid surface at the end of the first Movement value.

GENERAL MOVEMENT RULES

▶ When moving Troopers around the battlefield, players must measure the complete route (including, for example, any detour to avoid obstacles) and must always use the same part of the base for their measurements.

▶ MOV values indicate the maximum distance the unit can move, but there is no minimum. Troopers do not have to exhaust their movement when they declare Move.

▶ A Trooper can move over any scenery item whose height is equal to or lower than the height of the Trooper's Silhouette Template, with no need to declare Climb or Jump.
This vertical movement is not taken into account when measuring how far the Trooper moves, but the Trooper counts as moving up and over the obstacle for the purposes of LoF.

▶ A Trooper can move through allied Models, Markers, and Tokens, whose Silhouette Template height is equal to or lower than the height of the Trooper's Silhouette Template. The Trooper cannot end their movement within the allied Model, Marker, or Token.

▶ Troopers have a LoF arc of 360º while they are moving.

▶ After Moving one of your models, you can leave it facing any direction.

▶ A Trooper's Movement ends automatically whenever he enters Silhouette contact with an enemy, even if the specified movement route is cut short as a result.

▶ By performing any Skill or ARO with the Movement Label, a Trooper may enter or leave Prone State **at the start of his Movement** at no cost. Remember that Troopers have reduced mobility while Prone.

▶ Independently of the type of movement performed (Move, Jump, Climb, etc.), the movement cannot, in any way, cause the Trooper to fall. If the Trooper cannot reach a new location with their Move, Jump, Climb… they do not perform the movement and perform an Idle instead.

▶ Once declared, Troopers always reach the end of their Movement, even if they enter a Null or Immobilized state due to successful enemy Attacks along the way.

MOVE: LADDERS AND STAIRS
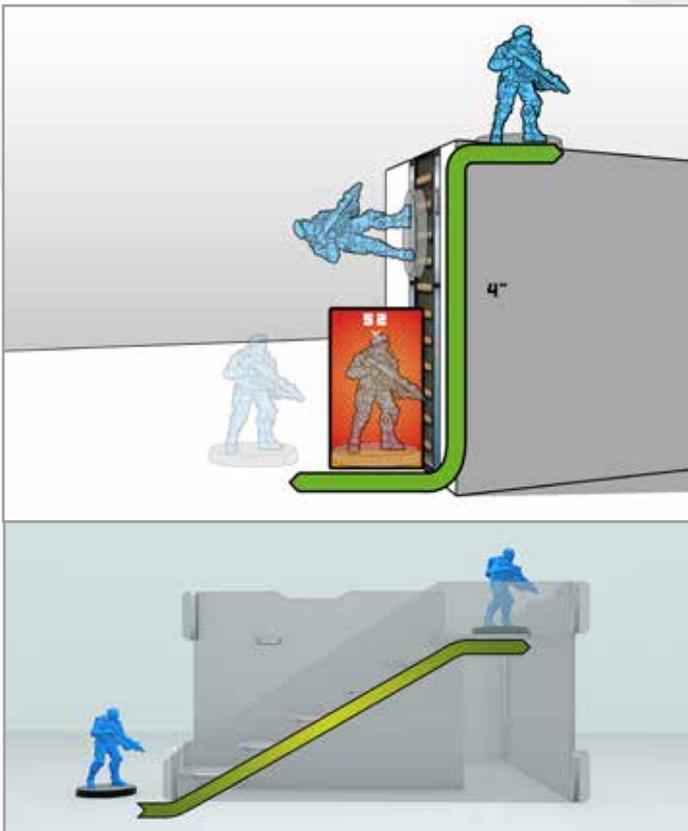
Those pieces of scenery representing stairs and ladders allow Troopers to treat those vertical or diagonal surfaces as a horizontal surface. Therefore, the Trooper can use any Skill or ARO with the Movement label without needing to declare Jump or Climb, and without applying restrictions for Jump or Climb. Movement distances are measured along the surface the Trooper moves along, as seen in the diagram.

MOVE AND OBSTACLES:

Example of Movement over an obstacle lower than the height of the Silhouette.
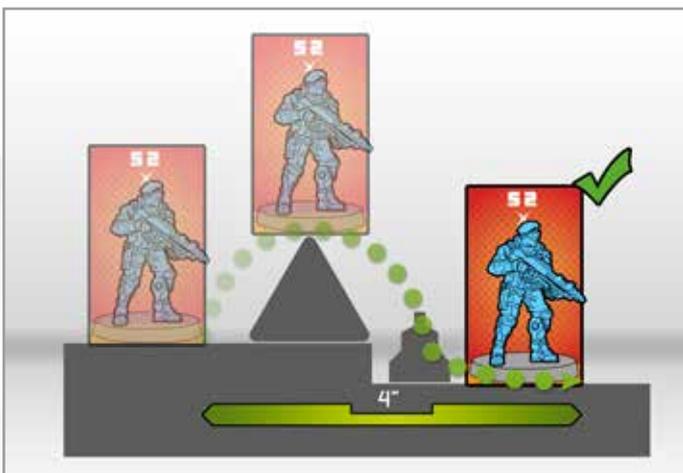
The Trooper may bypass the obstacle without declaring Jump or Climb, since the obstacle's height is equal to or lower than the height of the Trooper's Silhouette Template, on both sides.
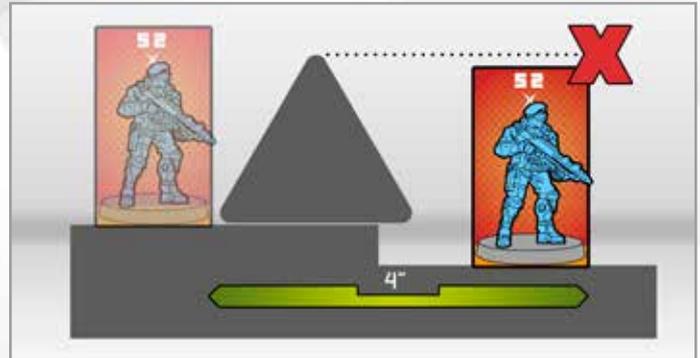
Conversely, in the second picture, the Trooper may not pass over the obstacle without declaring Jump or Climb, since the obstacle is higher than the height of the Trooper's Silhouette Template on one side.

REMEMBER:

Once declared, Troopers always reach the end of their Movement, even if they enter a Null or Immobilized state due to successful enemy Attacks along the way.

PRONE

ACTIVATION
▶ During the **Deployment Phase**, players may deploy one or more of their Troopers Prone by placing a Prone Token beside them.
▶ When a Trooper performs a Skill or ARO with Movement label, its player may indicate that it will go Prone.
   By doing so, any Movement performed during the Skill or ARO will be executed while Prone, with the resulting reduction to the Trooper's MOV and Silhouette values.
   Note that a Trooper that was in LoF before going Prone will still count as being in LoF at the start of the Skill or ARO.
▶ If a Trooper enters the Unconscious state, it automatically falls Prone unless it is a TAG, a Troop Type that is unable to go Prone.

EFFECTS
▶ Prone Troopers have a Silhouette (S) value of X, that is, the equivalent to their base's height and width.
▶ While in this state, Troopers have both their MOV values and movement bonuses halved when performing any Skill with the Movement label (Move, Dodge…).
▶ This state does not affect Automatic Special Skills or Automatic Equipment, except when explicitly stated in their description.

CANCELLATION
▶ A Prone Trooper may automatically cancel this state at the beginning of their movement by declaring a Skill or ARO with the Movement label. The player must announce he is cancelling the Prone state when declaring the Skill or the ARO. By doing so, the state is cancelled at no cost and the Trooper can carry out its Movement using its regular MOV and S values.
▶ Troopers whose Unconscious State is cancelled will automatically cancel their Prone state as well.

In his Active Turn, the Fusilier is leaning against a wall in Total Cover. He does not have LoF to the Zhanshi, on the other side of the building. The Fusilier declares his first Short Skill: Move.

Therefore, the Player will measure the trajectory's distance, determine his direction and path, then move the Fusilier's base so that his base peeks around the corner to gain LoF to his target while still in Partial Cover.

Once he has seen the Zhanshi, the Fusiliers' model returns to his original position in Total Cover. His Move declaration will take him to the corner and back.
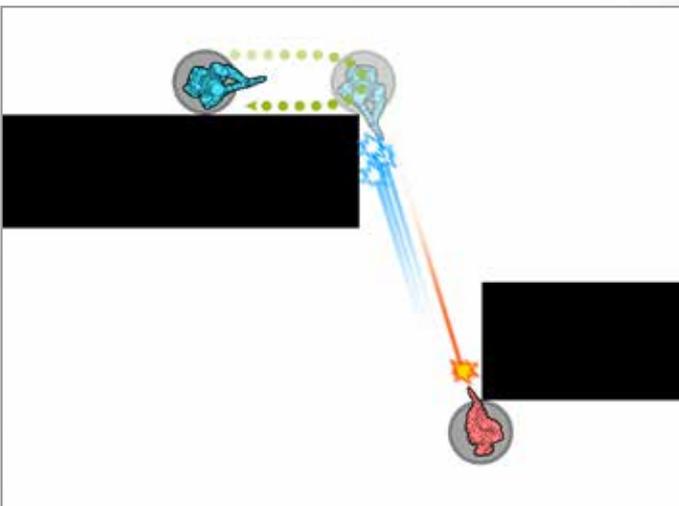
Since the Zhanshi also gains LoF to the Fusilier, he declares his ARO: BS Attack.

The Fusilier then declares the second Short Skill of his Order, another BS Attack.

In the subsequent Face to Face Roll, the Zhanshi suffers the Partial Cover MODs.
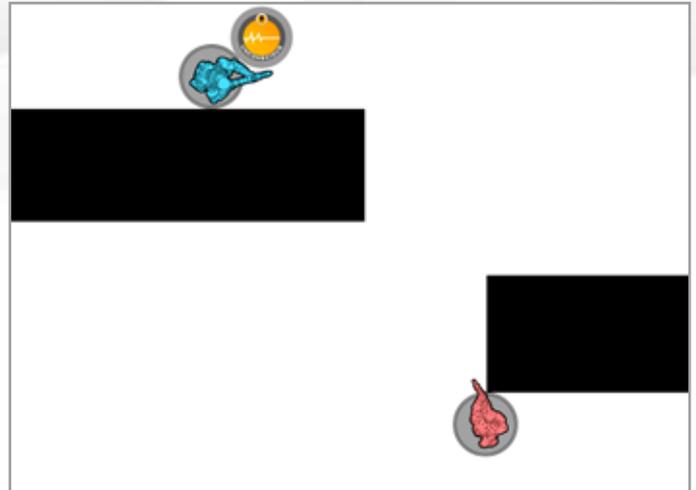
However he wins the Face to Face Roll, while the Fusilier fails his Saving Roll. Then, the Fusilier would end his Order in Unconscious state behind Total Cover, where he finished his movement.

JUMP

This Common Skill allows the user to clear obstacles and leap over small distances.

JUMP
ENTIRE ORDER

Movement, No LoF, No Roll.

REQUIREMENTS

Players will check the Requirements of this Skill when declaring it:
▶ The Trooper's MOV value must be sufficient to reach a landing spot, and the landing spot must be equal to or larger than the Trooper's base.

EFFECTS

▶ Allows the user to move horizontally (to clear a gap), vertically (to reach a higher or lower surface), diagonally or tracing a parabola, up to his **first MOV Attribute value in inches.**
▶ Jump is a Common Skill that does not require a Roll.
▶ When Jumping, measure the horizontal, vertical, diagonal or parabolic distance between the starting location and the **landing** spot, measuring from the base's outer edge and underside.
▶ Troopers cannot benefit from **Partial Cover** MODs during an Order in which they declared Jump.
▶ Jumping movement must follow the General Movement rules as well as the Moving and Measuring rules.
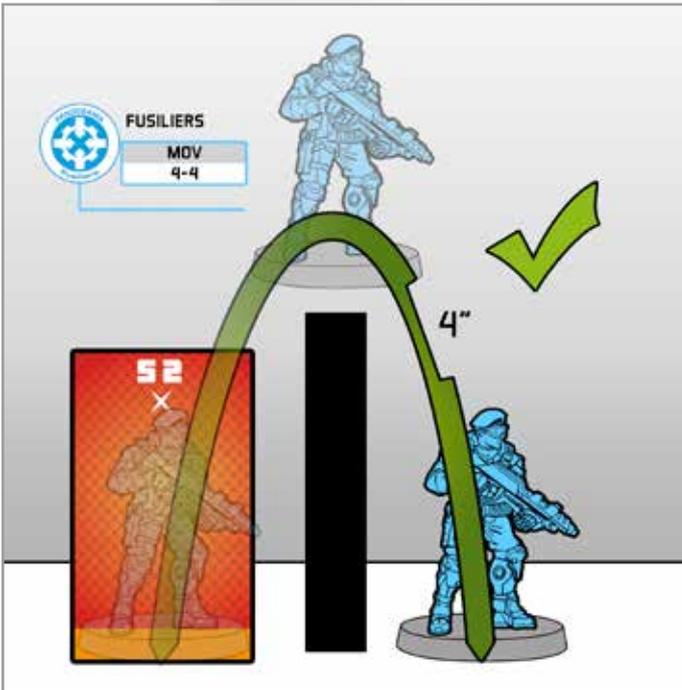
EXAMPLE 1

Graphic 1

During his Active Turn, the Fusilier has to clear a 1.75 inch high obstacle. As this is a height greater than his Silhouette template, the Fusilier has to declare Jump to be able to clear it (Graphic 1).

EXAMPLE 2
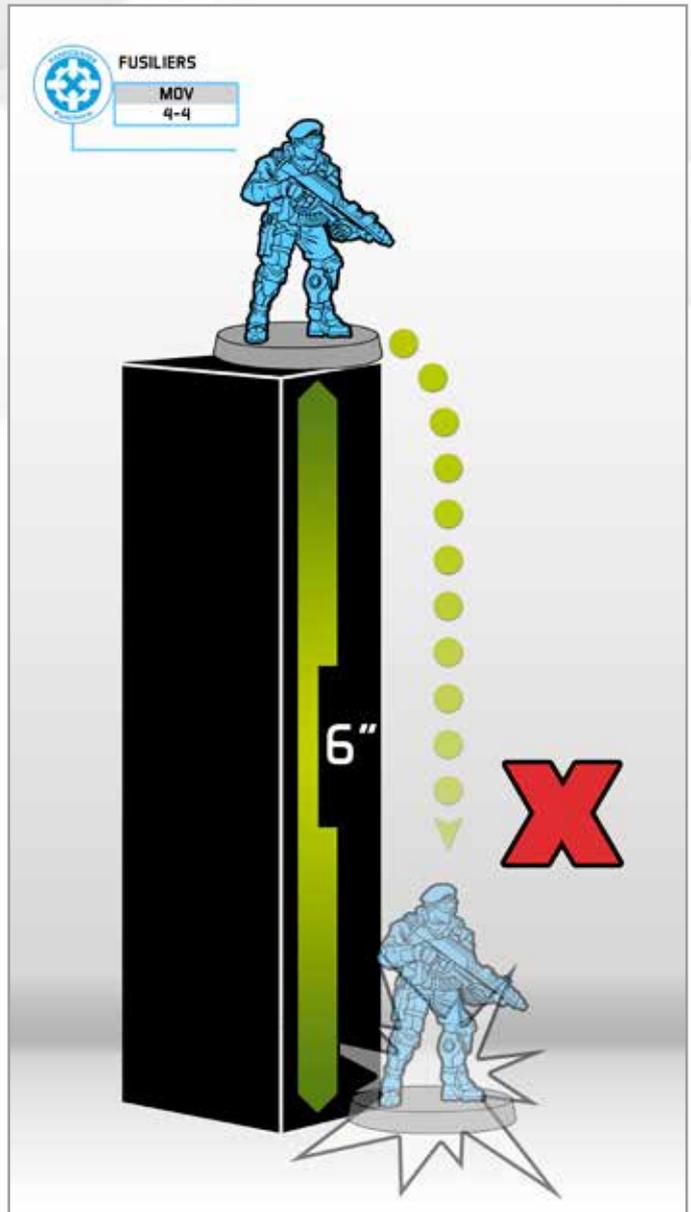
Graphic 2: As a maximum, they can jump their first MOV Attribute value 4 inches

During his Active Turn, the Fusilier decides to get down from the roof of a building as fast as possible, by jumping down. He declares Jump and measures the height of the building, which is 6 inches. However, the Fusiliers' first MOV value is 4 inches and he must choose a landing spot that he can reach. As he cannot Jump to a new location safely, he performs an Idle instead. (Graphic 2).

EXAMPLE 3

During his Active Turn, the Fusilier declares he is going to Jump from one roof to another. The player measures the distance and checks that it corresponds with the Fusiliers' first MOV value, and that the landing spot is larger than his base, so he can choose the spot as the final location of his movement. (Graphic 3)
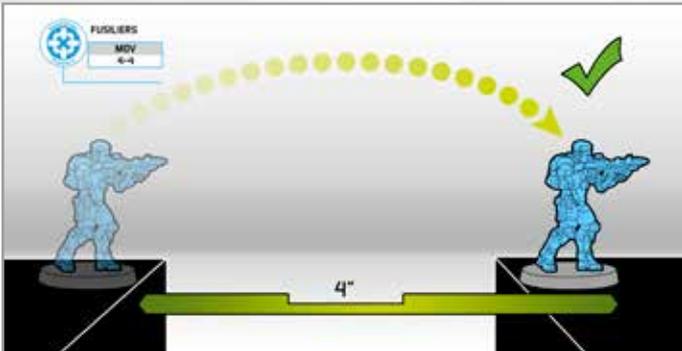
Graphic 3

If the distance is bigger than his first MOV value, or if his base cannot be placed on the landing spot, then the Fusilier cannot Jump to that spot. He must choose a new landing spot he can reach and safely land on, or he performs an Idle instead.

CLIMB

This Common Skill allows the user to scale heights and move up and down vertical surfaces.

CLIMB
ENTIRE ORDER

Movement, No LoF, No Roll.

REQUIREMENTS

Players will check the Requirements of this Skill when declaring it::
  ▶ The user's base must be in contact with a vertical surface.
  ▶ The Trooper's base must always be in contact with the surface on which they intend to move. Any surface they move on must be at least half as wide as their base.
  ▶ At the end of their movement, the Trooper must be able to place themself on a surface that is equal or larger than their base.

EFFECTS

  ▶ The user may climb vertically up to the first value of his MOV Attribute in inches, measuring from the base's outer edge and underside.
  ▶ Climbing does not require a Roll.
  ▶ For visualization purposes, Troopers using the Climb Skill move with at least half of their base's underside in contact with the vertical surface.
  ▶ Climb only allows movement on vertical surfaces; this means Troopers cannot use their excess Climbing movement to keep moving on a horizontal surface once they are done climbing. Once the Trooper reaches a level surface, **his movement ends for that Order,** placing the Trooper on the horizontal surface (see diagram).
  ▶ Climbing movement must follow the General Movement rules as well as the Moving and Measuring rules.

IMPORTANT:

Troopers cannot be deployed on a vertical surface, neither during the **Deployment Phase** nor during the game.

As long as the user is holding on to a vertical surface, he cannot declare any Skills other than Climb.

Troopers who are Climbing or holding on to a vertical surface **cannot** benefit from **Partial Cover** MODs.

A Trooper that is on a vertical surface and becomes Unconscious will place the corresponding Marker beside them as usual. Even while climbing, Unconscious Troopers are still in Prone state, except for those Unit Types that cannot enter Prone state.

A Trooper in the Reactive Turn who is holding onto a vertical surface cannot ARO. The reason for this is that, while on a vertical surface, the only available Skill is Climb, and Climb is an Entire Order that cannot be used in the Reactive Turn.

REMEMBER:

Any height on the game table that is **higher** than the height of a Trooper's **Silhouette Template—**determined by the Trooper's Silhouette Attribute—requires declaring the Jump or Climb Common Skills to pass it.

EXAMPLE OF CLIMB 1:
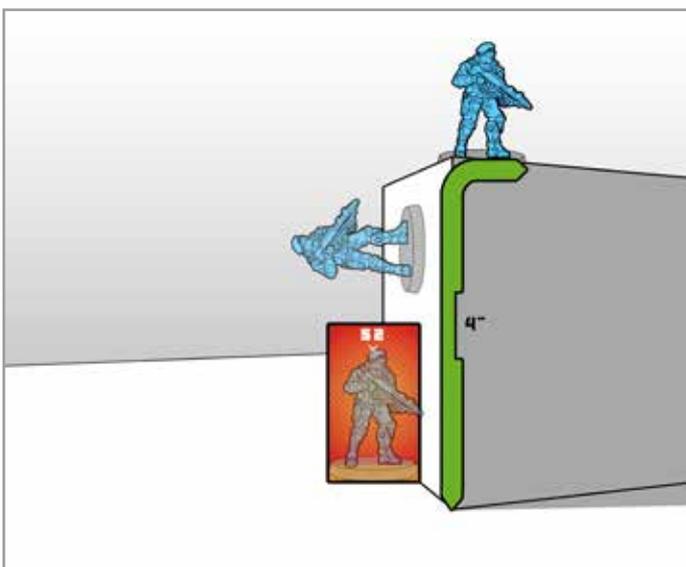
A Trooper that is in contact with an obstacle declares the Climb Skill. The obstacle is measured and is 4 inches tall, the same as the Trooper's first MOV Attribute value, therefore they climb up and are placed on the upper surface.

EXAMPLE OF CLIMB 2:

A Trooper uses one Order to declare the Move Skill until being in contact with an obstacle. With a second Order, they declare the Climb Skill, checks that the 4 inches are enough to reach the top part, placing the Trooper on the horizontal surface.

Next, the player declares a third Order to reach the edge of the obstacle.

Since they see no enemies and there is no ARO, their Order's second Skill will be an Idle. By consuming a fourth Order, the player declares Climb and descends 4 inches. Finally, with a fifth Order, the Trooper finishes their movement on the other side, on the obstacle's base.

Remember that a Trooper will end their Climb movement the moment they reach a horizontal surface.

If at some point the player had decided not to consume more Orders for said Trooper, they would have remained in the horizontal or vertical position in which they were until more Orders had be consumed for them, or they end up Dead.
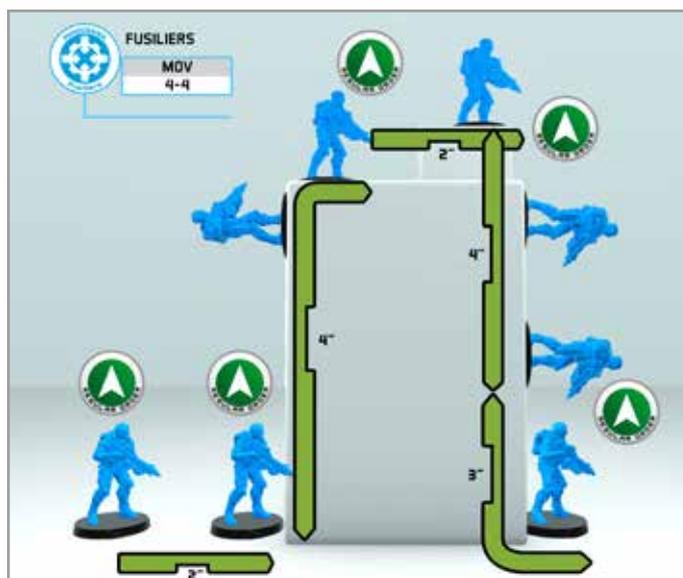
COMBAT IN INFINITY CODEONE (COMBAT MODULE)

In Infinity CodeOne, combat allows Troopers to perform Attacks. There are three kinds of Attacks: Ballistic Skills (BS), Close Combat (CC) and Quantronic Combat (Hacking). This section details every rule necessary to resolve Attacks.
BS, CC, or Hacking combat takes place within the normal Order Expenditure Sequence and it is based on the different Rolls in Infinity CodeOne.

TYPES OF WEAPONS

Each weapon in Infinity has its own game profile, and some of them have special rules that are explained in the Ammunition and Weaponry chapter (see page 56). This rulebook also contains a Weapons Chart (see page 96) for you to refer to during games.

Weapons in Infinity CodeOne are divided as follows:

▶ **BS Weapons**: Those weapons having Ranges and Range MODs or using a Template to affect an area of the game table.
▶ **Melée Weapons**: Those that can **only** be used in CC and possess the CC Trait.
▶ **Mixed Weapons**: Those weapons having Ranges and Range MODs but also the CC Trait. So, they have a Use Mode as a Melée Weapon and another Use Mode as a BS Weapon.
▶ **Deployable Weapons**: Those weapons that can be placed on the game table whereupon they become an independent element. They possess the Deployable Weapon Trait.

BURST (B)

In Infinity CodeOne, when a Trooper performs an Attack during their Active Turn they may roll as many dice as indicated by their Weapon or piece of Equipment.

When declaring the Attack, the player must specify:

▶ The Weapon, Equipment, or Special Skill that they will use.
▶ How will they divide the Burst (B) of the Weapon, Equipment, or Special Skill between one or more targets. In this situation, all the Attacks must be declared from the same point.
▶ Additionally, if the Weapon, Equipment, or Special Skill has different types of ammunition or options, the player must declare at that moment which one will they use.

If, during the Resolution of the Order, it is verified that some of the dice of the Burst (B) assigned to a target do not meet the necessary Requirements, then those dice will be lost. The rest of the dice of the B that do meet the Requirements will be resolved normally.

BURST DURING REACTIVE TURN (ARO)

In ARO, **the B value is always reduced to 1;** however some rules or Special Skills can modify this value. If the target declared Move plus any Short Skill or Short Movement Skill, the Reactive Player may declare the ARO at any point along the Active Trooper's movement.

MODIFIERS (MOD)

Both during the Active and Reactive Turns, there may be Modifiers (MODs) that affect the Burst (B). They are applied when declaring the Attack. There are also MODs to the Attack Rolls, which are applied in the Resolution step of the Order. These MODs are explained in the sections for their respective Types of Combat (BS, CC, or Hacking).

ATTACK ROLL

Once all MODs have been established, players perform the BS Attack, CC Attack, or Hacking Rolls using the corresponding Attribute which, as a general -but not exclusive- rule, is BS, CC, PH, or WIP. The order in which the Attack Rolls are performed is irrelevant.

NORMAL ROLL

If the Skill declared by the target does not affect the outcome of the Attack, the attacker can make a Normal Roll (see Rolls, page 28).

The player performs as many Rolls as indicated by the Burst (B) value assigned to each target.

FACE TO FACE ROLL

If the Skill declared by the target does affect the outcome of the Attack (for example declaring a BS Attack), then a Face to Face Roll is made (see Rolls, page 28).

Both players make one Roll for each point of Burst they assigned to that target.

CRITICALS

A Critical is an automatic success. Unless otherwise specified, each Critical rolled in an Attack causes the target to make an additional Saving Roll.

If the Attack does not cause the target to make Saving Rolls, the effect of the Critical will be specified in the rules for that Attack, Ammunition etc.

> **NOTE:**
>
> Some weapons use Types of Ammunition that are capable of altering the effects of an Attack, such as, causing "multiple" Saving Rolls for each success, reducing the ARM or BTS of the target, etc. This may also alter the way Criticals work.
> The additional roll gained by scoring a Critical Hit, will retain both the attribute used to make a saving throw and the traits of the weapon used in the attack, (unless otherwise stated).

DAMAGE

In Infinity, Damage is the capacity of a weapon, Attack, Special Skill, piece of Equipment, Hacking Program, etc. to harm or impair its target. The Damage value, represented by a number, is indicated on the weapon's profile or in the rules for the specific Special Skill, Equipment, etc.

However, this Damage is not usually applied to the target as is. Targets often have the right to a Saving Roll that determines if their Armor (ARM) or Biotechnological Shield (BTS) protects them from the Damage.

Generally, each uncancelled success in an Attack Roll forces the target to perform one Saving Roll.

The descriptive text of the type of Attack, Ammunition, Special Skill, Equipment, Hacking Program, etc., used in an Attack indicates whether the target must use their ARM, BTS, or any other Attribute (or combination of them) when performing a Saving Roll.

SAVING ROLL

Saving Rolls work like any other Roll in the Infinity CodeOne game mechanics.

Impacts generally cause the target to lose one Wound/STR Attribute point when **the result of the Saving Roll is equal or less than the Attack Damage. In these cases, the Trooper suffers Damage**, and their Attribute profile and States may be affected.

To calculate the Attack Damage, the player must subtract the following from the Weapon's Damage:
- ▶ The ARM/BTS Attribute as appropriate.
- ▶ (-3) MOD due to Partial Cover, if applicable.
- ▶ Apply other MODs (+ or -) due to Special Skills or rules, if any.

Once the value of the **Attack Damage** is determined, the player rolls a d20 for each hit and compares the result:

- ▶ Saving Roll failed:
  If the final result is equal to or lower than the Attack Damage, the **hit is successful.** When this happens, the most common consequence is the loss of one point from the target's Wounds/STR, or is affected by a detrimental state.

- ▶ Saving Roll passed:
  If the final result is higher than the Attack Damage, the target receives no Damage and suffers no alteration to its Attribute profile or state.

WOUNDS AND STRUCTURE

Unless otherwise specified, each successful hit reduces the Wounds/STR Attribute of the target of the Attack by 1 point. When this happens, place a Wound Token (WOUND) next to the Trooper. Use the numbers on the Tokens to indicate the number of Wounds/STR points the Trooper has lost so far. If the Trooper has lost enough Wounds/STR points to fall Unconscious, use an Unconscious State Token (UNCONSCIOUS) instead.

UNCONSCIOUSNESS AND DEATH

If the value of the Wounds/STR Attribute of a Trooper reaches 0, then that Trooper enters the Unconscious state.

However, if the Wounds/STR Attribute falls below 0, the Trooper enters the Dead state.

UNCONSCIOUS

Null.

ACTIVATION
- ▶ A Trooper loses the last point of his Wounds/STR Attribute, leaving him with exactly zero.

EFFECTS
- ▶ Troopers in this state cannot declare Orders or AROs.
- ▶ Unconscious Troopers automatically fall Prone unless they are a Troop Type unable to do so.
- ▶ Troopers in this state do not contribute Orders during the Tactical Phase.
- ▶ Automatic Special Skills and Automatic Equipment have no effect while Unconscious.
- ▶ The Trooper does not count towards the Player's Victory Points.

CANCELLATION
- ▶ To cancel this state, Troopers possessing the Wound Attribute need a Doctor, while Troopers with the Structure (STR) Attribute need an Engineer.
- ▶ A Trooper with the Doctor/Engineer Special Skill (or an equivalent Skill) may cancel the state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario).
- ▶ Other Special Skills and pieces of Equipment allow the cancellation of the Unconscious state as indicated in their rules.
- ▶ Cancelling the Unconscious state automatically cancels the Prone state.

DEAD

Null.

ACTIVATION
▶ A Trooper loses all the points of his Wounds/STR Attribute, and takes one or more extra points of damage.
▶ A Trooper in the Unconscious or Shasvastii-Embryo state loses one or more points from his Wounds/STR Attribute.

EFFECTS
▶ Troopers in this state are removed from the game table.
▶ Troopers in this state cease to generate Orders in successive turns.
▶ The Trooper does not count towards the Player's Victory Points.

CANCELLATION
▶ The Dead state is irreversible and cannot be cancelled, unless the rules specific to the mission or scenario being played indicate otherwise. In that case, follow the procedure stated in the rules.

BALLISTIC SKILLS (BS)

Ranged combat and firefights are the foundation of modern warfare and play an equally pivotal role in Infinity CodeOne.

BS ATTACK

Common Skill employed to attack in ranged combat using a BS Weapon or another suitable weapon or piece of Equipment.

BS ATTACK
SHORT SKILL / ARO

Attack.

REQUIREMENTS
▶ Be using a BS Weapon, or a Skill or piece of Equipment capable of making a BS Attack.
▶ Be able to draw Line of Fire (LoF) to the target of the BS Attack, unless the BS Weapon, Skill or piece of Equipment used doesn't require LoF.
▶ Not be in **Engaged** State during the Activation phase of that Order.

EFFECTS
▶ The user employs his BS Attribute (or Attribute specified by the weapon) to fire upon one or more enemies.
▶ When declaring a BS Attack, the user must choose which of his BS Weapons, Special Skills or pieces of Equipment to use, from those available in his Unit Profile.
▶ If the attacker has more than one target and a BS Weapon, Special Skill or piece of Equipment with a Burst value higher than 1, they must distribute their attacks as part of the BS Attack declaration.
▶ All shots must be declared from the same point.
▶ If the chosen weapon has more than one Type of Ammunition available, you must choose one for the entire Burst, as part of the BS Attack declaration.

MOVE + BS ATTACK (OR VICE VERSA)

Since the Skills used in an Order are simultaneous, a BS Attack can be declared at any point during the route followed by the Move Skill. If the Burst is divided among several targets, all shots must be made from a single point. Usually, the attack is made from the position that offers the biggest advantage: a clear LoF, targets out of Cover, optimal range, etc.

BS ATTACK MODIFIERS (MOD)

Before performing the BS Attack Roll (or Rolls), the player must check every MOD they must apply. There are MODs that will affect the numerical value of the roll, the Attribute and others may affect the BS Attack Roll's Burst (B). Existing MODs are:
▶ Cover.
▶ Range.
▶ Special Skills, Weapons, pieces of Equipment, or States.

COVER

The term Cover refers to all pieces of scenery that partially or completely obstruct LoF, thus preventing the attacker from making a clean BS Attack.

EFFECTS
▶ If the target is in Total Cover, the attacker may not declare a BS Attack with Weapons, Special Skills, or Equipment, that requires LoF.
▶ If the target is in Partial Cover, the attacker will apply a -3 MOD to their BS Attack Roll and the target of the BS Attack reduces the Attack Damage by 3 for Saving Roll purposes, if the Roll was necessary.

TYPES OF COVER:
▶ Total Cover
  Total Cover completely blocks the attacker's vision of his target, obstructing any LoF to their Silhouette.

A Trooper is in Total Cover when one or more scenery items completely blocks LoF to its Silhouette.

▶ Partial Cover
  Partial Cover does not allow the attacker to see the whole Silhouette of their BS Attack's target.

A Trooper is in Partial Cover when they are in contact with a piece of scenery that partially obscures their Silhouette.

LINE OF FIRE AND COVER

NO COVER
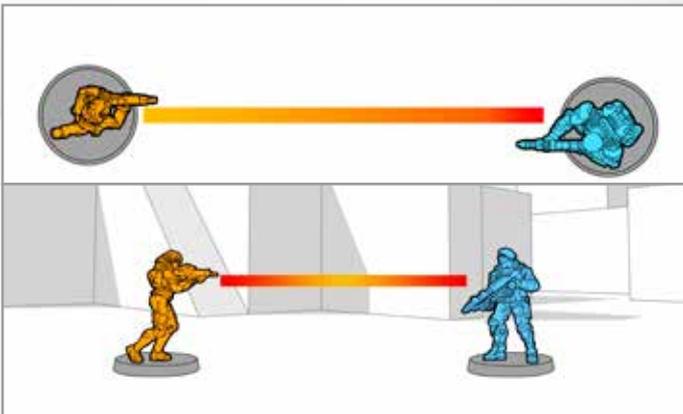
PARTIAL COVER
Partial Cover due to being in contact with a scenery element that covers part of the target's Silhouette.
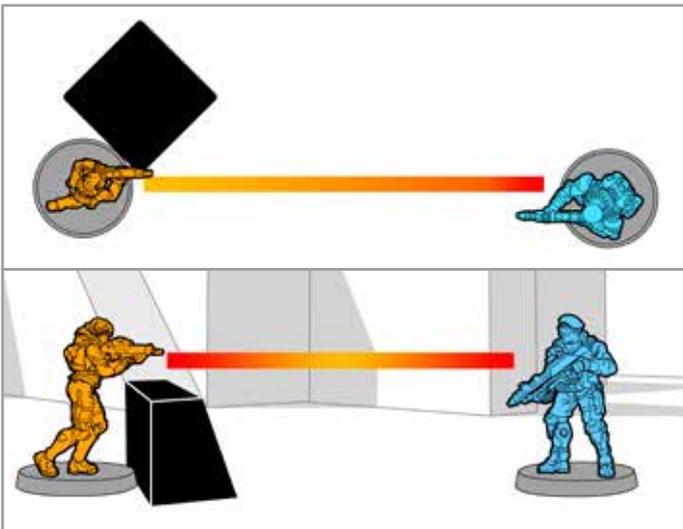
TOTAL COVER
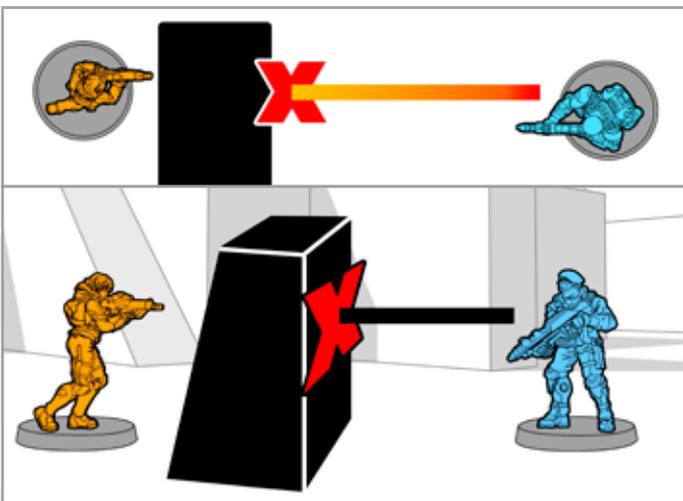
All BS Weapons, pieces of Equipment, and Special Skills that can make BS Attacks apply a Range MOD that depends on the distance between the attacker and the target.

If the target is beyond the maximum Range of the BS Weapon, piece of Equipment or Special Skill, then the BS Attack automatically fails (the Order is spent, Disposable weapons lose a use, etc.).

For example, for the COMBI Rifle we have the following values:

COMBI RIFLE

Combi Rifle	Traits:
Damage: 13	**B:** 3
Ammo: N	**Saving Roll Attribute:** ARM

RANGE MODIFIERS			
16"	32"	48"	96"
+3	-3	-6	

- ▶ If the distance between the Trooper and the Target is from 0 to 16 inches, the Trooper has a +3 MOD to their BS Attack Roll due to Range.
- ▶ If the distance is greater than 16 inches and equal to or less than 32 inches, the Trooper has a -3 MOD to their BS Attack Roll due to Range.
- ▶ If the distance is greater than 32 inches and equal to or less than 48 inches, the Trooper has a -6 MOD to their BS Attack Roll due to Range.
- ▶ The BS Attack automatically fails if the Range is more than 48 inches.

SPECIAL SKILLS WEAPONS, EQUIPMENT, OR STATES

Certain Special Skills, Weapons, Equipment or States can apply a MOD to BS Attack Rolls. These Special Skills, Weapons, pieces of Equipment, or States are explained in the respective sections of this rulebook.

TEMPLATE WEAPONS AND EQUIPMENT

BS Weapons and Equipment that use a Template have an Area of Effect that affects not only the main target, but also an area of the game table determined by the size of the Template.

TYPES OF TEMPLATES

In this rulebook, there are three kinds of Templates used by Weapons and pieces of Equipment: the Circular Template, the Large Teardrop Template and the Small Teardrop Template.

The height of the Templates used by Template Weapons and Equipment is equal to their radius, or half their width (except for those Ammunitions whose Traits otherwise specify it).

AREA OF EFFECT

The Area of Effect of a Template is the area it covers with a single declaration of use. For example, if you declare an Attack using a Template Weapon, all Troopers or targets in Silhouette contact or inside the Area of Effect of the Template are affected by the Attack.
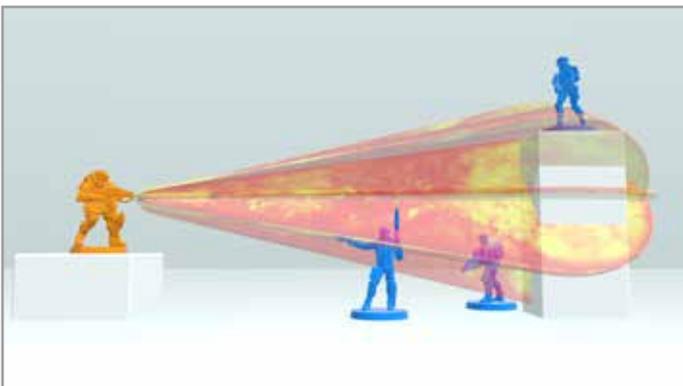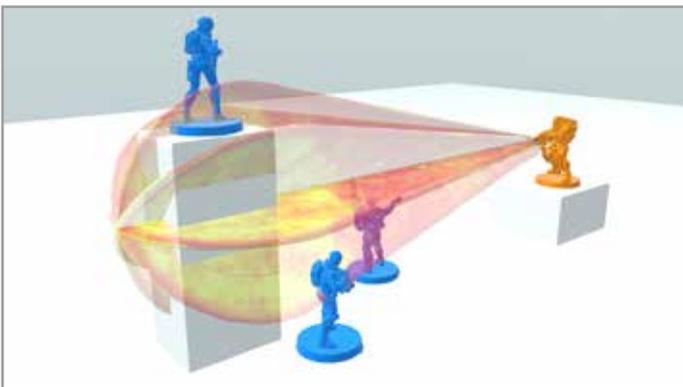
EFFECTS

- ▶ When using a Template Weapon or Equipment, any Trooper whose base or Silhouette Template is in contact with the Template, or is partially or fully inside it, is affected by the Weapon or Equipment.
- ▶ Any Trooper affected by a Template Weapon or Equipment can declare **Dodge** as their second Short Skill or ARO, even if they do not have LoF to the Trooper declaring the Attack.
- ▶ As a general rule, **Dodging** an Attack with a Template requires a successful PH Roll.
- ▶ As an exception to this, in the following cases the **Dodge** requires a PH-3 Roll to avoid an Attack with a Template Weapon:
  - ▶ If the Trooper affected by the Template Weapon Attack has no LoF to the attacker.

- ▶ If the Template Weapon Attack is from a Deployable Weapon (a Mine, for example).
- ▶ The Area of Effect of a Template can affect Allied Troopers as long as the Template has no Damage Attribute and does not inflict any State.

IMPORTANT:

Troopers affected by a Template Weapon do not benefit from the -3 Attack Damage MOD for **Partial Cover.**

DIRECT TEMPLATE WEAPONS

As their name implies, these are the ones where the Template is placed directly touching the edge of the attacking Trooper's Silhouette, or centred on the attacker for the Circular Template.

EFFECTS

- ▶ They do not require a BS Roll to hit.
- ▶ The Template must be placed when declaring the **Attack** in order to determine which Troopers will be affected by the Attack, as this may influence their possible ARO, or second Short Skill of their Order.
- ▶ **Direct Teardrop Template (Chain Rifle, Flamethrower, etc.):** The narrow end of the Teardrop Template (Blast Focus) must be placed in contact with the edge of the Silhouette of the Trooper declaring the Attack. Every Trooper affected by the Template will suffer the Attack. The Template cannot be placed so that it would go through the Silhouette of the Trooper that is declaring the Attack (see example).
- ▶ **Direct Circular Template** The center of the Circular Template (Blast Focus) must be placed over the center of the base of the Trooper declaring the Attack, and every Trooper affected by the Template will suffer the Attack.
- ▶ Dodging a Direct Template Weapon requires a Normal PH Roll (or PH-3 as mentioned previously).
- ▶ If a Trooper affected by a Direct Template Weapon declares an Attack against the user of the Direct Template Weapon, their Attack will be a Normal Roll (if the Weapon, Special Skill, etc, requires a Roll). In the Resolution step of the Order, the Trooper will need to make a Saving Roll, since this type of Template Weapon affects targets directly, without needing to Roll to hit.
- ▶ Those Direct Template Weapons that have a Burst (B) value higher than 1, allow the Template to be placed as many times per Order as their Burst (B) value indicates, and to distribute this B among different targets if so wished.

DIRECT TEMPLATE PLACEMENT EXAMPLES
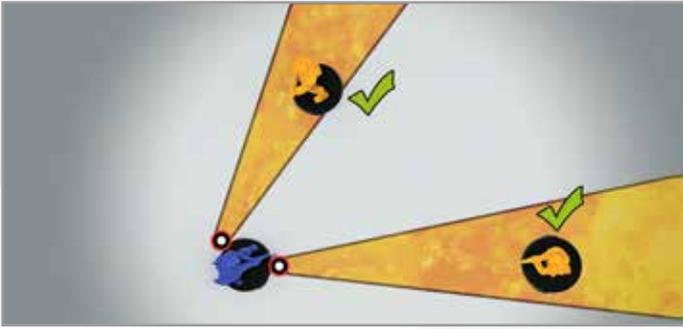
Direct Template Weapon, Blast Focus and placement of the Template.
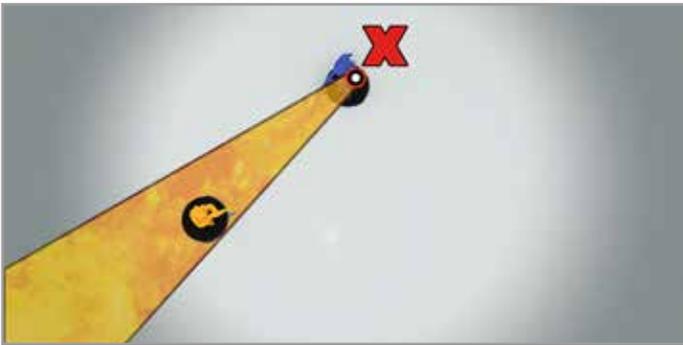
The Template's placement cannot pass through the own Trooper's Silhouette.

IMPORTANT:

To **Dodge** an Attack with **several Direct Templates** in the same Order, a single Normal PH (or PH-3) Roll must be passed, allowing the Trooper to Dodge all Templates with one Roll.

IMPORTANT:

Despite being in contact with the Template, Troopers declaring an Attack with a Direct Template will not be affected by it, unless otherwise specified in the Weapon's or Type of Ammunition's description.

TEMPLATE WEAPONS, SCENERY ELEMENTS AND TOTAL COVER

A Template's Area of Effect may be determined by the presence of scenery elements on the game board, as seen in the graphics.

In Infinity CodeOne, different Templates have a **Blast Focus**, that is used to determine if a Trooper is affected by the Template, or if the Template's Area of Effect has been blocked by Total Cover from intervening scenery elements. For a Trooper to be affected by the Template, it must be possible to trace a LoF from the Template's Blast Focus to the Trooper, without being blocked by Total Cover.

The Blast Focus is the center of the Circular Template and the narrow end of the Teardrop Templates.

LoF from the Blast Focus to a Trooper may only be drawn within the Area of Effect of the Template itself.

DIRECT TEMPLATE EXAMPLE: AREA OF EFFECT, BLAST FOCUS, AND SCENERY
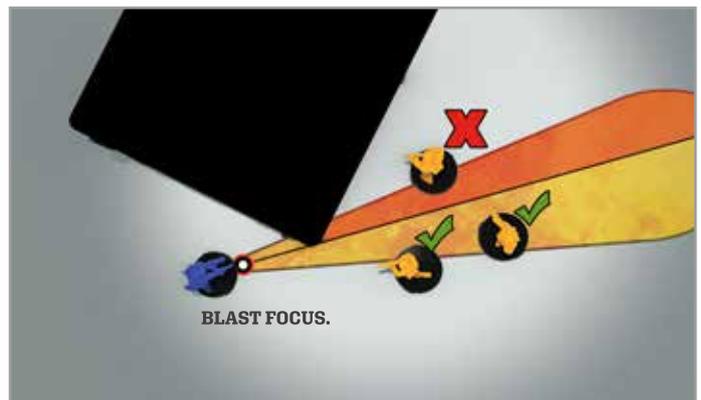
BLAST FOCUS.

The Scenery element completely covers the enemy Trooper. Therefore, LoF cannot be traced from the Blast Focus so the Trooper is not affected by the Area of Effect.

DIRECT TEMPLATE EXAMPLE: AREA OF EFFECT, PLACEMENT AND TOTAL COVER
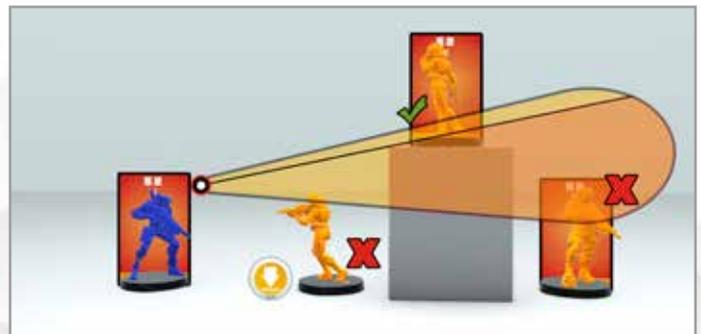
The enemy Trooper is unaffected by the Template given that, being Prone, their Silhouette is X, and therefore has their base's height. If the Trooper was not Prone they would be affected by the Template.

TEMPLATE WEAPONS, AND ALLIED AND NEUTRAL TROOPERS

Declaring Attacks against Allied or Neutral Troopers is **not allowed**, nor is it allowed to perform Attacks that may affect them, unless the Template lacks a Damage Attribute value and does not inflict States. Therefore, if when declaring an Attack with a Template Weapon, an Allied or Neutral Trooper would be affected by the Template, that shot is cancelled (but not other shots of that same Burst that have no Allies or Neutrals within their Area of Effect). Any reactive Troopers within the Area of Effect of the cancelled shot can still declare AROs.

In this case of a cancelled shot, if a Weapon with the Disposable Trait was used, the initially declared use is still consumed.

DIRECT TEMPLATE WEAPONS, ALLIED AND NEUTRAL TROOPERS
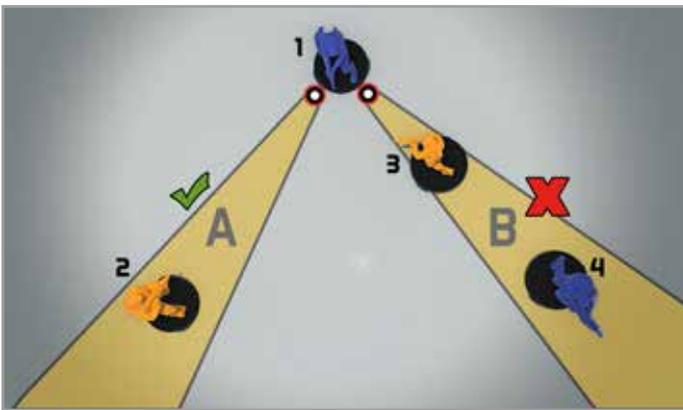
Trooper 1 has B2 with their Chain-colt, when declaring BS Attack against Troopers 2 and 3 it is checked that the B Template affects Trooper 4 (Allied or Neutral). Template B is therefore cancelled.

Troopers 2 and 3 may declare ARO normally.

TEMPLATE WEAPONS INTO CLOSE COMBAT

Template Weapons placed on a group of Troopers engaged in Close Combat will always affect every Trooper involved, even if, due to the Template's placement, it contacts only some of them. Players must take this into account, since Attacks cannot be performed against Allied Troopers.

EXAMPLE OF DIRECT TEMPLATE WITH BURST (B2): AREA OF EFFECT, PLACEMENT, AND TROOPERS AT DIFFERENT LEVELS
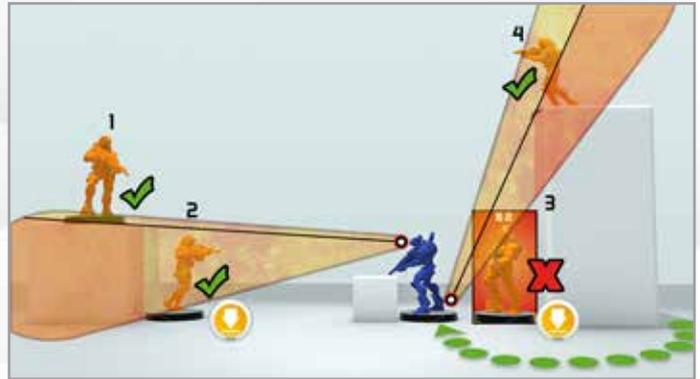
During his Active Turn, a Betatrooper with Nanopulser (B+1), Direct Template BS Weapon, declares Move and BS Attack with B2 from the point he has chosen to perform the BS Attack, the Betatrooper may place each Template freely, affecting different targets if he so chooses.

The Betatrooper affects 3 out of 4 enemies in range. Being Direct Templates, Attacks declared as ARO will not be Face to Face Rolls.

Being in Prone state, Trooper nº3 will remain unaffected by the Template, since it does not touch their base.

BS ATTACK INTO A CLOSE COMBAT

If a BS Attack is declared against an enemy Trooper that is engaged in CC Combat a **-6 MOD** must be applied for each Allied Trooper engaged in the CC (in addition to any MODs for Range, Cover, Mimetism… for the target).

WEAPON PROFILE (BS WEAPONS AND TEMPLATE WEAPONS)

In Infinity, every Weapon has its own game profile and some of them even have special usage rules. This chapter describes how to read such a profile, and each Weapon is detailed individually in the Weapons Chart, p. 96. The MULTI Rifle will be used as an example to explain how to read a BS Weapon profile.

Want to know more? You may find all the additional info to further explore the Infinity Universe in background books, articles and appendices!

Sibylla's Advice.

NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	16"	32"	48"	96"					
MULTI RIFLE (BURST MODE)	+3	-3	-6		13	3	AP	ARM	
MULTI RIFLE (ANTI-MATERIEL MODE)					13	1	DA	ARM	

NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	16"	32"	48"	96"					
BREAKER COMBI RIFLE	+3	-3	-6		13	3	AP	BTS	
	8"	16"	24"	96"					
MEDIKIT	+3	0	-6		-	1	-	-	Non-Lethal *

MULTI Weapons are an example of Weapons that have more than one firing mode. Each firing mode has a Burst (B) and different Ammunition associated with them. The player must decide which firing mode to use each time they declare a BS Attack.

Range indicates the Weapon's reach in inches. In this case the MULTI Rifle has a reach of 0 to 48 inches, this reach is divided in different ranges that imply different MODs to the BS Attack Roll, as explained in the Range Modifier section .

Damage indicates the destructive capability of the Weapon. The higher the Damage value, the more powerful the Weapon.

Burst (B) is the number of dice the Active Player must roll when declaring a BS Attack. Remember that in the Reactive Turn the value of B is 1, unless modified by a rule or Skill.

The **Ammunition** column indicates what Type of Ammunition the Weapon uses. For Weapons that can use more than one Type of Ammunition, the different options will appear separated by a "/", in this case, when declaring a BS Attack, the whole Burst (B) must always use the same Type of Ammunition.

However, if the Types of Ammunition are linked by a "+" it means both Types are combined.

The MULTI Rifle in Burst Mode can use AP Ammunition and B3. This means that if the player declares BS Attack, they will roll 3 dice with AP Ammunition. Conversely, if they decide to use Anti-materiel Mode they will have just 1 die available, but will use DA Ammunition.

EXAMPLE 2:

A weapon that uses AP+DA Ammunition indicates that the target must perform 2 Saving Rolls for each received hit, with the corresponding Saving Roll Attribute halved.

The Saving Attribute column for the Saving Roll will indicate the necessary Attribute or Attributes (ARM, BTS, PH, ARM+BTS, etc.) to know whether each received impact's Damage or Effect is avoided or not. As with Ammunition, saving with different Attributes or their combination may be necessary (see Damage p. 42).

Traits are special features some Weapons and pieces of Equipment possess. They are all explained in the Labels and Traits Section (see p. 90). An asterisk (*) in this section indicates that the Weapon or piece of Equipment has extra rules in the corresponding section of the rulebook.

Next, two more examples on how to read the Weapons Chart (available in full on p. 96) are shown.

EXAMPLE 3:

The Breaker Combi Rifle indicates that for each received impact the target must perform one Saving Roll, with their BTS Attribute halved.

EXAMPLE 4:

The MediKit is a piece of Equipment that is considered a Non-Lethal BS Weapon. Therefore, the Weapons Chart indicates the Range MOD. Although in the Traits section the * indicates that it is a weapon or piece of Equipment that has additional explanation in the rulebook.

CLOSE COMBAT (CC)

Urban combat, attempting to take a building, or ship to ship space-boarding often occur in reduced spaces, which favors close combat with bladed weapons (knives, machetes, sabers, swords, claws, etc.) which we generically call Melée Weapons.

CC ATTACK

Skill that allows Close Combat fighting, striking an adversary in Silhouette contact.

CC ATTACK
SHORT SKILL / ARO

Attack.

REQUIREMENTS
▶ Be using a Melée Weapon, a Skill, or piece of Equipment that allows for a CC Attack.
▶ Be in Silhouette contact with an enemy Model or Target.

EFFECTS
▶ Allows use of the CC Attribute to fight in Close Combat (CC).
▶ By declaring a CC Attack, Troopers may only use those Weapons with the CC Trait.
▶ If a Trooper has several targets and a Burst value that is higher than 1, the player must clarify how they are dividing the Burst when declaring the CC Attack.
▶ In the Resolution step, check which MODs to apply, and make the CC Attack Rolls using the corresponding Attribute.
▶ For each success obtained in CC Attack Rolls, the target must perform a Saving Roll (See Damage p. 42).
▶ **Coup de Grâce:** If the Enemy Target is in Unconscious or Shasvastii-Embryo State when declaring the CC Attack, then, without needing to perform a roll, the target automatically goes from Unconscious to Dead State without the possibility of making a Saving Roll.

INTERACTING WITH A CLOSE COMBAT

Any Trooper in Silhouette contact with an Allied Model that is in the Engaged State may only declare CC Attack, Dodge or other related Skills that may be used in CC. For example, in these circumstances declaring Skills such as Doctor or Engineer on a Trooper in Engaged State is not allowed.

MOVEMENT SEQUENCE AND CC

Close Combat is often associated with a Movement, the most common game sequence in this case is the following:

▶ Step 1:

The Active Player (Orange) consumes an Order and declares Move.
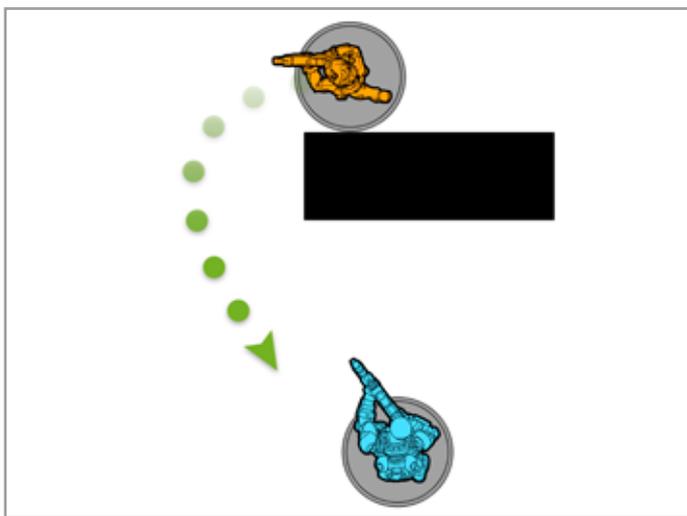
▶ Step 2:

The Reactive Player (Blue) declares CC Attack as their ARO.
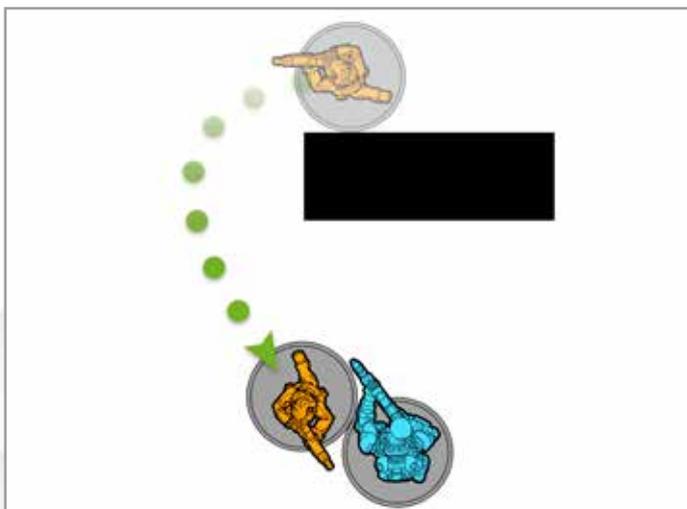
▶ Step 3:

The Active Player (Orange) declares CC Attack as the second Short Skill of the Order.
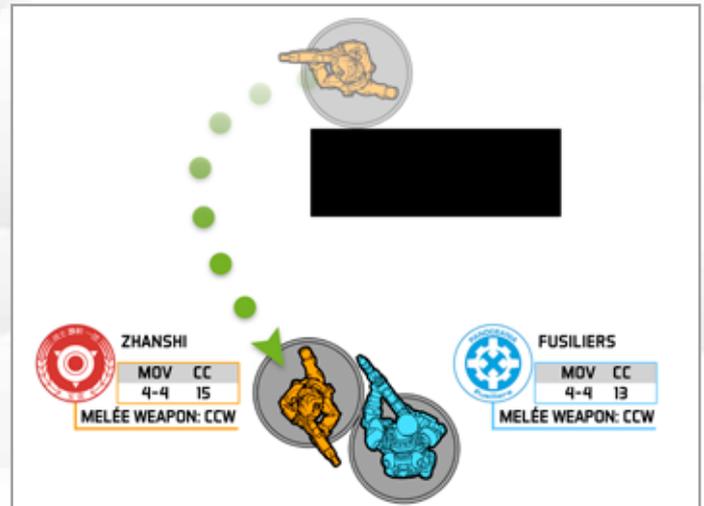
▶ Step 4:

The corresponding Face to Face Roll is performed.
Face to Face Roll:
Active Player: 1 Die in CC.
Reactive Player: 1 Die in CC.
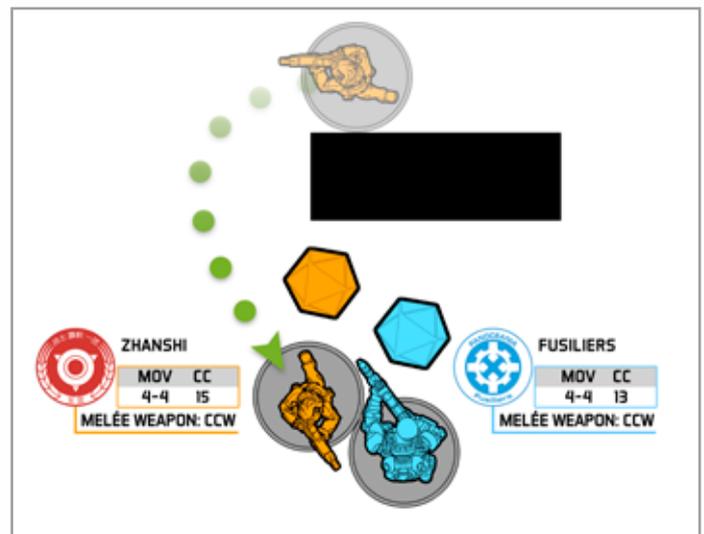
CC ATTACK MODIFIERS (MOD)

Before performing the CC Attack Roll (or Rolls), the player must check every MOD they must apply. The MODs are:
- ▶ Close Combat against several enemies.
- ▶ Special Skills, Weapons and Equipment.

CLOSE COMBAT WITH MULTIPLE TROOPERS

This rule is applied when more than 2 Troopers are engaged in Close Combat and any of them is activated.

During the Active Turn:

When declaring a CC Attack, the Player must select one Trooper or Peripheral activated by the Order. That Trooper or Peripheral performs the CC Attack and obtains a +1 MOD to B for each Allied Trooper or Peripheral that is not in a Null or Immobilized State, and is in Silhouette contact with their target.

During the Reactive Turn:

When declaring AROs, if the Reactive player decides to declare CC Attack they must select only one Trooper or Peripheral in Engaged State with the Active Trooper. The selected Trooper performs a CC Attack and will have a +1 MOD to B for each Allied Trooper or Peripheral in Engaged State with the Active Trooper. The MOD is only applied for those allies that are not in a Null or Immobilized State, and have not declared Dodge, Idle or Reset.

When in Close Combat it is only possible to declare CC Attack, Dodge, Idle or Reset.

The maximum number of Models that may be in Silhouette contact with a Model on a 25 mm base is 4.

The maximum number of Models that may be in Silhouette contact with a Model on a 40 mm or larger base is 6.

EXAMPLE OF CLOSE COMBAT AGAINST SEVERAL ENEMIES

Active Turn:

In the image we have a Fusilier (Blue) and a Doctor Zhanshi YĪSHĒNG with his Servant Peripheral YÁOZĂO (Orange).

▶ Step 1:

The Active Player (Orange) consumes an Order and declares Move.

▶ Step 2:

The Reactive Player (Blue) declares BS Attack against the Doctor as ARO.

▶ Step 3:

The Active Trooper declares CC Attack. The player chooses the Doctor to perform said CC Attack.

The Doctor obtains a +1B MOD for having his Peripheral (Servant) in contact with his target.
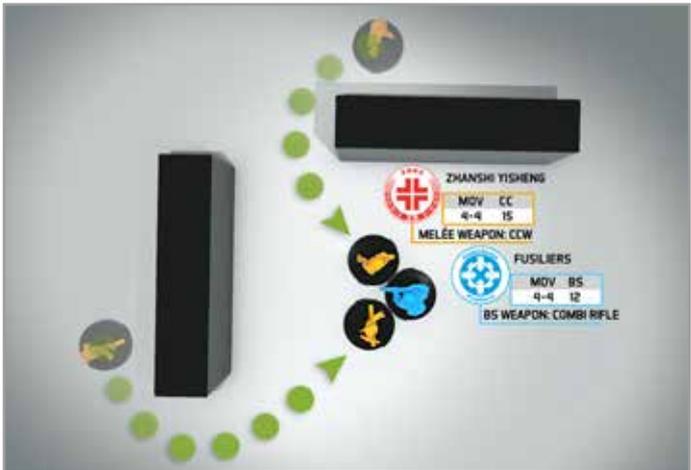
▶ Step 4:

Measurements for the BS Attack are made and the dice are rolled.
Face to Face Roll:
- Active Player: 2 Dice in CC.
- Reactive Player: 1 Die in BS.

EXAMPLE OF CLOSE COMBAT AGAINST SEVERAL ENEMIES

Reactive Turn:

In the Blue player's Active Turn, a Move + CC Attack Order is added to the previous example's Melée:

▶ Step 1:

The Active Player (Blue) consumes an Order and declares Move until coming into Silhouette contact with the Peripheral (Servant).

▶ Step 2:

Since the Troopers involved in a Close Combat do not have LoF outside Close Combat, they cannot declare BS Attack. Therefore, the Reactive Player (Orange) can only declare CC Attack, Reset, Idle or Dodge with their Peripheral (Servant).

They decide to declare CC Attack as ARO with their Peripheral (Servant).

▶ Step 3:

As the second half of the Order, the Active Player declares CC Attack.

The Fusilier obtains a +1B MOD thanks to his partner being in CC with the Peripheral (Servant).

The Peripheral does not obtain the +1B MOD because its Controller is not in CC with the Active Trooper.

▶ Step 4:

The corresponding Rolls are performed.
Face to Face Roll:
- Active Player. 2 Dice in CC.
- Reactive Player: 1 Die in CC.

Certain Special Skills, Weapons, and Equipment impose MODs to CC Attack Rolls, as seen in the rulebook (see Special Skills, Weaponry, and Equipment, although it is recommended that these concepts be applied as they appear in the game).

ENGAGED STATE

ENGAGED STATE

ACTIVATION
▶ The Trooper is in Silhouette contact with an Enemy Trooper, and neither are in a Null or Immobilized State.

EFFECTS
▶ Troopers in Engaged State are considered to be in Close Combat.
▶ Troopers in this State can only declare CC Attack, Dodge, Idle, Reset, and Skills that specify that they can be used in Close Combat or in Engaged State.
▶ Troopers that are in Engaged State may not trace LoF outside their Close Combat.
▶ By declaring BS Attack on a Trooper in Engaged State, the BS Attack against a Close Combat rule must be applied (see p. 47).
▶ Template Weapons placed on a group of Troopers in Engaged state will always affect **all** participating Troopers, even if the placement of the Template would only affect one of them.

CANCELLATION
▶ This State is cancelled when the Trooper in question ceases to be in Silhouette contact with any Enemy Troopers.
▶ A Trooper's Engaged State is automatically cancelled if, in the 5.1 Effects step of any Order, all enemies in Silhouette contact are in Null or Immobilized States.
▶ A Trooper may also cancel the Engaged State if they pass a Dodge Roll, either Normal or Face to Face. In this case, the Trooper must leave Silhouette contact, moving up to 2 inches to separate themselves from the enemy.
If they cannot move to a valid position that is outside Silhouette contact, the Trooper will remain in Engaged State without moving.

WEAPON PROFILE (MELÉE WEAPONS)

In Infinity, every Weapon has its own game profile and some of them even have special usage rules. This chapter describes how to read such a profile and details each Weapon individually. The CC Weapon will be used as an example to explain how to read a Melée Weapon profile.

WEAPONS CHART					
NAME	DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
CC WEAPON	PH	1	N	ARM	CC
EXP CC WEAPON	PH	1	EXP	ARM	CC
MONOFILAMENT CC WEAPON	12	1	N	ARM	CC, ARM=0, STATE: DEAD.

Range indicates the Weapon's reach in inches. Melée Weapons usually lack a Range.

Damage indicates the destructive capability of the Weapon. The higher the Damage value, the more powerful the Weapon.

Burst (B) is the number of dice the Active Player must roll when declaring a CC Attack. Remember that in the Reactive Turn the value of B is generally 1, unless modified by a rule or Skill.

The **Ammunition** column indicates what Type of Ammunition the Weapon uses. For Weapons that can use more than one Type of Ammunition, the different options will appear separated by a "/", in this case, when declaring a CC Attack, the whole Burst B must always use the same Type of Ammunition.

However, if the Types of Ammunition are linked by a "+" it means both Types are combined.

The **Saving Attribute** column for the Saving Roll will indicate the necessary Attribute or Attributes (ARM, BTS, PH, ARM+BTS, etc.) to know whether each received impact's Damage or Effect is avoided or not. As with Ammunition, saving with different Attributes or their combination may be necessary (see Damage p. 42).

Traits are special features some Weapons and Equipment pieces possess. They are all explained in the Labels and Traits Section (see p. 90).

REMEMBER

When the PH Attribute is shown in the Damage column instead of a numerical value, the Weapon's Damage value will be the PH Attribute of the user of the Melée Weapon.

EXAMPLE

In the case of the Monofilament CC Weapon, its Traits indicate that the target will have their ARM value reduced to 0 for their Saving Roll and that, in the case of suffering Damage, instead of losing one point of Wound or Structure Attribute, they will enter Dead state directly.

QUANTRONIC COMBAT (HACKING)

In Infinity CodeOne, infowar and cyberwarfare tasks, defined as Hacking, fall upon the Hackers' shoulders, those Troopers equipped with Hacking Devices.

GETTING STARTED WITH HACKING

According to their nature, Hacking Programs allow the Hacker to act in an aggressive or defensive manner, support other Troopers, interact with scenery, etc.

REMEMBER

When making your Army Lists in Infinity Army, a summary of the Hacking Programs will be included, in the same way that a summary of your Troopers' weapons is included.

HACKING DEVICES AND HACKING PROGRAMS: CHARACTERISTICS

Hacking Devices and Hacking Programs have the following characteristics:
- ▶ They act in the user's Hacking Area.
- ▶ They do not require LoF to act, unless the Hacking Program's own description states otherwise.
- ▶ They benefit, if applicable, from the target's Targeted State.

HACKING AREA

This term refers to the Area of Effect of Hacking Programs. In Infinity CodeOne a Hacker's Hacking Area matches their Zone of Control.

HACKER
AUTOMATIC SKILL

Obligatory.

EFFECTS
- ▶ Hackers are equipped with a Hacking Device that allows them to use Hacking Programs, according to the type of Hacking Device they carry.

KEY TO THE HACKING PROGRAMS QUICK REFERENCE CHART

Each Hacking Program grants a series of MODs and advantages when used, that are reflected in charts listing following information:
- ▶ **Attack MOD.** A MOD that is applied to the user's WIP Attribute.
- ▶ **Opponent's MOD.** A MOD that is applied to an enemy Trooper's Attribute when performing a Face to Face Roll.
- ▶ **Damage.** The value used to determine the Damage when applying a successful Hacking Program Roll. Unless otherwise stated, the Attribute used in the Saving Roll to resist Damage from a Hacking Program is BTS.
- ▶ **Burst.** The number of dice the Active Player must roll when declaring the Hacking Program. When the B value is higher than 1, it may be concentrated on a single target or be divided among several targets. Remember that in the Reactive Turn the B value is generally 1, unless modified by a rule or Skill.
- ▶ **Target.** The Troop Type that can be targeted by the Hacking Program.
- ▶ **Type of Skill.** Indicates the type of Skill (Entire Order, Short Skill, ARO, etc.) that must be spent to use the Hacking Program.
- ▶ **Special.** Indicates the special effects that the Hacking Program's user may apply. This section may also indicate a State that will be imposed on the target, or the type of Ammunition and Traits that may apply.

Unless otherwise stated, the range of every Program is always the Hacker's Hacking Area.

HACKING PROGRAMS CHART						
NAME	ATTACK MOD	OPPONENT'S MOD	DAMAGE	B	TARGET	SKILL TYPE	SPECIAL
CARBONITE	0	0	13	2	TAG, HI, REM, HACKER	SHORT SKILL/ARO	DA AMMO, NON-LETHAL, STATE: IMMOBILIZED-B.
SPOTLIGHT	0	0	--	1	--	SHORT SKILL/ARO	NON-LETHAL, STATE: TARGETED.

DEVICE	PROGRAM 1	PROGRAM 2
HACKING DEVICE	CARBONITE	SPOTLIGHT

HACKING PROGRAMS

CARBONITE
SHORT SKILL / ARO

Comms Attack, Non-Lethal.

REQUIREMENTS
▶ The target may only be an enemy Trooper with the Hackable Characteristic (HI, TAG, REM... or an enemy Hacker).

EFFECTS
▶ In the Active Turn, this Program's Burst of 2 allows the user to perform two WIP Rolls, which can be distributed among one or more targets as usual.
▶ Each successful Roll, due to DA Ammunition, forces the target to make two Saving Rolls against BTS, with Damage 13.
▶ Due to the State: Immobilized-B Trait, any failed Saving Rolls will not cause the target to lose a point of Wounds or Structure, but instead the target will enter the Immobilized-B state, placing an Immobilized-B State Token (IMM-B) by them.
▶ A Critical with Carbonite forces its target to perform an additional Saving Roll.
▶ The range of this Program is the Hacker's Hacking Area.

> **Sibylla Explains**
> For each Carbonite Critical received, the target must perform 3 Saving Rolls: 2 due to the DA impact and 1 more due to the additional Saving Roll.

IMMOBILIZED-B STATE

IMMOBILIZED-B
ACTIVATION
▶ The Trooper suffered a successful Attack or Effect using an Ammunition, Hacking Program or a game condition or Scenario Special Rule, capable of causing this state.

EFFECTS
▶ Troopers in Immobilized-B State cannot declare any Skill, Attack or ARO, except Reset applying a -3 WIP MOD.
▶ Automatic Special Skills and Equipment continue to work, but the Trooper must still respect all declaration restrictions.
▶ Troopers in the Immobilized-B state continue to provide Orders for their Order Pool.

CANCELLATION
▶ The affected Trooper may cancel this state via a successful Normal or Face to Face Reset Roll, applying the -3 WIP MOD provided by this state.
▶ A Trooper with the Engineer Special Skill (or an equivalent Skill) may cancel the Immobilized-B state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario).

SPOTLIGHT
SHORT SKILL / ARO

Comms Attack, Non-Lethal.

REQUIREMENTS
▶ The target of this Hacking Program does not need to have the Hackable Characteristic.

EFFECTS
▶ This Program has a Burst of 1, allowing the user to perform one WIP Roll against the target, in the Active and Reactive Turns.
▶ A Success causes the target to enter the Targeted State, placing a Targeted State Token by them.
▶ The range of this Program is the Hacker's Hacking Area.
▶ A Critical success with Spotlight directly imposes the Targeted State on the target.

REMEMBER:

The target of a Hacking Program or a Comms Attack can declare a Reset, regardless of their Troop Type (LI, MI, HI, etc.), and even if this Hacking Program or Comms Attack is performed from outside their LoF.

TARGETED STATE

TARGETED
ACTIVATION
▶ The Trooper suffered a successful Attack or Effect using an Ammunition, or a game condition or Scenario Special Rule, capable of causing this state.

EFFECT
▶ Any Trooper declaring a BS Attack, Hacking Program or Comms Attack against a Trooper in the Targeted State gains a +3 MOD to the Attribute used to perform that Attack.
▶ Troopers in this state must apply a -3 WIP MOD to their **Reset** rolls.
▶ Automatic Special Skills and Equipment continue to work in this state.

CANCELLATION
▶ The affected Trooper successfully passes a Normal or Face to Face Reset Roll, applying a -3 WIP MOD.
▶ A Trooper with the Engineer Special Skill (or an equivalent Skill) may cancel the state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario).

EXAMPLE OF QUANTRONIC COMBAT (HACKING)

▶ Step 1:

The Active Player declares Move with their Jujak from point A to B.

The Reactive Player declares the use of the Carbonite Hacking Program with their Shrouded Hacker.

Facing the possibility that the Jujak had passed within the Hacker's ZoC, the Active Player declares Reset. They do not declare BS Attack to face the Hacker because it is clear that during their entire path they lack LoF to the Shrouded Hacker.

▶ Step 2:

It is determined that during their Movement, the Jujak indeed entered the Hacker's ZoC and the Face to Face Rolls are performed.

Face to Face Roll:

Active Player, Reset (WIP Roll, in this case there are no MODs to be applied): 1 d20 with Success Value (SV) = 13.

Reactive Player, Carbonite (WIP Roll, in this case there are no MODs to be applied): 1 d20 with SV = 13.

They both succeed, but the 7 cancels the 3.

▶ Step 3:

Therefore, after the Shrouded Hacker won the Face to Face Roll, the Jujak must perform 2 Saving Rolls due to the DA Ammunition against Damage 13.

Attack Damage = 10 (13 - 3 for BTS).

Due to the 6, the Jujak places an Immobilized-B Token next to him.

AMMUNITION AND WEAPONRY IN INFINITY CODEONE

In the trade of war, weapons are a soldier's tools. The world of Infinity has an enormous variety of fighting implements, from the futuristic and sophisticated to the basic and rudimentary. In the right hands, any of them can be absolutely lethal.

AMMUNITION

In Infinity CodeOne, weapons have different Types of Ammunition, each of them with different effects and with their own features. The Types of Ammunition available in Infinity CodeOne are the following:

- ▶ Normal (N)
- ▶ Armour Piercing (AP)
- ▶ Double Action (DA)
- ▶ Explosive (EXP)
- ▶ Paralysis (PARA)

The Ammunition column in the Weapons Chart specifies what type of Ammunition each weapon uses.

In game terms, the different types of Ammunitions represent the effects the weapons have on the various protections of the units and structures of Infinity CodeOne. Hence the Attribute or Attributes (ARM, BTS, PH) used for Saving Rolls to avoid damage from a weapon will vary. This depends on the weapon used, and is specified in the Weapons Chart.

REMEMBER:

Certain effects of some types of Ammunition may require dividing the value of some Attributes, and in such cases, it may be necessary to round the result.

Rounding:
In Infinity, any time a number (a result on a die, an Attribute, a MOD...) is divided and rounded to an integer, it is always rounded up. For example, half of 5 (5 / 2 = 2.5) would be 3.

NORMAL (N) AMMUNITION

Normal Ammunition is the conventional form of ammunition and has no special effects.

NORMAL (N) AMMUNITION

ROLL
- ▶ Normal (N) Ammunition forces its target to make one Saving Roll per impact suffered.

EFFECTS
- ▶ Each Saving Roll failed against Normal (N) Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- ▶ Critical hits with Normal (N) Ammunition cause the target to make an additional Saving Roll.

ARMOUR PIERCING (AP) AMMUNITION

A type of ammunition designed to penetrate even the toughest armor plating.

ARMOR-PIERCING (AP) AMMUNITION

ROLL
- ▶ After a successful attack using AP Ammunition, the target must make a Saving Roll per impact suffered, using half his ARM or BTS value (ARM/2 or BTS/2) as specified by the weapon being used.

EFFECTS
- ▶ AP Ammunition reduces the ARM or BTS value of its target to half of its original value, rounding up. Consequently, any ARM or BTS above 0 cannot be reduced below 1.
- ▶ Each Saving Roll failed against AP Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- ▶ Critical hits with AP Ammunition cause the targets to make an additional Saving Roll, applying their halved ARM or BTS value.

DOUBLE ACTION (DA) AMMUNITION

This Ammunition uses high-impact light caliber projectiles.

DOUBLE ACTION (DA) AMMUNITION

ROLL
- ▶ After a successful attack using DA Ammunition, the target must make **two** Saving Rolls per impact suffered.

EFFECTS
- ▶ Each Saving Roll failed against DA Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- ▶ The second Saving Roll is mandatory, even if the target fails the first one or falls Unconscious.
- ▶ Critical hits with Double Action (DA) Ammunition cause the target to make an additional Saving Roll.

Sibylla Explains:
For each Critical hit with DA Ammunition, the target must make 3 Saving Rolls: 2 due to the impact with DA Ammunition and 1 more due to the additional Saving Roll.

EXPLOSIVE (EXP) AMMUNITION

A type of ordnance designed to cause massive damage to the target by detonating on impact.

EXPLOSIVE (EXP) AMMUNITION

ROLL
▸ After a successful attack using Explosive (EXP) Ammunition, the target must make **three** Saving Rolls per impact suffered.

EFFECTS
▸ Each Saving Roll failed against EXP Ammunition causes the target to lose one point from his Wounds/STR Attribute.
▸ The three Saving Rolls are mandatory, even if the target fails one of them or falls Unconscious.
▸ Critical hits with Explosive Ammunition cause the target to make an additional Saving Roll.

> **Sibylla Explains**
> For each Critical hit with EXP Ammunition, the target must make 4 Saving Rolls: 3 due to the impact with EXP Ammunition and 1 more due to the additional Saving Roll.

PARALYSIS (PARA) AMMUNITION

This ammunition has been specially designed not to cause any real harm, but it is powerful enough to immobilize any adversary.

PARALYSIS (PARA) AMMUNITION

Non-Lethal .

ROLL
▸ After a successful attack using Paralysis (PARA) Ammunition, the target must make a PH-6 Roll per impact suffered.

EFFECTS
▸ If the target fails the PH-6 Roll, it enters the Immobilized-A state. Place an Immobilized-A Marker (IMM A) next to it.
▸ Critical hits with Paralysis (PARA) Ammunition cause the target to make an additional PH-6 Roll.
▸ This Ammunition has no effect on targets that have no PH Attribute. In that a case the target will not roll and will ignore the effects of this Ammunition.

EXAMPLE:

In the case of the Heavy Riotstopper, a Direct Template weapon that uses PARA ammunition, if it hits a target with a PH Attribute of 12, this Trooper will have to make a PH-6 Roll (12 – 6 = 6). Therefore, any result equal to or lower than 6 will mean that the target avoids entering Immobilized-A state. Otherwise, an Immobilized-A state Token will have to be placed in contact with the target's base.

IMMOBILIZED-A STATE

IMMOBILIZED-A

ACTIVATION
▸ The Trooper suffered a successful Attack or Effect using an Ammunition, Hacking Program or a game condition or Scenario Special Rule, capable of causing this state.

EFFECTS
▸ Troopers in Immobilized-A State cannot declare any Skill or ARO, except **Dodge,** applying a -6 PH MOD.
▸ Automatic Special Skills and Equipment continue to work, but the Trooper must still respect all declaration restrictions.
▸ Troopers in the Immobilized-A state continue to provide Orders for their Order Pool.

CANCELLATION
▸ The affected Trooper may cancel this state via a successful Normal or Face to Face Dodge Roll, applying the -6 PH MOD provided by this state.
▸ A Trooper with the **Engineer** Special Skill (or an equivalent Skill) may cancel the Immobilized-A state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal **WIP** Roll (or the Roll specified by the Special Skill or Scenario).

EXAMPLE: BS ATTACK AGAINST A TROOPER IN IMMOBILIZED-A STATE

Let's suppose a Zhanshi is in Immobilized-A state.

A Betatrooper spends an Order, declares Move + BS Attack, and uses their Spitfire against the Zhanshi.

In this state, the Zhanshi may only declare Dodge as their ARO, with a -6 MOD.

Therefore, a Face to Face Roll of 4 Spitfire shots is made against 1 Dodge Roll.

The Zhanshi will apply the following MODs to the Dodge Roll:

-6 for Immobilized-A.

With a PH Attribute of 10, the Success Value (SV) will be 10 - 6 = 4.

The Betatrooper will apply the following MODs to the BS Attack Roll:

+3 for Range.
-3 for Cover.

With a BS Attribute of 13, the Success Value (SV) will be 13 + 3 - 3 = 13.

Resolution:

The Zhanshi lose the Dodge Roll, so he suffers 3 Spitfire hits, since the 4th (with a result of 14) is a miss for the Betatrooper.

COMBINED AMMUNITION

In Infinity CodeOne some weapons can combine the effects of more than one type of Ammunition. Such weapons will indicate the different types of Ammunition they combine with the plus sign (AP+DA for example).

Combined Ammunition works as a single Ammunition that adds the effects of the different Ammunitions that compose it.

Therefore, when obtaining a Critical with Combined Ammunition, the target must perform an additional Saving Roll. The additional Saving Roll will apply the effects of the different types Ammunition that compose it, if appliable.

EXAMPLES OF COMBINED AMMUNITION

An Impact with AP+DA Ammunition forces the target to perform two Saving Rolls (due to the DA Ammunition) with the ARM or BTS Attribute halved (due to the AP Ammunition).

A Critical with AP+DA Ammunition forces the target to perform one extra Saving Roll with the ARM or BTS Attribute halved.

Consequently, the target must perform three Saving Rolls with the ARM or BTS Attribute halved, for each Critical with AP+DA Ammunition (two due to the DA Ammunition and one due to the Critical).

A Critical with AP+EXP Ammunition forces the target to perform one extra Saving Roll with the ARM or BTS Attribute halved.

The target must therefore perform four Saving Rolls with the ARM or BTS Attribute halved for each Critical with AP+EXP Ammunition (three due to the EXP Ammunition and one due to the Critical).

WEAPONRY

Each weapon in Infinity CodeOne has its own game profile, and some of them have special rules. This section details those weapons that require a more specific explanation. This rulebook also contains a Weapons Chart (see page 96) for you to refer to during games.

REMEMBER:

A **positive MOD (+)** in round brackets next to a Special Skill, Weapon, or Equipment will be applied only to the **user** of that Special Skill, Weapon, or Equipment.

A **negative MOD (-)** in round brackets next to a Special Skill, Weapon, or Equipment will be applied only to **enemies**.

The value of an Attribute, Burst, Damage, etc. in round brackets next to a Special Skill, Weapon, or Equipment will be applied only when using that Special Skill, Weapon or Equipment.

MINES

Mines are a type of Deployable Weapon used to control small areas of the battlefield and influence the movement of enemy troops. There are various types of Mines available, all of them work following the same mechanics, but they feature different types of Special Ammunition with their corresponding specific properties.

MINES

Concealed, Deployable, Disposable (3), Direct Template (Small Teardrop)

EFFECTS

▶ When the player declares the Place Deployable Common Skill, instead of placing a Token to represent the Mine, he will place a Camouflaged Marker (CAMO).
▶ Replace the Camouflage Marker [CAMO (-3)] with a Mine Token [MINE (-3)] when it is discovered by an enemy.
▶ The Camouflage Marker and the Mine Token both benefit from the MODs provided by the Mimetism (-3) Special Skill.
▶ Mines have a 360º LoF arc.
▶ As a Direct Template Weapon, when a Mine is triggered, a **Small Teardrop Template** must be placed and the Damage and Ammunition specified in the Weapons Chart must be applied.
▶ The Small Teardrop Template must be placed so that it affects the enemy Model or Marker that triggered the Mine.
▶ A Mine **never** triggers if the Small Teardrop Template would affect an ally, even if that ally is Unconscious.
▶ Once on the game table, Mines must trigger when an enemy Model or Marker declares or executes a **Skill or ARO inside their Trigger Area**. When this is the case, if, by placing the Small Teardrop Template, it is determined that the Model or Marker is not within the Trigger Area, the Mine will **neither detonate nor be revealed**.
▶ Once a Mine triggers, it is removed from play.
▶ A Mine is a Template Weapon and a Deployable Weapon, so imposes a -3 PH MOD to any attempt to Dodge its effects.

- ▶ The Trigger Area of a Mine (whether it is a Camouflage Marker or a Mine Token) is the area within the radius of the Small Teardrop Template, extended out from the edge of the base of the Mine.
- ▶ The Trigger Area excludes any areas in Total Cover from the Blast Focus of the Small Teardrop Template (see graphic).
- ▶ A Mine cannot be placed if there is an enemy Camouflage Marker inside its Trigger Area. This restriction does not apply if there is a valid, non-camouflaged enemy inside the Trigger Area.

REMEMBER:

The Dodge movement during the 5.1 step of the Order Expenditure Sequence does not generate AROs or trigger Deployable Weapons or Equipment.
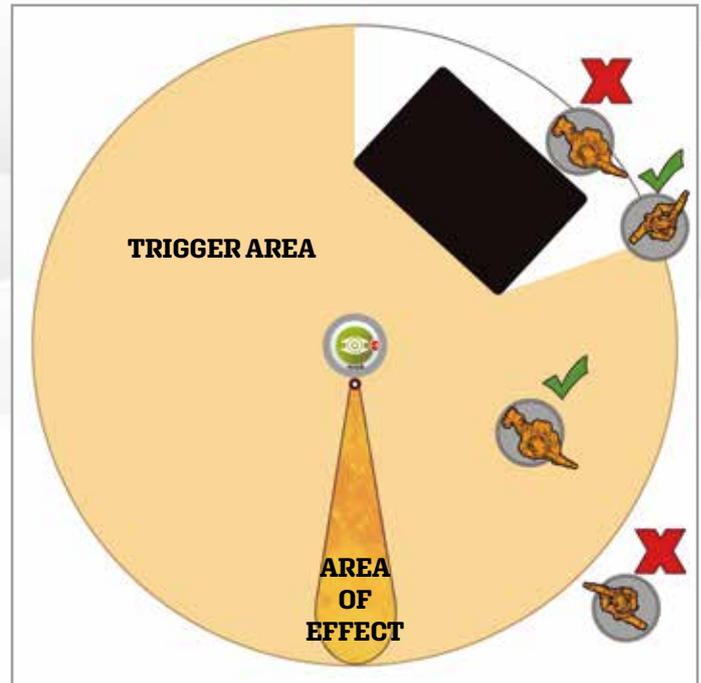
NAME	DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
ANTI-PERSONNEL MINE	13	1	N	ARM	CONCEALED, DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), [*].

NAME	ARM	BTS	STR	S
ANTI-PERSONNEL MINE	0	0	1	X

PISTOL

The various types of Pistols are BS Weapons with two usage modes.

Burst Mode uses the BS Attribute to make BS Attacks. On the other hand, CC Mode uses the CC Attribute to make CC Attacks in hand-to-hand combat.

NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	8"	16"	24"	96"					
PISTOL (BURST MODE)	+3	0	-6		11	2	N	ARM	[*]
PISTOL (CC MODE)					11	1	N	ARM	CC, [*].

SKILLS AND EQUIPMENT IN INFINITY CODEONE

Infinity CodeOne possesses a series of Skills and pieces of Equipment which allows a Trooper to act during the game. Moreover, in this section we will explain how Unit Profiles are notated, for a simpler and quicker understanding of the information about Skills and pieces of Equipment.

MODIFIERS (MODS)

First and foremost is identifying the Modifiers or MODs, (+) bonus or (-) penalties that appear in Unit Profiles:

REMEMBER:

•**A positive MOD (+)** in round brackets next to a Special Skill, Weapon, or Equipment will be applied only to the **user** of that Special Skill, Weapon, or Equipment.

•**A negative MOD (-)** in round brackets next to a Special Skill, Weapon, or Equipment will be applied only to **enemies**.

•The value of an Attribute, Burst, Damage, etc. in round brackets next to a Special Skill, Weapon, or Equipment will be applied only when using that Special Skill, Weapon or Equipment.

IMPORTANT:

Those MODs modifying the Burst (B) value are only applied in the Active Turn.

MODs imposed by Skills, Special Skills, or pieces of Equipment may be applied to their users, or to those enemy Troopers acting against them, in several different ways. For example:
▶ BS Attack (+1B) means that, when its user declares a BS Attack in their Active Turn, they must apply a +1 MOD to their BS Weapon's Burst. They may not, however, apply this MOD during their Reactive Turn if they declare a BS Attack ARO.
▶ Mimetism (-3) means that a Trooper declaring BS Attack or Discover against the user must apply an additional -3 MOD to their Roll.
▶ Combat Jump (PH=10) means that, when performing the PH Roll required by this Skill, a PH value of 10 must be applied instead of the user's PH Attribute.

LEVELS, LABELS AND TRAITS

If a Special Skill or piece of Equipment has **different Levels** and only one of them is listed, it means the Trooper may only use the listed Level.

If "Total" is used, the player may choose which Level to use in each Order or ARO they declare.

The Labels, Traits and Effects of Skills and pieces of Equipment a Trooper has can be combined with each other, as long as the NFB Label is respected.

IMPORTANT:

Negative Feedback (NFB). The use of a Special Skill, Equipment, Hacking Program, etc., with the NFB Label is incompatible with any other Special Skill, Equipment, Hacking Program, etc., with the same Label or Trait. See Labels and Traits, p. 90

COMMON AND SPECIAL SKILLS IN INFINITY CODEONE

Different actions a Trooper may declare are called Skills. There are two types of Skills: Common Skills, that any Trooper can declare, and Special Skills, that can only be declared by those units which list the Special Skill in their Unit Profile.

Both Common and Special Skills have labels that indicate defining characteristics, for quick reference. You can check all Labels and Traits on p. 90.

Both Common and Special Skills can also be divided into:

AUTOMATIC SKILLS

Automatic Skills are those that can be employed without expending an Order or ARO. Consequently, these Skills do not require a Roll.

DEPLOYMENT SKILLS

Deployment Skills are those used during the Deployment Phase or during the game, when the Troopers are deployed. These Skills must observe the usual Deployment rules except when otherwise stated.

SHORT SKILLS

To declare one of these Skills, the user must expend one Short Skill.

SHORT MOVEMENT SKILLS

To declare one of these Skills, the user must expend one Short Movement Skill.

ENTIRE ORDER SKILLS

To declare one of these Skills, the user must expend one Entire Order. These Skills can only be declared in Active Turn.

ARO SKILLS

ARO Skills are those that Troopers may perform as an ARO.

> **Want to know more?** You may find all the additional info to further explore the Infinity Universe in background books, articles and appendices.
>
> **Sibylla's advice**

COMMON SKILLS IN INFINITY CODEONE

Common Skills can be employed by any Trooper, without needing to be listed in the Unit Profile.

ALERT

Troopers are aware of what is happening around them and are also connected to their comrades, so attacks do not go unnoticed.

ALERT
AUTOMATIC SKILL

Optional, No Roll.

REQUIREMENTS
▶ The Trooper **CANNOT** have been activated by an Order or ARO in the same Order.
▶ The Trooper, or an Allied Trooper within their Zone of Control, has been the target of an Attack.

EFFECTS
▶ At the end of the Order, during its Conclusion, and after performing any Saving Rolls, Troopers that meet the Requirements may turn on the spot, without changing position, to modify their LoF angle as their player chooses.
▶ This movement is automatic, it does not require a Roll and does not generate AROs, since it happens during the Conclusion Step of the Order.

BS ATTACK

Common Skill employed to attack in ranged combat against an opponent. Check the complete rules in the Infinity CodeOne Combat Module, p. 41.

CC ATTACK

Common Skill employed to attack in Melée combat against an opponent in Silhouette contact. Check the complete rules in the Infinity CodeOne Combat Module, p. 41.

CLIMB

This Common Skill allows the user to scale heights and move up and down vertical surfaces. Check the complete rules in the Infinity CodeOne Movement Module, p. 34.

DISCOVER

This Skill allows the user to locate enemies hidden in the form of a Marker, forcing them to reveal the Trooper, Weapon, or Equipment that the Marker represents.

DISCOVER
SHORT MOVEMENT SKILL/ARO

REQUIREMENTS
▶ The user must be able to draw LoF to the target.
▶ This Skill cannot be used against the same Target twice in the same Order.

EFFECTS
▶ If the user passes a Normal WIP Roll, applying the same MODs as in a BS Attack (Cover, Range, Mimetism…), the target Marker is removed, and must be replaced with the actual Trooper Model, or Weapon or Equipment Token.
▶ A Trooper that fails a WIP Roll to Discover a Marker cannot attempt to Discover the same Marker until the next Player Turn. The Trooper may still attempt to Discover a different Marker that Player Turn, and its player may still attempt to Discover the first Marker using a different Trooper.
▶ Note that a Trooper that has been revealed, and re-entered Camouflaged State again, does not count as the same Marker.
▶ A Trooper that fails the WIP Roll attempting to Discover a Marker, may attempt to Discover **another** different Marker.
▶ The Discover Skill has its own Range MODs, as if it were a BS Weapon.

NAME	RANGE			
	8"	32"	48"	96"
DISCOVER	+3	0	-3	-6

REMEMBER:

Discover is a Short Movement Skill, and it may therefore be combined with any other Short Skill or Short Movement Skill. (See Trooper Activation, p. 22)

1

The Fusilier declares Discover as first Skill of the Order.

THE SHROUDED AND THE REMOTE DECLARES A BS ATTACK
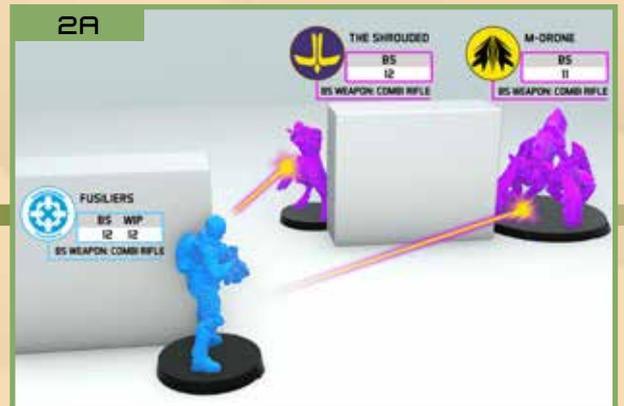
2A

The Reactive Player declares their AROs.
The Drone Remote declares BS Attack with its Combi Rifle.
The Camouflage Marker (-3) declares BS Attack with its Combi Rifle.

THE SHROUDED DOES NOT DECLARE ANY ARO AND THE REMOTE DECLARES A BS ATTACK

2B

The Reactive Player declares their AROs:
The Drone Remote declares BS Attack with its Combi Rifle.
The Camouflage Marker (-3) does not declare an ARO.

3B

The Fusilier declares the second Skill of the Order: BS Attack. With his Combi Rifle's B3, he assigns two shots to the Remote and one to the Camouflage Marker.

Before making the BS Attack Rolls, the Discover Roll is resolved. This Roll has the following MODs:

-3 for Mimetism.
+3 for Range.
-3 for Cover.

Discover Roll: WIP 12, SV = 9 (12 - 3 + 3 - 3).

3A

As the Camouflage Marker reveals itself by declaring an ARO, the Discover Roll is no longer necessary and the corresponding Face to Face Rolls are performed.

MOD Fusilier VS Shrouded:
+3 for Range.   +3 for Cover.
-3 for Cover.   -3 for Cover.
-3 for Mimetism.

MOD Fusilier VS Remote:
+3 for Range.   +3 for Cover.
-3 for Cover.   -3 for Cover.

4B

If the Discover Roll is unsuccessful:
The shot assigned to the Camouflage Marker is lost. The Player will not be able to declare Discover against that Camouflage Marker until the next Player Turn.

5B

Since the shot assigned to the Camouflage Marker was cancelled, only the Face to Face Roll between the Fusilier and the Remote is made.

4B

If the Discover Roll was successful, the Camouflage Marker is replaced by the Shrouded Model.

5B

The Fusilier performs a Normal Roll against the Shrouded and a Face to Face Roll against the Remote. Applying the corresponding MODs for each Roll as indicated in image (3A).

A common combination in an Order is **Discover + Attack**. This tactical maneuver allows you to declare an Attack against a Camouflaged enemy, which cannot normally be done.

▶ If the Camouflaged target declares an ARO, revealing themselves, there is no need to perform the Discover Roll before resolving the Attack.

▶ If the Camouflaged target does not declare an ARO, the Trooper will need to pass the Discover Roll before resolving any Attack against that target.

▶ Remember that the Active Trooper may Discover one target and Attack a different target if they so choose.

DODGE

This Common Skill allows the user to move and to attempt to evade an Attack against them. It also gives the user he opportunity to turn around to face an enemy who acts outside their LoF.

DODGE
SHORT SKILL/ARO

Movement.

REQUIREMENTS

Troopers can only Dodge if at least one of these is true:
▶ They are the Active Trooper.
▶ In the Reactive Turn, they have a valid ARO.
▶ They are affected by a Template Weapon.

EFFECTS

▶ Allows the user to make a Face to Face Roll to evade all enemy Attacks during an Order or ARO, regardless of the Burst (B) value (for example, Dodging every strike in Close Combat, or shots from several opponents).
▶ This Face to Face Roll pits the user's PH Attribute against whichever Attribute the attacker uses (BS, CC, PH or WIP).
▶ If the user is not making a Face to Face Roll (for example if they have not been Attacked, or have been affected by a Direct Template Weapon), they will instead make a Normal PH Roll.
▶ Dodge does not allow the user to evade Hacking Programs and other Comms Attacks, but the Reset Skill (see page 66) does.
▶ A **successful** Normal or Face to Face Dodge Roll allows the user to **move** up to 2 inches. This movement:
  ▶ Is measured, declared, and the Trooper moved, during the Effects step of the Order Expenditure Sequence. If both players have Troopers that successfully Dodged, the Active Player will move their Troopers first, then the Reactive Player will move theirs.
  ▶ Does not generate AROs or trigger Deployable Weapons or Equipment. Must follow the General Movement Rules as well as the Moving and Measuring sidebar, both of which are explained in the Movement Module.

▶ Allows the user **to enter Engaged State** (see Engaged State, p. 52) **with an enemy**, as long as the movement is enough to reach Silhouette contact with that enemy.
▶ A successful Dodge Roll, whether it is a Normal or Face to Face, allows the user to cancel their Engaged State and IMM-A State, applying any State-specific MODs.

In ARO, if the Active Trooper is inside ZoC and outside LoF, the Reactive Trooper's Roll suffers a **-3 PH MOD.**

If Dodging a Template Weapon **without LoF** to the attacker, the Trooper's Roll suffers a -3 PH MOD.

If Dodging the Template of a **Deployable Weapon,** the Trooper's Roll suffers a **-3 PH MOD.**

EXAMPLE OF DODGE AND ENGAGED

▶ Step 1:

The Fusilier declares Move as the first Short Skill of their Order.

The Zhanshi declares Dodge as their ARO, attempting to reach close combat, to halt the Fusilier's advance.

The Fusilier declares BS Attack as the second Skill of their Order.

The Fusilier's Success Value will be 15 (12 + 3).
  ▶ BS = 12.
  ▶ +3 for Range.

The Zhanshi's Success Value will be 10.
  ▶ PH = 10

▶ Step 2:

The corresponding Face to Face Roll is performed.

The Zhanshi wins the Face to Face Roll and dodges the Fusilier's shots. If the player chooses to, they may now move the Zhanshi up to 2 inches in any direction.

▶ Step 3:

During step 5.1 of the Order Expenditure Sequence, the Zhanshi checks how far can he get with his 2 inches of movement. After checking that the Fusilier is within that distance, he decides to move into contact, and ends up in Engaged State with the Fusilier.

EXAMPLE OF DODGE AND DEPLOYABLE WEAPON
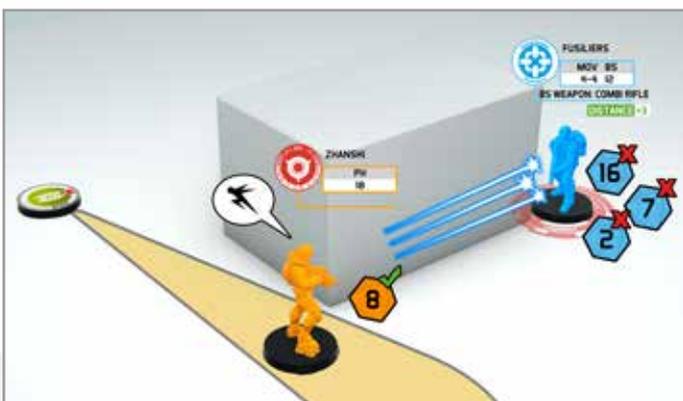
During his Active Turn, the Fusilier declares Move as the first Short Skill of their Order.

The Zhanshi is probably within a Mine's Trigger Area. If he declares any ARO, the Mine will detonate. Since the alternative to not declaring an ARO is to suffer three unopposed shots from the Fusilier, the Zhanshi declares Dodge as their ARO.

The Fusilier declares BS Attack as the second Skill of their Order:

Declaring the Dodge ARO gives the Zhanshi a Face to Face Roll against the Fusilier's shots, and also an attempt to avoid being hit by the Mine.

The Zhanshi's Success Value will be 10
▶ PH = 10

The Fusilier's Success Value will be 15
▶ BS = 12
▶ -3 for Range

Result:

The Zhanshi manages to avoid the Fusilier's shots by winning the Face to Face Roll with his 8.

But the Mine hits the Zhanshi, since the Mine is a Deployable Weapon and it imposes a -3 MOD to Dodge. In addition, the Zhanshi lacks LoF to the Mine, so an additional -3 MOD will be applied due to Dodging a Template Weapon without LoF (a total of PH -6). Therefore, the Zhanshi would only avoid the mine if his die's result was 4 or less. By failing to Dodge the Mine's impact, the Zhanshi will also be unable to move up to 2 inches, even though he succeeded against the Fusilier's Attacks.

IDLE

Common Skill that allows the user to execute no action at all.

IDLE
SHORT MOVEMENT SKILL
No Roll.

EFFECTS

▶ A Trooper that declares Idle performs no action. As such, its declaration just activates the Trooper, potentially generating AROs.
▶ Whenever a Trooper that received an Order in the Active Turn chooses not to perform an action with one of the two Short Skills of that Order, that Trooper is considered to declare Idle.
▶ In the Resolution Step of the Order, if a Trooper is found to have not met the Requirements of a declared Skill, they instead perform an Idle. In this situation:
  ▶ The ammunition of Disposable weapons or pieces of Equipment is spent.
  ▶ If the Trooper is in Marker form, it is revealed, and its Model is placed where the Marker was.

JUMP

This Common Skill allows the user to clear obstacles and leap over small distances. Check the complete rules in the Infinity CodeOne Movement Module, p. 34.

MOVE

Common Skill that allows the user to move about the battlefield. Check the complete rules in the Infinity CodeOne Movement Module, p. 34.

PLACE DEPLOYABLE

Common Skill that allows placement of deployable Weapons and Equipment on the game table.

PLACE DEPLOYABLE
SHORT SKILL / ARO

Attack.

REQUIREMENTS

▸ Have a Weapon or piece of Equipment with the Deployable Label.
▸ In the Reactive Turn, LoF to the Active Trooper is required.

EFFECTS

▸ Allows the user to place a Token on the game table to represent the Weapon or the piece of Equipment, with no Roll required.
▸ In the **Active Turn**, the Trooper can deploy the Token in Silhouette contact or, if he moved, in Silhouette contact with any part of his route. In the **Reactive Turn,** the Trooper must deploy it in Silhouette contact.
The Token must be fully supported by the surface it is placed on and cannot be placed on a vertical surface.
▸ The Token is placed in the **Conclusion** of the Order in which the Trooper declared this Skill.
▸ Once the Token has been placed on the Table, the Weapon or piece of Equipment is activated, and can be used in subsequent Orders/AROs.
▸ A Weapon or piece of Equipment that has been deployed on the battlefield will remain in play until the end of the game, until it is destroyed, or in case of Deployable Weapons, until detonated.
▸ By placing a Weapon or piece of Equipment, Deployment rules must be observed and, in the case of playing a scenario, the Deployment restrictions it may impose.

RESET

This Common Skill allows the user to sidestep cyber-attacks by quickly rebooting all systems.

RESET
SHORT SKILL/ARO

No LoF.

REQUIREMENTS

Troopers can only Reset if at least one of these is true:
▸ They are the Active Trooper.
▸ In the Reactive Turn, they have a valid ARO, or are targeted by a Hacking Program or other Comms Attack.

EFFECTS

▸ Allows the user to make a Face to Face Roll to evade all enemy Hacking Programs or other Comms Attack. during an Order or ARO, regardless of the Burst (B) value.
▸ This Face to Face Roll pits the user's WIP Attribute against the attacker's WIP Attribute.
▸ If the user is not making a Face to Face Roll (for example they are not the target of a Hacking Program or other Comms Attack), they will instead make a Normal Roll against their WIP Attribute.
▸ Reset does not allow the user to evade other types of Attacks, but the Dodge Skill (see page 64) does.
▸ A successful Reset Roll, whether it's a Normal or Face to Face, allows the user to cancel their Targeted State and IMM-B State, applying any State-specific MODs.

SPECIAL SKILLS IN INFINITY CODEONE

These types of skills cannot be performed by every Trooper, only by those with it listed in their Unit Profile. Troopers belonging to that Unit have received special training or have pieces of Equipment or natural skills that allows them to perform the Special Skill.

CC SPECIAL SKILLS CHARTS LEGEND

Some CC Special Skills give a Trooper a series of MODs and advantages that are displayed in Charts with the following elements:

MARTIAL ARTS				
LEVEL	ATTACK MOD	OPPONENT MOD	DAMAGE MOD	MOD B

- ▶ **Attack MOD:** A MOD to the CC Attribute of the user when making a CC Attack.
- ▶ **Opponent MOD:** A MOD applied to the Attribute of an enemy when making a Face to Face Roll.
- ▶ **Damage MOD:** A MOD to the PH Attribute of the user to determine the Damage of a successful CC Attack.
- ▶ **Burst MOD:** A MOD to the B value of the user's CC Weapon when making a CC Attack.

IMPORTANT:

CC Special Skills can be combined.

CC Special Skill MODs can be applied during both the Active Turn and the Reactive Turn.

CAMOUFLAGE

This Special Skill represents the soldier's ability to conceal their position and move stealthily.

CAMOUFLAGE
AUTOMATIC SKILL

Optional.

EFFECTS
- ▶ During the Deployment Phase, it allows the user to deploy in Camouflaged State.
- ▶ In game, it allows the user to enter Camouflaged State.

REMEMBER:

Camouflage allows the Trooper to be in Marker form, therefore meeting the main Requirement for Surprise Attack.

CAMOUFLAGED STATE

CAMOUFLAGED
Marker.

ACTIVATION
- ▶ Automatic during the Deployment Phase
- ▶ During the Active Turn, Troopers may only return to Camouflaged State by consuming 1 Entire Order, outside the LoF of enemy Markers or Troopers.

EFFECTS
- ▶ In Camouflaged State, the Player does not place the Model on the table, but instead places a Camouflaged Marker.
- ▶ Camouflaged Markers can possess the Mimetism Skill, so Camouflaged Markers indicate the MOD level that Mimetism applies, if they have it.
- ▶ You cannot enter Silhouette contact with an Enemy Camouflaged Marker.
- ▶ You cannot declare Attacks against Camouflaged Markers, it is necessary to Discover that Marker first, unless otherwise specified by a rule or Skill.
- ▶ To reveal a Camouflaged Marker, a Discover Roll must be passed, applying MODs listed for Discover, including the Marker's Mimetism, if they have it.
- ▶ If the Discover Roll is successful, the Camouflaged Marker is replaced with the corresponding Model, facing in any direction its player chooses.
- ▶ A Trooper that fails a WIP Roll to Discover a Marker **cannot attempt to Discover the same Marker until the next Player Turn.** Note that a Trooper that has been revealed, and re-entered Camouflaged State again, does not count as the same Marker.
- ▶ A Camouflage Marker has a LoF of 360º.
- ▶ A Camouflage Marker has the same **Silhouette (S)** value as the Trooper it represents.
- ▶ However, a **Weapon or piece of Equipment** in Camouflaged State will have a **Silhouette (S)** value of **2.**
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- ▶ The only AROs that can be declared against a Camouflaged Marker are: Discover, Dodge or Reset.
- ▶ When a Trooper in Camouflaged state is activated, each Reactive Trooper can delay the declaration of their ARO until the second half of the Active Trooper's Order has been declared. In this case:
  - ▶ If the Trooper in Camouflaged state reveals themselves with the second half of their Order (by declaring a BS Attack, moving into Silhouette contact with an enemy…), the delaying Trooper can declare their ARO.
  - ▶ If the Trooper in Camouflaged state does not reveal themselves, the delaying Trooper loses their right to declare an ARO.

CANCELLATION
The Camouflaged State is cancelled whenever:
- ▶ The Camouflaged Marker declares an Attack or any Skill that requires a Roll.
- ▶ The Camouflaged Marker declares an **Entire Order** of any kind.
- ▶ The Camouflaged Marker enters Silhouette contact with an enemy Model.
- ▶ The Camouflaged Marker is **Discovered**.
- ▶ The Camouflaged Marker receives a successful Attack.

▶ When Camouflage state is cancelled, its player **must replace the Marker** with the corresponding Model, facing in any direction the player chooses.

▶ When replacing the Marker with the Model, the player must provide their adversary with the Trooper's complete Public Information.

IMPORTANT:

Cancellation of the Camouflaged State is applied to the entirety of the declared Order, even if the Skill revealing the Camouflaged Trooper is performed at the end of the Order.

REMEMBER:

ARO against a Marker:

▶ The only AROs that can be performed against a Camouflage Marker are **Discover, Dodge** or **Reset**.

▶ Against a Marker, the enemy can **delay** declaring their ARO until it declares its second Short Skill of the Order.

▶ In this case, they may declare an ARO only if the Camouflaged Marker reveals themselves with their second Short Skill of the Order. If the second Short Skill of the Order does not reveal the Marker, the Trooper loses their right to declare an ARO.

EXAMPLE: CAMOUFLAGE AND SURPRISE ATTACK

▶ Step 1:

A Camouflaged Caliban declares Move as their first Skill, moving until they reach Cover.

▶ Step 2:

The Fusilier decides to delay declaring his ARO against the Marker.

▶ Step 3:

The Caliban declares BS Attack as the second Skill of their Order: He indicates that he will use his Boarding Shotgun in Burst Mode to shoot at the Fusilier from Cover, which is the closest point.

▶ Step 4:

The Fusilier declares BS Attack with his Combi Rifle, before the Caliban reaches the Cover.

Remember that the cancellation of the Camouflaged State applies to the entirety of the Order.

▶ Resolution:

By declaring BS Attack as the second Skill of their Order, the Caliban has revealed himself for the entire Order, which includes his movement towards the point in Cover.

The distance between the points where the Skills were declared is measured, and the Face to Face MODs are calculated.

CLIMBING PLUS

Troopers with Climbing Plus are particularly gifted in or equipped for climbing and vertical relocation.

CLIMBING PLUS
AUTOMATIC SKILL

Movement, Optional.

REQUIREMENTS

▶ At the end of the movement, Troopers must be able to place themselves on a surface that is equal or larger than their base.

EFFECTS

▶ This Special Skill alters the user's Climb Skill from an Entire Order Skill to the Short Movement Skill Move.

▶ Climbing Plus allows the user to move along vertical surfaces as if performing a normal Movement on a horizontal surface.

▶ By turning Climb into the Short Movement Skill Move, the Climbing Plus Special Skill allows its user to perform other Short Movement Skills or Short Skills (for example: Move + BS Attack) while moving on a vertical surface, or if hanging from a height (See Trooper Activation, p. 22).

▶ As with the Climb Skill, Troopers using Climbing Plus do not benefit from Partial Cover MODs while they are on a vertical surface.

▶ For visualization purposes, Troopers using this Skill move with at least half of their base's underside in contact with the vertical surface, as indicated in the Requirements of the Move and Climb Skills.

▶ During the Reactive Turn, Climbing Plus allows its owner to react in ARO, if applicable, while being on a vertical surface.

IMPORTANT:

Troopers cannot be deployed on vertical surfaces during the **Deployment Phase** or during the game.

REMEMBER:

When declaring the use of Climbing Plus, the complete and exact trajectory that Trooper will perform must be specified so the rival player may declare all their AROs.

Troopers have a 360º LoF during their entire trajectory.
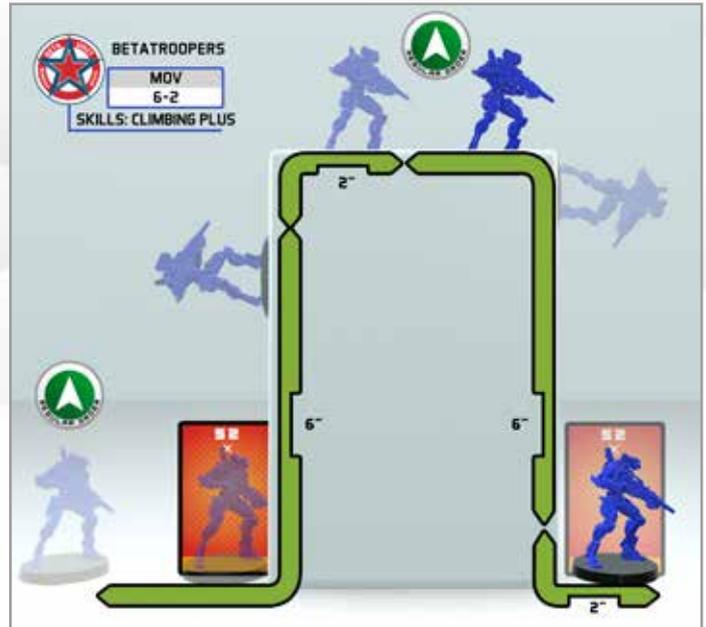
Spending an Order, the Trooper declares Move as the first Skill of their Order. Thanks to their Climbing Plus Special Skill, as the Trooper moves their first 2 inches and reaches the obstacle, they may continue their movement on the vertical surface, as if it was a horizontal surface.

Likewise, with the second Skill of their Order, they can choose to keep moving, or can declare any other Short Skill or Short Movement Skill such as BS Attack, Discover, etc.

Since there are no enemies in sight, the Trooper keeps moving.

With a second Order, they declare Move + Move, so they climb down the obstacle and advance until they have used all their movement.

COMBAT JUMP

Some Troopers, equipped with special jump gear, have been trained to dive from the sky directly onto the battlefield, falling upon the enemy in devastating surprise strikes.

COMBAT JUMP
ENTIRE ORDER

Airborne Deployment (AD), Private Information, Optional.

EFFECTS

▶ This Trooper is not required to deploy during the Deployment Phase, remaining off-table until their player decides to deploy them during their Active Turn.

▶ While off-table, the Trooper will not add their Order to the Order Pool during the Tactical Phase. However, they may enter the table using their own Order to use this Special Skill, when the player chooses.

▶ By using this Special Skill, the player **cannot** place the Trooper in Prone State, or in Silhouette contact with enemy and neutral Models, Markers, or Tokens, or in contact with any scenario objective, or in Silhouette contact with a scenery element to get Cover.

▶ The player may deploy the Trooper on any surface of the game table, as long as the size of the surface is equal to or larger than their base.

▶ Deploying inside buildings or enclosed pieces of Scenery is not permitted, even if they have an open roof or open doors or windows as, for example, an Objective Room.

▶ After placing the Trooper on their landing spot, the player performs a **PH Roll**. If the Roll is passed, the Trooper lands successfully and remains where the player has placed them. Then, the Reactive Player declares all their AROs.

▶ If the PH Roll fails, the Trooper must be placed within their player's Deployment Zone, always in contact with the edge of the game table. Then, the Reactive Player declares all their AROs.

DOCTOR

Troopers with this Special Skill have the medical know-how to stabilize their unconscious comrades while in the field, saving their lives and returning them to active duty.

DOCTOR
SHORT SKILL

Optional.

REQUIREMENTS

▶ Troopers using this Special Skill must be in Silhouette contact with their target.

▶ The target must have the Wounds Attribute and be in Unconscious State.

EFFECTS

▶ By passing a Normal **WIP** Roll, the target's Unconscious State is cancelled, by recovering 1 single point of their Wounds Attribute, unless a rule or Skill specifies otherwise. If the **WIP** Roll fails, the target automatically enters the Dead State and is removed from the game table.

▶ Troopers may be recovered from the Unconscious State as many times as necessary, as long as the Doctor passes the **WIP** Roll.

ENGINEER

Engineers have the means and the skill to repair damaged Equipment on the field.

ENGINEER
SHORT SKILL

Optional.

REQUIREMENTS

▶ Troopers using this Special Skill must be in Silhouette contact with their target.

EFFECTS

▶ Engineer allows recovery of 1 Structure (STR) point, by passing a Normal WIP Roll.

▶ This Special Skill can be declared as many times as necessary to recover as many STR points as the target has lost.

▶ If the Engineer fails the Normal WIP Roll, the target loses **1 STR point** instead of recovering it, entering the Unconscious or Dead State, if applicable.

▶ Alternatively, by passing a Normal WIP Roll, a Trooper with Engineer may cancel all of their target's States that can be canceled by this Special Skill (Unconscious, Immobilized-A and B, Targeted, etc.), removing the corresponding State Tokens..

▶ Failing the Normal WIP Roll when trying to cancel other states than Unconscious has no negative consequence, and the Roll can be performed again in future Orders.

FORWARD DEPLOYMENT

FORWARD DEPLOYMENT
DEPLOYMENT SKILL

Superior Deployment, Optional.

EFFECTS

▶ The users of this Special Skill can be deployed beyond the limit of their Deployment Zone. The number of inches that those Troopers may deploy beyond their Deployment Zone appears between round brackets in their Unit Profile.

REMEMBER:

Troopers cannot be deployed in contact with enemy and neutral Models, Markers, or Tokens, or in contact with any mission objective, no matter the Special Skills they have.

HACKER

Hackers are a Unit's field infowar specialists. You may check the Combat Module on p. 41 for everything related to Hacking in Infinity CodeOne.

INFILTRATE

The user of this Special Skill may deploy outside the limits of their Deployment Zone thanks to their training in infiltration techniques.

INFILTRATION
DEPLOYMENT SKILL

Superior Deployment, Optional.

EFFECTS
▸ During the Deployment Phase, the Trooper may be deployed anywhere in the player's half of the table.

REMEMBER:

Troopers cannot be deployed in contact with enemy and neutral Models, Markers, or Tokens, or in contact with any mission objective, no matter the Special Skills they have.

LIEUTENANT

The user of this Special Skill is the commanding officer of the combat force deployed by the player.

LIEUTENANT
AUTOMATIC SKILL

Obligatory, Private Information.

EFFECTS
▸ The user of this Special Skill has a Lieutenant Special Order (p. 21).

IMPORTANT:

The presence of a Trooper with the Lieutenant Special Skill in the player's Army List is obligatory.

The player's Army List cannot include more than one Trooper with this Special Skill.

MARTIAL ARTS

Thanks to intense training, Troopers with this Special Skill have superior hand-to-hand skills that translate into advantages to their Close Combat abilities.

MARTIAL ARTS
AUTOMATIC SKILL

CC Special Skill, Optional.

REQUIREMENTS
▸ In the Active or Reactive Turn, the Trooper must reach or be in Silhouette contact with the target and declare a CC Attack.

EFFECTS
▸ Each Level of Martial Arts gives a series of specific MODs and advantages in CC, as shown in the Martial Arts Chart.
▸ The Trooper's Unit Profile will list which Level of Martial Arts the Trooper has. They may only use the Level listed in their Unit Profile.

MARTIAL ARTS				
LEVEL	ATTACK MOD	OPPONENT MOD	DAMAGE MOD	BURST MOD
1	0	-3	+1	0
2	+3	-3	+1	0
3	+3	-3	+2	0
4	+3	-3	+3	0
5	+3	-3	+3	+1

EXAMPLE 1. MARTIAL ARTS L3 VS MARTIAL ARTS L1

CALIBAN
CC 23
MARTIAL ARTS L3

HSIEN WARRIORS
CC 21
MARTIAL ARTS L1

ACTIVE MINIATURE

During his Active Turn, a Caliban with Martial Arts L3 declares CC Attack against a Hsien Warrior, a Trooper with Martial Arts L1. Applying the values that correspond to each level, the MODs are calculated:

Active Trooper:

The Caliban must apply the following MODs:

▶ +3 for Martial Arts L3.
▶ +2 to Attack Damage for Martial Arts L3.
▶ -3 for the Hsien's Martial Arts L1.

The Caliban's Success Value is calculated:

▶ SV = 23 (23 +3 - 3).
▶ Attack Damage = 15 (13 + 2).

Reactive Trooper:

The Hsien must apply the following MODs:

▶ +1 to Attack Damage for Martial Arts L1.
▶ -3 for the Caliban's Martial Arts L3.

The Hsien's Success Value is calculated:

▶ SV = 18 (21-3).
▶ Attack Damage = 15 (14 + 1).

EXAMPLE 2. MARTIAL ARTS L4 VS DOCTOR + PERIPHERAL (SERVANT)
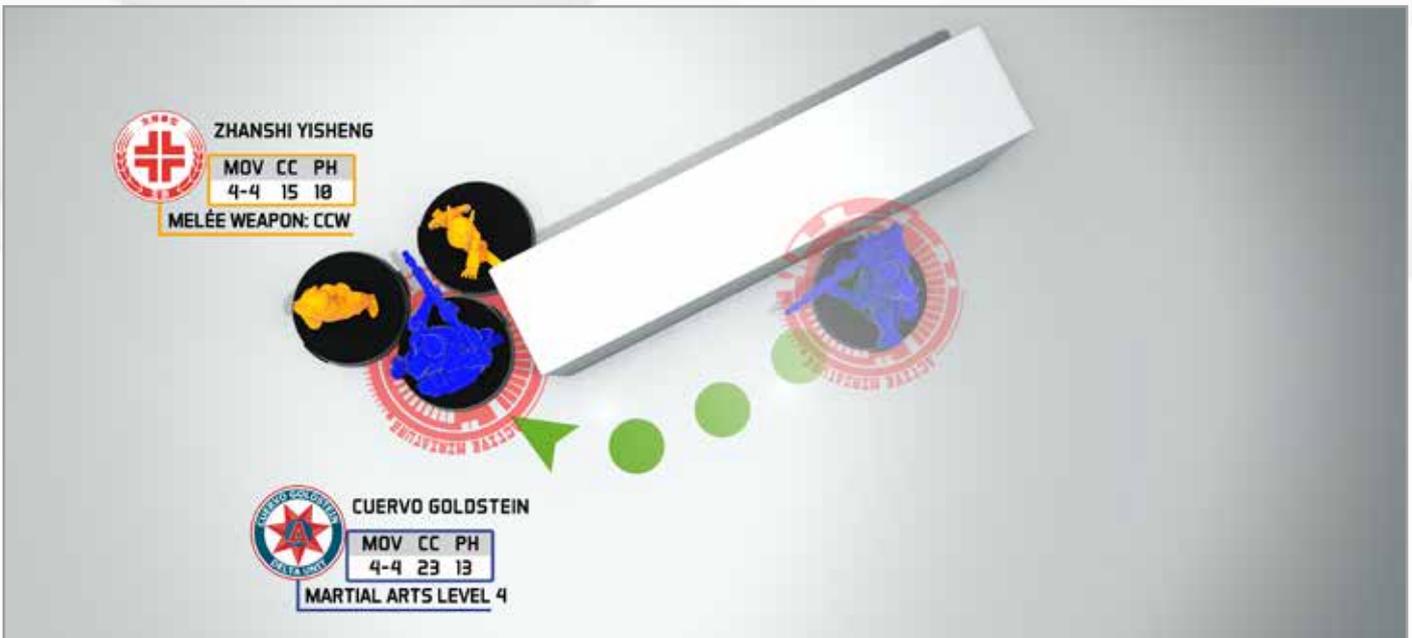
Cuervo Goldstein, with his Martial Arts L4, declares CC Attack during his Active Turn, against a Yīshēng Doctor and his Peripheral (Servant). The Reactive Player declares CC Attack, choosing the Doctor to make the CC Attack. The Doctor will receive +1B in CC since his Peripheral is in the combat.

Both Players apply their different MODs.
Cuervo Goldstein:
▶ +3 for Martial Arts L4.
▶ +3 to Attack Damage for Martial Arts L4.

Cuervo Goldstein's Success Value is calculated:
▶ SV = 26 (23 + 3).
▶ Attack Damage = 16 (13 + 3).

Yīshēng:
▶ -3 for Cuervo Goldstein's Martial Arts L4.
▶ +1B for Combat with Multiple Troopers.
  The Yīshēng's Success Value is calculated:
▶ SV = 12 (15 - 3).
▶ Attack Damage = 10.

Cuervo Goldstein will perform a CC Face to Face Roll with one die against the Yīshēng's two dice in ARO.
Although it seems like Cuervo Goldstein is at a disadvantage, analyzing the possible outcomes of the Face to Face Roll reveals the following:

Unless the Yīshēng obtains a Critical, Cuervo Goldstein will win the Face to Face Roll by obtaining a 6 or higher on his die. Likewise, any result higher than 13 for Cuervo Goldstein will be a Critical.
The Yīshēng's CC was reduced from 15 to 12. Although he rolls two dice, his chances of winning the Face to Face Roll are slim.

MIMETISM

This Special Skill represents the soldier's ability to conceal their position and move stealthily, making them difficult to target in combat.

MIMETISM
AUTOMATIC SKILL

NFB, Obligatory.

EFFECTS
▶ Any enemy declaring a **BS Attack or Discover** against the user of this Skill must apply a negative MOD to their Atribute, as shown in round brackets in the Unit Profile: Mimetism (-3), Mimetism (-6)...
▶ The Mimetism MOD **does not** apply to CC Attacks.

NON-HACKABLE

Troopers that have technological systems are that so rudimentary that they are not susceptible to Hacking attempts.

NON-HACKABLE
AUTOMATIC SKILL

Obligatory.

EFFECTS
▶ The user of this Special Skill cannot be the target of Comms Attacks whose Requirements require the target have a specific Unit Type (HI, REM, TAG, etc.).
▶ This Special Skill remains active even when its owner is in a Null state.

PARACHUTIST

The owner of this Special Skill has been trained to parachute or fast-rope from heliborne vehicles immediately before combat, in order to find an alternative point of ingress onto the battlefield, and to flank the enemy forces.

PARACHUTIST
ENTIRE ORDER

Airborne Deployment (AD), Optional, Private Information.

EFFECTS
▶ This Trooper is not required to deploy during the Deployment Phase, remaining off-table until their player decides to deploy them during their Active Turn.
▶ While off-table, the Trooper will not add their Order to the Order Pool during the Tactical Phase. However, they may enter the table using their own Order to use this Special Skill, when the player chooses.
▶ By using this Special Skill, the player cannot place the Trooper in Prone State, or in Silhouette contact with enemy and neutral Models, Markers, or Tokens, or in contact with any scenario objective, or in Silhouette contact with a scenery element to get Cover.

▶ The player may deploy the Trooper on any surface of the game table, as long as that surface's size is equal to or larger than their base and is **in contact with the edge of the table.**
▶ They may not be deployed within the enemy Deployment Zone.
▶ Once the Trooper is placed on their entry point, the Reactive Player declares all their AROs.

PARAMEDIC

Paramedics provide their unit with first aid treatment on the field.

PARAMEDIC
AUTOMATIC SKILL

Obligatory.

EFFECTS
▶ Paramedics are equipped with MediKits to recover their Unconscious comrades.

PERIPHERAL

Game elements with this Special Skill are Models or Tokens representing pieces of Equipment or Weapons operated by telepresence, or given certain autonomy by a control AI.

PERIPHERAL (SERVANT)
AUTOMATIC SKILL

Obligatory.

EFFECTS
▶ Peripherals are deployed on the game table at the same time as their Controller.
▶ Peripherals are always activated with the same Order as their Controller, executing the same Short Skills of the Order, or Entire Order, although they are not required to have the same target.
▶ If any of the game elements (Controller or Peripheral) cannot perform part of the Order or Entire Order declared by the Controller and Peripherals, then they will be considered to have declared an Idle, while the other may act normally.
▶ AROs must **choose one** of the Troopers activated by the Order as their target.
▶ During the Reactive Turn, both the Controller and the Peripherals gain their own separate AROs. However, unless a specific rule says otherwise, any declared AROs must be the same for both the Controller and the Peripherals.
▶ In **Close Combat**, the rules described in the Close Combat with Multiple Troopers (see p. 49) must be applied.
▶ If the Controller enters any Null State, the Peripheral will enter the Disconnected State at the end of that Order.
▶ Peripherals with a point cost in their profile will count towards Victory Points, Zone of Operations control, etc. Remember that the total cost of the Unit includes Peripherals and, therefore, the value of the Peripherals must be deducted to determine the itemized points of the Units.
▶ Only Troopers with the Doctor or Engineer Special Skill may have Peripherals (Servant).

- ► There is no limit to the operating distance between the Trooper with Peripheral (Servant) and their Controller.
- ► The Controller may have a maximum of two Peripherals (Servant) under their control. In this case, they may only activate them one at a time, applying the previous conditions. Meanwhile, the other Peripheral (Servant) will be inactive.
- ► Peripheral (Servant) and Doctor/Engineer:
  - ► This Special Skill allows the Controllers, if they are Doctors or Engineers, to use their Special Skill even if they are not in Silhouette contact with the target.
  - ► If a Peripheral is in Silhouette contact with an allied Model, their Controller can perform the Doctor/Engineer Skill, targeting that Model.
  - ► In this case, by using the Doctor/Engineer Skill, the Doctor/Engineer will be the one performing the Roll, even if the Trooper in Silhouette contact with the target is the Peripheral (Servant).
  - ► The Doctor/Engineer Skill can only be performed on one target per Order.

IMPORTANT:

When included in an Army List, Peripherals must always be associated with a Controller.

Both the Controller and the Peripherals must respect the selected Army's global availability limit (AVA).

> Normally, for the Peripheral to move towards their target, the Doctor/Engineer will usually remain still in a safe spot on the battlefield. Meanwhile, the Peripheral Trooper performs the Order, moving until it reaches contact with the target.
>
> Sibylla's Advice

PROTHEION

Users of this CC Special Skill can increase the value of their Wounds Attribute whenever they inflict Damage during Close Combat.

PROTHEION
AUTOMATIC SKILL

CC Special Skill, Optional.

REQUIREMENTS
- ► In the Active or Reactive Turn, the Trooper must reach or be in Silhouette contact with the target, and declare a CC Attack.
- ► The target must have the Wounds Attribute.

EFFECTS
- ► For each Wound inflicted upon the target of the CC Attack, the user of Protheion will recover 1 Wounds point. If the user hasn't lost any Wounds points, they will increase their Wounds Attribute by 1.

- ► The Wounds Attribute cannot be more than two higher than its original value.
- ► If the user's Wounds Attribute is higher than its original value, the player must place a Power-Up, or Power-Up 2 Token to indicate the current value of the Trooper's Wounds Attribute.

EXAMPLE 1

A Caliban enters Close Combat against a Fusilier, who declares CC Attack as their ARO. The Caliban wins the fight and the Fusilier fails their Saving Roll, thus becoming Unconscious. When the Order concludes, the Caliban places a Power-Up 1 Token besides himself, showing that his Wounds Attribute is now 2.

During the next Order, the Caliban declares a CC Attack against the Unconscious Fusilier, performing a Coup de Grâce so that the target automatically passes from Unconscious to Dead State, without performing a Saving Roll. At the end of the Order, the Caliban places a Power-Up 2 Token besides himself, showing that his Wounds Attribute is now 3.

EXAMPLE 2

OMEGA UNIT			
CC	ARM	BTS	W
15	4	3	2

Cadmus-Naish Agent SHESKIIN			
CC	ARM	BTS	W
24	1	3	2

Sheskiin, who has lost one point of her Wounds Attribute during a previous engagement, uses her DA CC Weapon to CC Attack an Omega, who still has a Wounds Attribute of 2. Sheskiin wins the Roll, forcing the Omega to perform 2 Saving Rolls due to her DA CC Weapon. The Omega fails both Saving Rolls, loses 2 points to his Wounds Attribute and becomes Unconscious. Thanks to her Protheion Special Skill, Sheskiin recovers the previously lost Wounds point and gains an extra one, placing a Power-Up 1 Token next to her. If, during a later Order, she performed a Coup de Grâce against the Omega, she would gain another extra Wound, placing a Power-Up 2 Token besides herself. Sheskiin would have a Wounds Attribute of 4 and the Omega would be removed from the game table.

REGENERATION

This Special Skill represents the capacity of certain Troopers to heal from damage they have received, recovering lost points of their Wounds/STR Attribute.

REGENERATION
AUTOMATIC SKILL

States Phase, Optional.

ACTIVATION
▶ Automatic during the States Phase, if the player decides to use this Special Skill.

EFFECTS
During the States Phase, the user makes a Normal PH Roll:
▶ If the Roll is a success, the Trooper recovers 1 lost Wounds/STR point.
▶ If the Roll is failed, the Trooper loses 1 additional Wounds/STR point.
▶ This Special Skill remains active even when its owner is in a Null state.

NOTE:

If the Trooper loses a point of its Wounds/STR Attribute, the player should place a Regeneration Token besides the model, as a reminder to perform the check in their next States Phase.

REMDRIVER

This Special Skill allows its owner to provide MODs to a Remote in the same Army List.

REMDRIVER
DEPLOYMENT SKILL

Optional.

EFFECTS
▶ When deploying the owner of this Special Skill, the player will place a REMDRIVER Token beside a Remote already deployed on the game table.
▶ A Remote possessing a REMDRIVER Token will benefit from the MODs appearing in round brackets in the Unit Profile of the owner of this Special Skill.
▶ The player will remove the REMDRIVER Token at the end of the Order in which the owner of this Special Skill enters any Null state.
▶ A Remote cannot have more than **one** REMDRIVER Token.

SHASVASTII

Racial Special Skill that represent the characteristic behavior of Shasvastii combatants when they fall Unconscious.

SHASVASTII
AUTOMATIC SKILL

Obligatory.

EFFECTS
▶ Troopers with this Special Skill have a special form of Unconscious state called **Shasvastii-Embryo**.

SHASVASTII-EMBRYO STATE

SHASVASTII-EMBRYO
Null
ACTIVATION
▶ The Trooper with the Shasvastii Special Skill enters Unconscious State.
EFFECTS
In game terms, this State works like the Unconscious State with the following features:
▶ Rather than placing an Unconscious State Token besides the Trooper, a Shasvastii Embryo State Token is placed instead.
▶ The Trooper counts as being in a non-Null state when computing Victory Points, and they do not count as Troopers eliminated by the enemy.

SPECIALIST OPERATIVE

The user of this Special Skill can accomplish missions and objectives when playing scenarios, even if he does not have one of the roles specified as a Specialist Troop in the scenario.

SPECIALIST OPERATIVE
AUTOMATIC SKILL

Optional.

EFFECTS
▶ Playing a mission or a scenario, the user of this Special Skill is considered to be a Specialist Troop and may use the special rules the mission or scenario specifies for this type of Trooper.
▶ The user of this Special Skill will be considered to be a Specialist Troop, even if he doesn't fulfill any of the defining characteristics of this type of Trooper (not being an Engineer, Doctor, Hacker, etc.) in the scenario rules.

SURPRISE ATTACK

The user of this Special Skill is able to catch their adversaries unaware by declaring Attacks that are difficult to avoid.

SURPRISE ATTACK
AUTOMATIC SKILL

Obligatory.

REQUIREMENTS

▶ To use this Special Skill, Troopers must be in Marker form (Camouflaged, for example) at the start of the Order in which they are activated.
▶ The user must declare a CC Attack, BS Attack, Hacking Program or other Comms Attack.
▶ The user of this Special Skill must be in their Active Turn.

EFFECTS

▶ This Attack imposes an additional negative MOD, as shown in round brackets in the Unit Profile [Surprise Attack (-3), Surprise Attack (-6)…]. This MOD only applies to targets of the Attack, and applies to any Skill Roll that those targets perform in ARO.
▶ This Skill cannot be used again until the Trooper returns to Marker form.

SUPER-JUMP

Troopers with Super-Jump have the ability to perform super-human jumping feats thanks to special gear, augmentations, or evolutionary advantages.

SUPER-JUMP
AUTOMATIC SKILL

Movement, Optional.

EFFECTS

▶ This Special Skill alters the user's Jump Skill from an Entire Order Skill to a Short Movement Skill.
▶ It also allows Troopers to jump vertically, diagonally or horizontally, up to his first MOV Attribute value in inches if declaring Jump as a Short Movement Skill, and up to his second MOV Attribute value if declaring a second Jump as a Short Movement Skill.
▶ By transforming Jump into a Short Movement Skill, the Super-Jump Special Skill allows its user to perform other Short Movement Skills or Short Skills while performing a jump (for example: Jump + BS Attack). (See Trooper Activation, p. 22).
▶ The user of this Special Skill may declare Jump as an Entire Order by adding both values of their MOV Attribute into a single jump.
▶ As with the Jump Skill, by declaring Jump Troopers with Super-Jump are not benefitted by Partial Cover MODs during their trajectory of their jump.

When declaring the use of Super-Jump, the complete and exact trajectory that Trooper will perform must be specified so the rival player may declare all their AROs.

During their entire trajectory, Troopers have a 360º LoF.
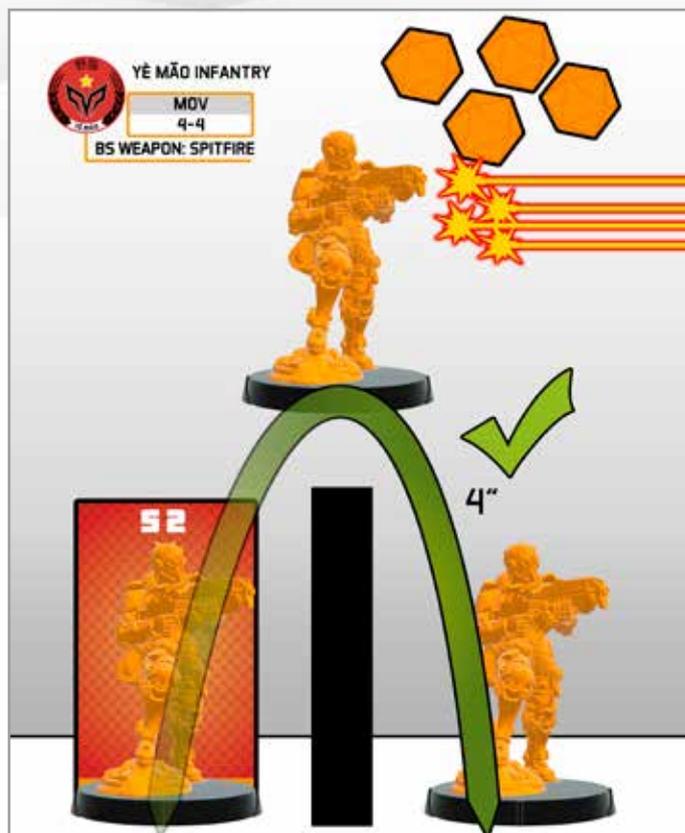
TOTAL REACTION

Troopers with this Special Skill have higher than normal offensive reaction capabilities in ARO.

TOTAL REACTION
AUTOMATIC SKILL

Optional.

EFFECTS

▶ When performing a BS Attack ARO, the user may use the full Burst (B) of their weapon.
▶ AROs must **choose one of the Troopers activated by the Order as their target**.

INFINITY CODEONE EQUIPMENT

Like Skills, Equipment allows a Trooper to perform unique actions or gain exclusive benefits. These special Effects provided by Equipment are detailed next.

IMPORTANT:

Each Level a piece of Equipment can have is separate, and not cumulative with other levels. Therefore, only MODs and special rules indicated by the Level of the Trooper's Equipment may be used.

REMEMBER:

A **positive (+) MOD** between round brackets next to a Special Skill, Weapon, or Equipment will be only applied to the **user** of that Special Skill, Weapon, or Equipment.

A **negative (-) MOD** between round brackets next to a Special Skill, Weapon, or Equipment will be only applied to **Enemies**.

The value of an Attribute, Burst, Damage, etc., between round brackets next to a Special Skill, Weapon, or Equipment will be only applied when using that Special Skill, Weapon, or Equipment.

360° VISOR

This piece of Equipment expands the user's LoF arc.

360° VISOR
AUTOMATIC EQUIPMENT

Obligatory.

EFFECTS
▶ This type of Visor provides its user with a 360° LoF arc, rather than the usual 180° arc.

HACKING DEVICE

Hacking Devices are the tools used during cybercombat. Multipurpose and versatile, these devices can be useful as support elements or to perform powerful cyberattacks, depending on the Device.

HACKING DEVICE
EQUIPMENT

Comms Equipment.

EFFECTS
▶ Allows the use of the Carbonite and Spotlight Hacking Programs.

MEDIKIT

Special piece of Equipment that allows other Models to regain consciousness.

MEDIKIT
SHORT SKILL

Non-Lethal.

REQUIREMENTS
▶ A MediKit's target must be an Allied Model in Unconscious State, unless certain scenario rules say otherwise.
▶ A MediKit can be used in one of two ways, each one with their own Requirements:
▶ To use it remotely, the user must have LoF to the target.
▶ To use it as a piece of contact equipment, the user must be in **Silhouette contact** with the target.

EFFECTS
▶ Used remotely, a MediKit is considered a Non-Lethal BS Weapon. If the user passes a BS Attack Roll, applying the corresponding MODs (for Range, Cover, etc.), the target will perform a single PH Roll.
▶ A MediKit can also be used in Silhouette contact. To do so, the user must spend one Short Skill, without the need for a Roll, and their target will perform a PH Roll.
▶ In both cases, by passing the PH Roll, the target's Unconscious State is cancelled, by recovering a single point of their Wounds Attribute. If the PH Roll is failed, the target automatically enters the Dead State and is removed from the game table.
▶ A MediKit's target does not perform a Saving Roll.
▶ By using a MediKit, a Trooper may be recovered from the Unconscious State as many times as necessary, as long as they pass the corresponding PH Roll.
▶ If, due a Special Skill or rule, a Trooper receives more than one successful hit or use of MediKit during the same Order, if any of the corresponding PH Rolls is failed, the Trooper automatically enters the Dead State. Even if the Trooper passes every PH Roll, they will only recover a single point of their Wounds Attribute.

NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	8"	16"	24"	96"					
MEDIKIT	+3	0	-6		-	1	-	-	NON-LETHAL, [*].

MULTISPECTRAL VISOR

This piece of Equipment was designed to combat the effects of different military concealment and camouflage technologies.

MULTISPECTRAL VISOR LEVEL 1
AUTOMATIC EQUIPMENT

Obligatory.

EFFECTS
▶ This Visor reduces the MOD of Mimetism (-3) from -3 to 0.
▶ It also reduces the MOD of Mimetism (-6) from -6 to -3.

MULTISPECTRAL VISOR LEVEL 2
AUTOMATIC EQUIPMENT

Obligatory

EFFECTS
▶ Reduces Mimetism-imposed MODs to 0.

MULTISPECTRAL VISOR LEVEL 3
AUTOMATIC EQUIPMENT

Obligatory.

EFFECTS
▶ Reduces Mimetism-imposed MODs to 0.
▶ When declaring Discover against a target in the Camouflaged State, the user of this piece of Equipment automatically passes, without need for a Roll, any necessary WIP Rolls against that target.
▶ Users of a Multispectral Visor L3 ignore Surprise Attack MODs if they have LoF to the attacker. In addition, they also ignore Surprise Attack MODs from CC Attacks even if they don't have LoF to the attacker.

NANOSCREEN

This is a device that generates a thick cloud of nanobots, providing its user with mobile Partial Cover.

NANOSCREEN
AUTOMATIC EQUIPMENT

Obligatory.

EFFECTS
▶ In game terms, a Nanoscreen provides its user with 360° Partial Cover, providing the Trooper with the corresponding MODs for Partial Cover, which cannot be added to other Cover MODs.
▶ To represent the Nanoscreen, the player must place a Nanoscreen Token in Silhouette contact with the user.
▶ This device cannot be used against CC Attacks.

SCENERY STRUCTURES

ACCESS WIDTH (AW)

In Infinity CodeOne, the scenery used on the table to simulate the game and mission settings is usually made up of buildings with different kinds of access points, such as a doorway, a window, etc.

This section describes the different types of access points regarding their size and which Troopers are allowed to pass through them. There are two possible Access Widths:

- ▶ **Narrow**. This access point is only big enough for Troopers with a Silhouette Attribute of 2 or lower. It is marked by a Narrow Gate Token (NARROW GATE).
- ▶ **Wide**. This access point allows all Troopers to pass through, regardless of their Silhouette value. It is marked by a Wide Gate Token (WIDE GATE).

Both players must agree on the Access Width the pieces of scenery could have before the game starts, marking them accordingly.

In Infinity CodeOne, gates and accesses are always considered to be open, not blocking Line of Fire, unless a special rule or scenario condition says otherwise.

TRIUMPH AND DEFEAT.
VICTORY CONDITIONS IN INFINITY CODEONE

Once the game is over, it is time to determine the victor. The player who fulfills all victory conditions wins the game, but the conditions that govern victory—or defeat—depend on the type of game played.

STANDARD GAME

In a Standard Game, the players meet on the battlefield with the goal of eliminating the opponent's forces. There is no specific objective, except destroying the enemy while suffering as few casualties as possible.

A Standard Game has 3 Game Rounds, and, at the end of the third Game Round, the players will compare their Victory Points. Remember that, in Infinity CodeOne, your **Victory Points** are the sum of all the Costs of those Troopers from your Army List who are not in a Null state.

The player with the most Victory Points wins the game.

In the event that both players end the game with the same number of Victory Points, the battle will be considered to have ended in a tie. Neither of the two armies has managed to prevail!

MISSION OR SCENARIO

The tactical flexibility and troop variety of Infinity CodeOne allow for games that go beyond simply destroying the opponent's forces.

In order to spice things up, or to recreate wartime special operations or high-stakes espionage missions, you can play games with a series of objectives that transcend mere carnage or that add unusual game conditions. Each scenario or mission must specify the objectives that players will strive to complete. During the mission, achieving objectives gives players **Objective Points**, at a rate determined beforehand by the mission rules. When a game has goals beyond wholesale elimination of the enemy, it becomes a mission, or a scenario.

The number of Victory Points each player has is always used as a **tiebreaker** if both players earn the same number of Objective Points in a scenario.

PLAYING SCENARIOS

This Core Book includes a number of scenarios so you can try exciting new game modes, but don't forget to take a look at the Downloads section of the official Infinity website. infinitytheuniverse.com

SETTING UP THE GAMING TABLE

The advice given in this section is for information only. Although advisable, it is not mandatory to follow this guide to set up a gaming table.

Infinity CodeOne is a game that possesses a great amount of realism and flexibility, faithfully depicting tactics and maneuvers in a modern combat setting. As in a real combat scenario, in Infinity the terrain, the combat environment, has a special relevance determining both the strategy and the tactical options available to the players.

> Due to the importance of this step, it is advisable that both players participate in the process of setting up the gaming table, alternating between one another to place the terrain elements, or simply placing them by mutual agreement.
>
> **Sibylla's Advice**

TERRAIN AND COVER

The terrain pieces, Scenery Items and Buildings, configure the gaming environment where the troops will move during the game.

The main goal of terrain on the gaming table is to provide Cover that allows troops to move and maneuver without immediately falling under enemy fire. Using cover to round and flank the enemy is vital to ensure victory!

The layout of the terrain must force troops to maneuver across the gaming table to try to obtain a tactical advantage over the enemy. When deploying terrain, it is advisable that both players find a point of balance by placing enough Cover to allow the troops to maneuver, but without canceling the usefulness of long-range weaponry.

In Infinity CodeOne, it is advisable to adjust the size of the game table to the number of points the players are going to be playing. We suggest the following:
- For a 15 Point game, use a 24" x 32" game table.
- For a 25 Point game, use a 32" x 48" game table.
- For a 30 Point game, use a 48" x 48" game table.

Depending on the size of the game table, players will need more scenery items to properly cover the game table.

The Battle Packs are 2-player introductory sets containing all the necessary scenery items to start playing introductory games on a 24" x 32"game table.

TERRAIN LAYOUT

Nevertheless, a balanced gaming table is based not only on the quantity of terrain used, but also on its layout.

When placing terrain on the gaming table, it is advisable that the big terrain pieces be placed so that the gaps between them are less than 10 inches, trying to trace a broken line in the middle of the table using three big blocks of terrain. This way the safe zones alternate with Lines of Fire suitable for snipers.

Small terrain pieces must be placed in such a way that Cover is provided in those zones that have less terrain. It is advisable to build corridors between the big terrain pieces using small terrain pieces to provide Cover that enables the troops to maneuver across the table.

> It is very useful for the big terrain pieces to have parapets, windows, porches, and other elements that allow the troops to cover while advancing through them.
>
> **Sibylla's Advice**

IMPORTANT:

When placing terrain on the gaming table it is important to make sure that the troops of both players can deploy without being completely exposed to the opponent's Lines of Fire from the beginning of the game.

ACCESSIBILITY

Big terrain pieces can represent buildings or structures with their respective rooftops and elevations. If these rooftops do not have a way to access them (through stairs or elevators, for example), it will be hard for the troops to climb up or down them, limiting the tactical options of both players. Hence it is advisable that the majority of the terrain pieces have elevated zones that are accessible from the ground.

It is also advisable to avoid placing the terrain in such a way that too many bottlenecks and blind alleys are created. The more options the table offers for advancing towards the enemy, the more interesting the tactical choices will be.

SYMMETRICAL AND ASYMMETRICAL DEPLOYMENT ZONES

Symmetrical Deployment Zones are those that have the same amount of terrain pieces of the same size, placed in a similar way on both sides of the game table. On the other hand, Asymmetrical Deployment Zones are those that do not have the same amount of terrain pieces, or those terrain pieces are not of equivalent sizes, producing an imbalance and an obvious advantage for one side of the table over the other.

It is advisable to deploy terrain in such a way that one of the Deployment Zones provides more Cover and/or has higher terrain pieces, giving a tactical advantage to the player who chooses to deploy on that side.
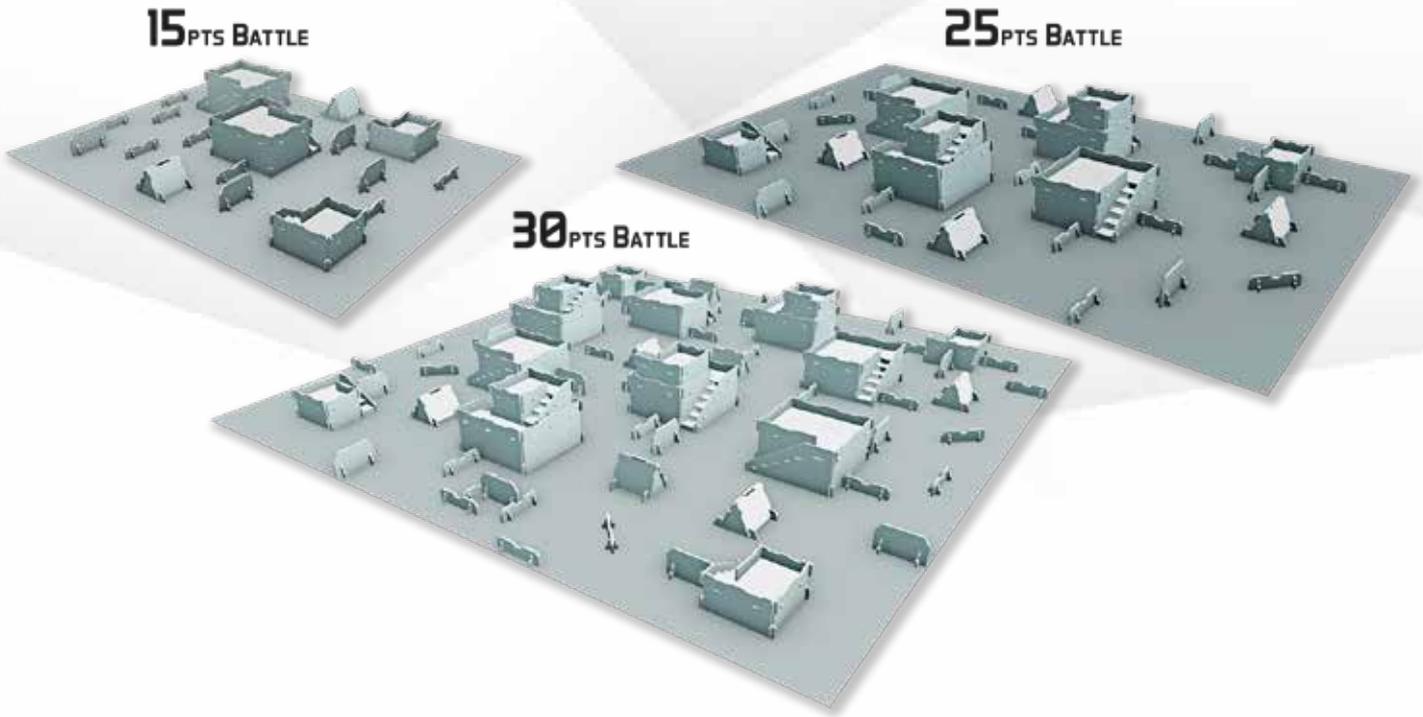
SCENARIOS

The tactical flexibility inherent in Infinity CodeOne allows games to be much more interesting than a typical exterminate the enemy scenario. This section includes a small set of missions that serve as an introduction to this new level of gaming. Find more free content in the Downloads section of the Infinity official website: infinitytheuniverse.com.

ANNIHILATION

MISSION OBJECTIVES

15-POINT GAME	25-POINT GAME	30-POINT GAME	OBJECTIVE POINTS
TO KILL **4 TO 7.5** ENEMY ARMY POINTS.	TO KILL **7 TO 12.5** ENEMY ARMY POINTS.	TO KILL **7.5 TO 15** ENEMY ARMY POINTS.	1 OBJECTIVE POINT.
TO KILL **8 TO 12** ENEMY ARMY POINTS.	TO KILL **13 TO 21** ENEMY ARMY POINTS.	TO KILL **15.5 TO 25** ENEMY ARMY POINTS.	3 OBJECTIVE POINTS.
TO KILL **MORE THAN 12** ENEMY ARMY POINTS.	TO KILL **MORE THAN 21** ENEMY ARMY POINTS.	TO KILL **MORE THAN 25** ENEMY ARMY POINTS.	4 OBJECTIVE POINTS.
IF YOU HAVE **4 TO 7.5** SURVIVING VICTORY POINTS.	IF YOU HAVE **7 TO 12.5** SURVIVING VICTORY POINTS.	IF YOU HAVE **7.5 TO 15** SURVIVING VICTORY POINTS.	1 OBJECTIVE POINT.

15-POINT GAME	25-POINT GAME	30-POINT GAME	OBJECTIVE POINTS
IF YOU HAVE **8 TO 12** SURVIVING VICTORY POINTS.	IF YOU HAVE **13 TO 21** SURVIVING VICTORY POINTS.	IF YOU HAVE **15.5 TO 25** SURVIVING VICTORY POINTS.	3 OBJECTIVE POINTS.
IF YOU HAVE **MORE THAN 12** SURVIVING VICTORY POINTS.	IF YOU HAVE **MORE THAN 21** SURVIVING VICTORY POINTS.	IF YOU HAVE **MORE THAN 25** SURVIVING VICTORY POINTS.	4 OBJECTIVE POINTS.
TO KILL THE ENEMY LIEUTENANT.			2 OBJECTIVE POINTS.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A	15	3	24 IN X 32 IN	8 IN X 24 IN
B	15	3		
A	25	5	32 IN X 48 IN	12 IN X 32 IN
B	25	5		
A	30	6	48 IN X 48 IN	12 IN X 48 IN
B	30	6		

SCENARIO SPECIAL RULES

KILLING

Troopers are considered Killed by the adversary when they enter Dead state, or they are in a Null state at the end of the game.

Troopers that **have not been deployed** on the game table, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

30-POINT SCENARIO
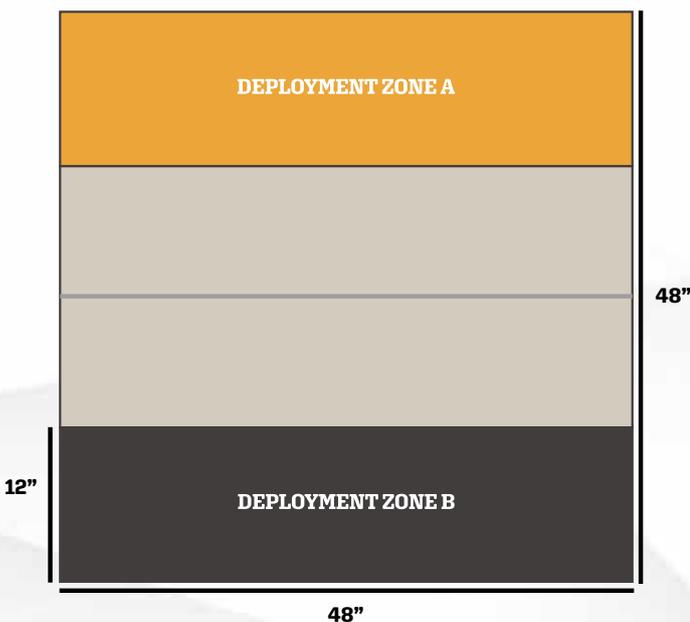
25-POINT SCENARIO
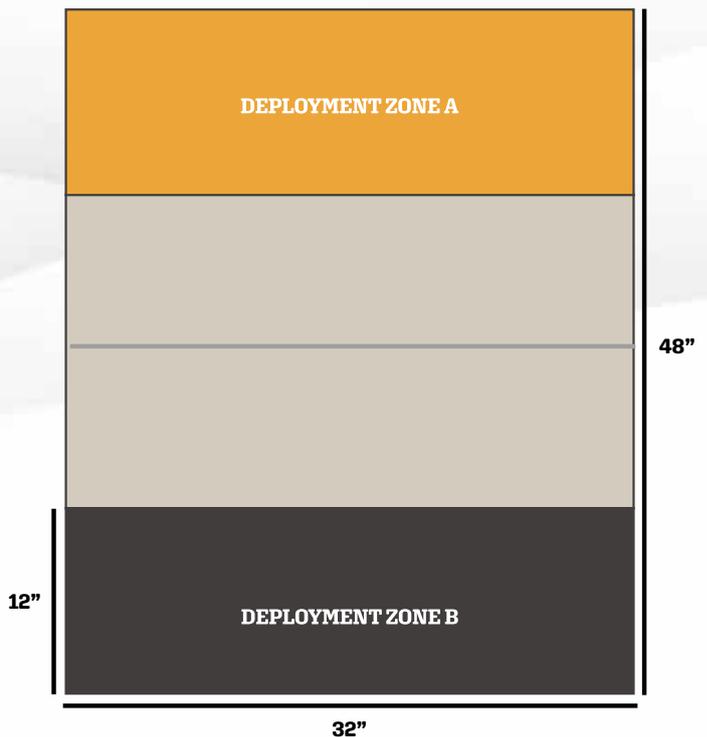
15-POINT SCENARIO
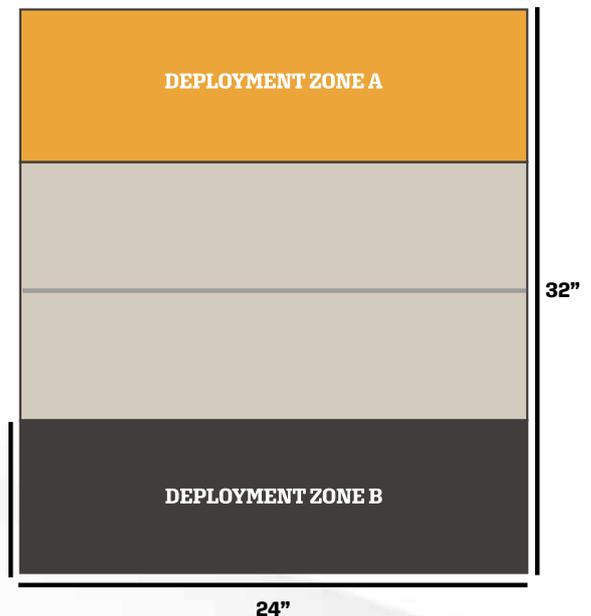
DOMINATION

MISSION OBJECTIVES

▶ Dominate the same number of Quadrants as the adversary at the end of each Game Round (1 Objective Point, but only if at least 1 Quadrant is Dominated by the player).

▶ Dominate more Quadrants than the adversary at the end of each Game Round (2 Objective Points).

▶ Have a Hacked Console at the end of the game (1 Objective Point for each Hacked Console).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES	MINIMUM VP
A	15	3	24 IN X 32 IN	8 IN X 24 IN	3.5
B	15	3			
A	25	5	32 IN X 48 IN	12 IN X 32 IN	6
B	25	5			
A	30	6	48 IN X 48 IN	12 IN X 48 IN	7.5
B	30	6			

SCENARIO SPECIAL RULES

DOMINATE QUADRANTS

At the end of each Game Round, but not before, the table is divided into four areas as seen on the map. Each player then checks how many Quadrants he is dominating and counts their Objective Points.

A Quadrant is considered Dominated by a player if he has more Victory Points than the adversary inside it. Only Troopers represented by Models or Markers count. Troopers in a Null state do not count. Tokens and Markers representing weapons or pieces of Equipment (like Mines), and those that do not represent a Trooper do not count either.

A Trooper is considered inside a Quadrant when more than half the Trooper's base is inside that Quadrant.

SHASVASTII

Troopers with the Shasvastii Special Skill who are located inside a Quadrant will always add their Points to the total while they are in Normal state or Shasvastii Embryo state.

CONSOLES

There are 4 Consoles, placed on the center of each Quadrant (see map regarding game table size). Each Console must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

HACK CONSOLES
SHORT SKILL

Attack.

REQUIREMENTS

▶ Only Specialist Troops can declare this Skill.
▶ The Specialist Troop must be in Silhouette contact with the Console.

EFFECTS

▶ The Console is Hacked if the Specialist Troop succeeds at a Normal WIP Roll. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.

▶ A player can Hack a Console previously Hacked by the adversary. In this situation, that Console will only be considered Hacked by the last player to Hack it.

▶ **Hackers** apply a +3 MOD to Hack a Console, so they must succeed at a Normal WIP+3 Roll.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Specialist Operatives, Doctors, Engineers, and Paramedics are considered Specialist Troops.

Doctors and Engineers cannot make use of Peripherals to perform tasks reserved for Specialist Troops.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If a Player finds, during the Tactical Phase of his Player Turn, that the Troopers of his Army List who are not in Null state do not add up to the minimum number of Victory Points indicated in the Forces and Deployment Chart, then the mission will be over at the end of that Player Turn.

30-POINT SCENARIO

DEPLOYMENT ZONE A

6"	QUADRANT 1 ●	QUADRANT 2 ●
	QUADRANT 3 ●	QUADRANT 4 ●

48"

12" **DEPLOYMENT ZONE B**

12" · 24"

● **CONSOLE**

15-POINT SCENARIO

DEPLOYMENT ZONE A

4"	QUADRANT 1 ●	QUADRANT 2 ●
	QUADRANT 3 ●	QUADRANT 4 ●

32"

8" **DEPLOYMENT ZONE B**

6" · 12"
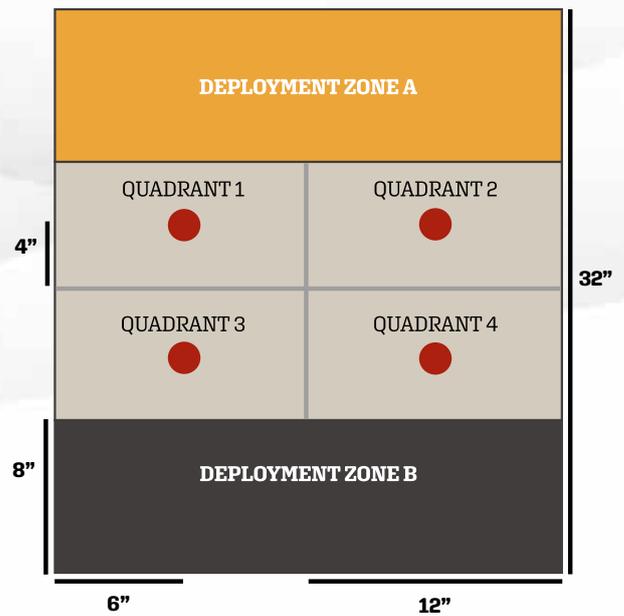
● **CONSOLE**

25-POINT SCENARIO

DEPLOYMENT ZONE A

6"	QUADRANT 1 ●	QUADRANT 2 ●
	QUADRANT 3 ●	QUADRANT 4 ●

48"

12" **DEPLOYMENT ZONE B**

8" · 16"
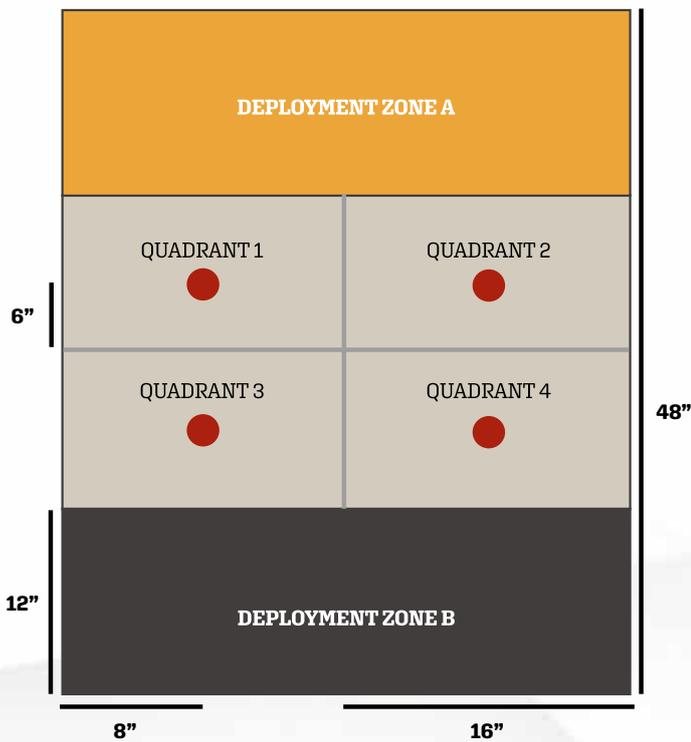
● **CONSOLE**

SUPPLIES

MISSION OBJECTIVES

▶ Control a Supply Box at the end of the battle (2 Objective Point for each Controlled Supply Box).
▶ Control more Supply Boxes than the adversary at the end of the game (2 Objective Points).
▶ Control all Supply Boxes at the end of the game (2 extra Objective Points).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES	MINIMUM VP
A	15	3	24 IN X 32 IN	8 IN X 24 IN	3.5
B	15	3			
A	25	5	32 IN X 48 IN	12 IN X 32 IN	6
B	25	5			
A	30	6	48 IN X 48 IN	12 IN X 48 IN	7.5
B	30	6			

It is not permitted to deploy in Silhouette contact with a Supply Box.

SCENARIO SPECIAL RULES

SUPPLY BOXES

There is a total of 3 Supply Boxes. One of them must be placed in the center of the table while the other two must be placed on the central line of the table, 8 inches from its edges.

The Supply Boxes must be represented by a Supply Box Marker, or a similar scenery item (Such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple).

PICK UP SUPPLY BOXES

SHORT SKILL

Attack.

REQUIREMENTS

The Specialist Troop should be in one of the following situations:
▶ Be in Silhouette contact with a Model in a Null state with a SUPPLY BOX Token.
▶ Be in Silhouette contact with an allied Model in a Normal state with a SUPPLY BOX Token.
▶ Be in Silhouette contact with a SUPPLY BOX Token that is not being carried by a Model.

EFFECTS

▶ Spending one Short Skill, without needing a Roll, any Specialist Troop can pick up a Supply Box in any of the situations previously mentioned.
▶ The Specialist Troop must follow the Common Rules of Supply Boxes.
COMMON RULES OF SUPPLY BOXES
▶ Each Specialist Troop can carry a maximum of 1 Supply Box.
▶ Only Models, and not Markers, can carry the Supply Boxes.
▶ The Supply Box Token must always be kept on the table, even if the Model which is carrying it passes to a Null state.

CONTROLLING THE SUPPLY BOXES

A Supply Box is considered to be Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in a Null state, and cannot be in Silhouette contact with any enemy Model.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Specialist Operatives, Doctors, Engineers, and Paramedics are considered Specialist Troops.

Doctors and Engineers cannot make use of Peripherals to perform tasks reserved for Specialist Troops.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If a Player finds, during the Tactical Phase of his Player Turn, that the Troopers of his Army List who are not in Null state do not add up to the minimum number of Victory Points indicated in the Forces and Deployment Chart, then the mission will be over at the end of that Player Turn.

30-POINT SCENARIO

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

48"

12"

8"   24"

● SUPPLY BOX

15-POINT SCENARIO

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

32"

8"

8"   12"
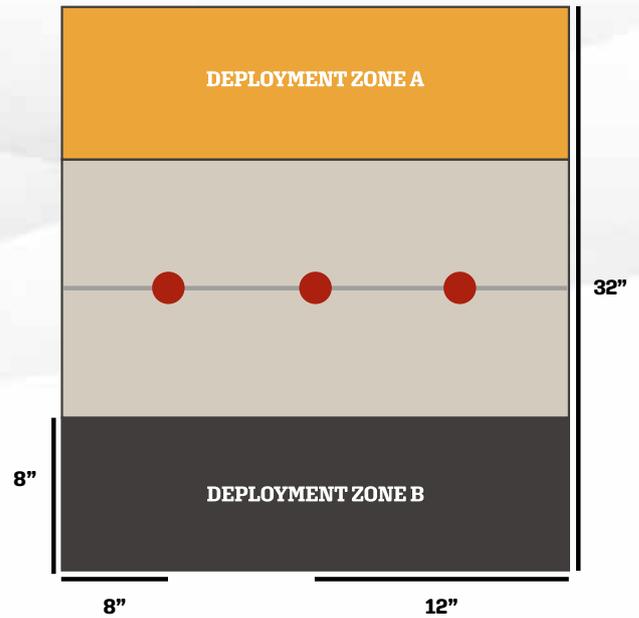
● SUPPLY BOX

25-POINT SCENARIO

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

48"

12"

8"   16"
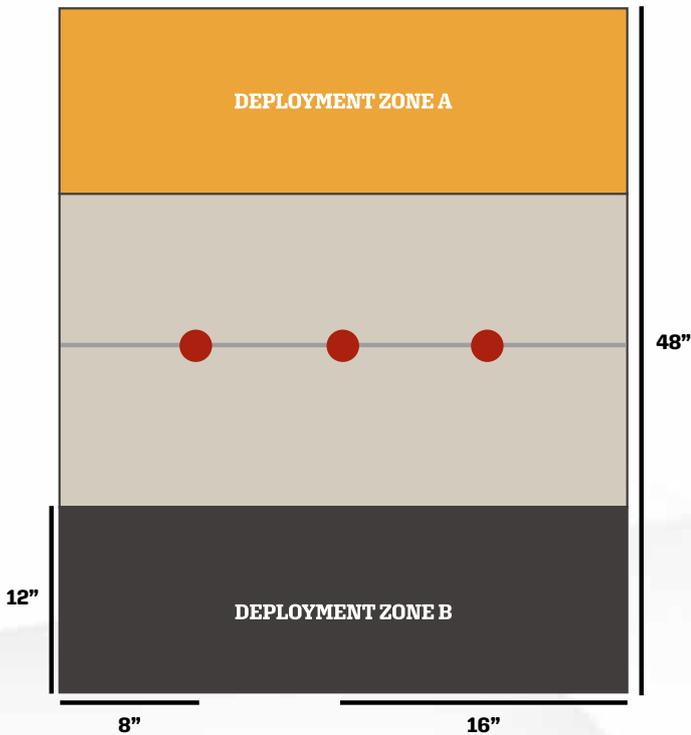
● SUPPLY BOX

FIREFIGHT

MISSION OBJECTIVES

- ▶ To have more surviving Specialist Troops than the adversary at the end of the game (2 Objective Points).
- ▶ To Kill **more** Specialist Troops than the adversary (1 Objective Point).
- ▶ To Kill **more** Lieutenants than the adversary (3 Objective Points).
- ▶ To Kill **more** Army Points than the adversary (4 Objective Points).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A	15	3	24 IN X 32 IN	8 IN X 24 IN
B	15	3		
A	25	5	32 IN X 48 IN	12 IN X 32 IN
B	25	5		
A	30	6	48 IN X 48 IN	12 IN X 48 IN
B	30	6		

SCENARIO SPECIAL RULES

KILLING

Troopers are considered Killed by the adversary when they enter Dead state, or they are in a Null state at the end of the game.

Troopers that **have not been deployed** on the game table, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

REINFORCED TACTICAL LINK

In this mission, the identity of the Lieutenant is always Public Information. The player must indicate which Marker is the Lieutenant if it is in a Marker state.

The Lieutenant must be placed on the game table at the beginning of the first Game Round, either as a model or as a Marker.

If players lack a Lieutenant during the Tactical Phase of their Active Turn because this Trooper was not deployed or because it is in a Null state (Unconscious, Dead…), then they must name a new Lieutenant, without Order expenditure. The identity of this new Lieutenant is also Public Information. It is compulsory such Lieutenant be a Model or a Marker placed on the game table.

DESIGNATED LANDING AREA

The whole game table is considered a Designated Landing Area. Troopers possessing the Combat Jump Special Skill can apply a +3 MOD to their deployment PH Roll. This MOD is cumulative with any other MOD provided by any other rule.

Additionally, Troopers who have a Special Skill with the Airborne Deployment Label (AD) will ignore the prohibition of deploying inside the enemy Deployment Zone.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Specialist Operatives, Doctors, Engineers, and Paramedics are considered Specialist Troops.

Doctors and Engineers cannot make use of Peripherals to perform tasks reserved for Specialist Troops.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If a player finds, during the Tactical Phase of his Player Turn, that all Troopers in their Army List are in a Null state, the mission will finish at the end of this Player Turn.

30-POINT SCENARIO

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

48"

12"

48"

15-POINT SCENARIO

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

32"

8"

24"

25-POINT SCENARIO

DEPLOYMENT ZONE A

DEPLOYMENT ZONE B

48"

12"

32"
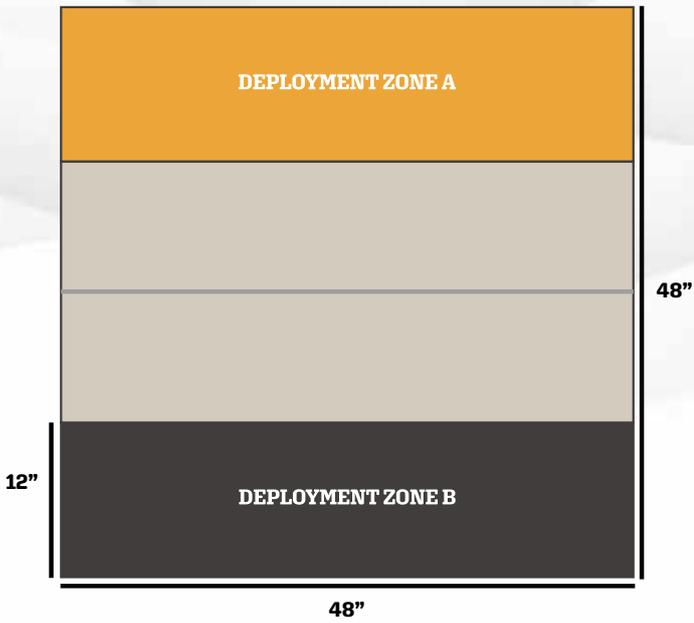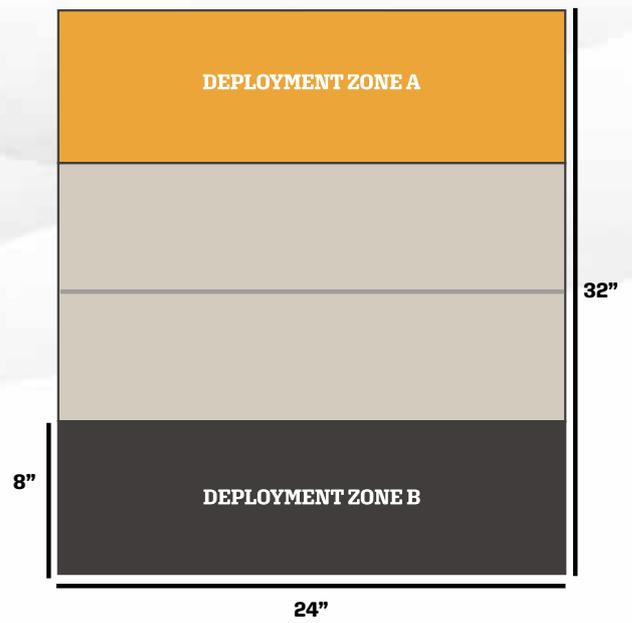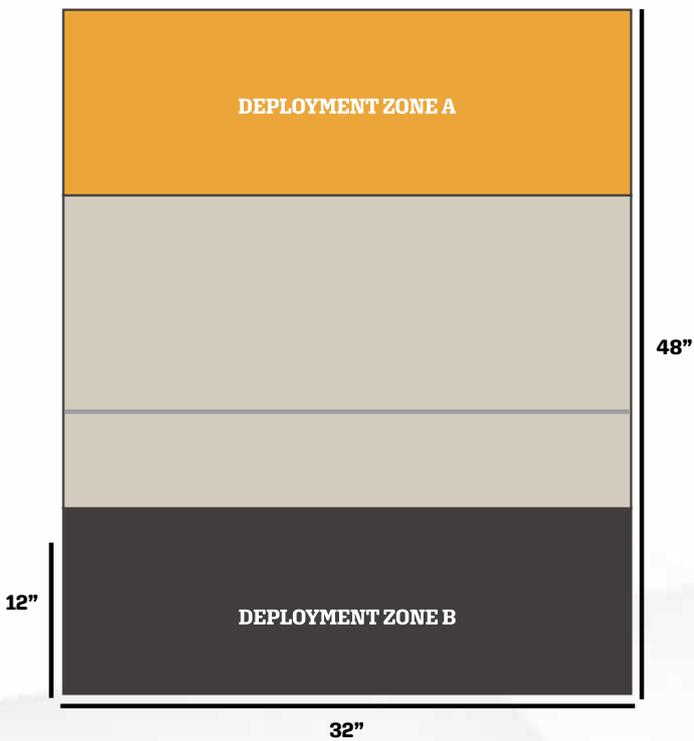
GLOSSARY

This rulebook uses a series of terms that describe and refer to certain concepts that are important for understanding the game mechanics and the way specific rules, skills, weapons, and pieces of Equipment work.
This section compiles all these terms for quick reference. However, it is recommended that the players are introduced to these concepts gradually as they come up during their first games.

REMEMBER:

On the official Infinity website, you can download for free all the Markers, Tokens, and Templates that are necessary for the game. infinitytheuniverse.com

TERMINOLOGY

This set of rules features a collection of terms which refer to very specific game elements that help to clarify the extent of the rules.

- **Attributes.** Attributes are a series of numeric values that describe a Trooper's or game element's basic capabilities. In game terms, these are used to make Rolls and calculate the success or failure of attempted actions.
- **Deployable Equipment.** Game element with Attributes, which belongs to the Army List of any of the players, and is capable of performing a Special Skill or Trait. This element may also be designated as a target and receive Attacks.
- **Deployable Weapon.** Game element with Attributes that may belong to the Army List of a player, and is capable of performing and receiving Attacks.
- **Marker.** Game element with Attributes represented on the table with a Marker as specified by a Special Skill, Weapon or Equipment.
- **Model.** Game element with Attributes represented on the table by a miniature.
- **Peripheral.** Special category of Trooper that is unable to contribute or spend Orders by itself and, therefore, takes no space in the Army List. It is activated when its Controller, the Trooper on which it depends, spends an Order, replicating their actions. The Cost of a Peripheral is shown in its own Troop Profile but is also added to its Controller's Cost.
- **Scenery Element.** Game element that recreates the scenarios and serves as a prop on the game table. On certain occasions, they may have Attributes or become a valid target.
- **State Token.** Game element that indicates the effect of a rule, Skill, or State, as a reminder for the player.
- **Target.** Game element capable of being targeted by Attacks and effects from Skills or Equipment.
- **Token.** Game element that represents a piece of Deployable Equipment or a Deployable Weapon.
- **Trooper.** Game element with Attributes which belongs to the Army List of any player, able to contribute and **spend Orders,** as well as declaring and receiving Attacks.
- **Unit Profile.** Represents the set of Troopers that form each Unit in Infinity CodeOne. Indicates the numerical values that determine each Trooper's Attributes. The Unit Profile also indicates the Characteristics, Special Skills, Equipment, and Armor of each Trooper.
- **Victory Points.** The combined Cost of the player's Troopers who are in a non-Null state.

ALIGNMENT

In Infinity CodeOne it is important to define which game elements belong to a players' side, and which belong to no side. This determines if those game elements are capable of being attacked, and if so, from whom these attacks may come.

The Alignment adjectives help the players know the extent of the rules over certain game elements.

- **Ally.** Game elements that belong to the player's Army List, or to those of their teammates if the game is played in pairs or groups.
- **Enemy.** Game elements that belong to the opposing player's Army List or to any of their teammates if the game is played in pairs or groups.
- **Hostile.** Game elements with Attributes that do not belong to the Army Lists of either player. Hostile elements are considered an Enemy for all players and are able to declare and receive Attacks.
- **Neutral.** Game elements with Attributes that do not belong to the Army Lists of either player.

INFINITY CODEONE LABELS AND TRAITS

Labels and Traits describe game features and particularities of both Skills and weaponry and Equipment.

LABELS

Labels describe a series of defining aspects of Skills, weapons, and pieces of Equipment for a quick reference. They are the following:

- **Airborne Deployment (AD).** This label encompasses all the Skills that are related to Airborne Infantry. Any rule mentioning Airborne Deployment will affect all the Skills that have this Label.
- **Attack.** The use of this Special Skill or piece of Equipment is considered an Attack. Remember that **you cannot declare attacks against allies or Neutral** elements, whether represented by Models or Markers.
  - **BS Attack.** The use of this Special Skill or piece of Equipment is a form of BS Attack.
  - **CC Attack.** The use of this Special Skill or piece of Equipment is a form of CC Attack.
- **CC Special Skill.** This Skill can only be used when the user is in Silhouette contact with the target. Any MODs the Skill may provide can be combined with other CC Special Skills, and they work equally during the Active Turn and the Reactive Turn, unless the Skill states otherwise.
  - **Comms Attack.** The use of this weapon, Special Skill, or piece of Equipment is considered an Attack that cannot be avoided with the Dodge Special Skill, but instead with the Reset Short Skill.
- **Comms Equipment.** This Equipment is vulnerable to the effects of certain Hacking Programs and Ammunition.

▶ **Hackable.** A Trooper, Peripheral, weapon or piece of Equipment with the Hackable Characteristic can be targeted by both allies and enemies using certain Hacking Programs.

▶ **Hostile.** A game element with its own Attributes that does not belong to the Army List of any of the players. It is considered an Enemy by all players and is able to declare and receive Attacks.

▶ **Marker.** This Label indicates that Troopers, Weapons, or pieces of Equipment can be represented by a Marker, instead of a Miniature or a Token.

▶ **Negative Feedback (NFB).** The use this Special Skill or piece of Equipment is incompatible with the use of any other Special Skill or piece of Equipment having this same Label or Trait.
The activation of any Special Skill, Equipment, Hacking Program, special rule, etc. with Negative Feedback will automatically cancel and override any other Special Skill, Equipment, Hacking Program, etc. with Negative Feedback the Trooper may have, until the effects of the new Special Skill, Equipment, etc. are canceled or until it is voluntarily Deactivated.
Therefore, when using an Order, a Trooper will only be allowed to have one active piece of Equipment, Hacking Program, or Special Skill with the Negative Feedback Trait.

▶ **No LoF.** This Skill does not require LoF to the target.

▶ **No Roll.** This weapon, Special Skill, or piece of Equipment works in an automatic way and does not require a Roll. If it provides a result, it will be a fixed one which will be shown between brackets.

▶ **Null.** A Game State with this Label indicates that, in this State, the Trooper will not provide an Order, or Victory Points, to the player.

▶ **Movement.** The use of this Skill or **Equipment** is a form of Movement.

▶ **Obligatory**. The use of this Special Skill or Equipment is compulsory and cannot be waived

▶ **Optional**. The use of this Special Skill or Equipment is optional and can be waived.

▶ **Private Information**. Whether or not any troopers have Special Skills or Equipment with this Label is Private Information and a player is not required to reveal it to his opponent until it is used, or the game is over.

▶ **States Phase.** This piece of Equipment or Skill can only be used during the States Phase, unless stated otherwise.

▶ **Superior Deployment.** This Label encompasses all the Skills that allow Troopers to deploy outside their Deployment Zone. Any rule mentioning Superior Deployment will affect all the Skills that have this Label.

TRAITS

Traits are the special features of certain weapons and pieces of Equipment.

Traits are commonly given to Common and Special Skills, or to specific effects that make these rules more unique. Some are pretty obvious, and their names describe what their effects are, nevertheless, a list of the different Traits is provided to make them easier to identify:

▶ **ARM = 0**. This weapon or piece of Equipment reduces the ARM Attribute of the Target to 0 when a Saving Roll is required.

▶ **ARO.** This weapon or piece of Equipment is only usable in ARO.

▶ **BTS = 0.** This weapon or piece of Equipment reduces the BTS Attribute of the Target to 0 when a Saving Roll is required.

▶ **Burst (B)**: This indicates the number of dice the player must roll when using the weapon or piece of Equipment.

▶ **CC.** This weapon can be used when making CC Attacks.

▶ **Concealed**. This weapon or piece of Equipment uses the effects of the Camouflage Special Skill. Refer to the description of the weapon or Equipment for more details. Camouflage Markers concealing a weapon or a piece of Equipment have a Silhouette (S) value of 2.

▶ **Continuous Damage**. After failing a Saving Roll, the target will lose 1 point from its Wounds/STR Attribute and it will have to keep making Saving Rolls until it passes a Saving Roll or until it ends up in Dead State.
A Critical hit with a weapon with this Trait forces the target to make an additional Saving Roll. This extra Saving Roll doesn't apply the Continuous Damage Trait.

▶ **Deployable**. This weapon or piece of Equipment may be deployed on the battlefield, thus becoming an element independent of its carrier. Deployable weapons and pieces of Equipment have their own profiles and their own Attributes, and they may be chosen as a target during the game.

▶ **Direct Template.** This weapon or piece of Equipment uses the Direct Template rules, firing the Template indicated in brackets.

▶ **Disposable**. This weapon or Equipment has a limited amount of ammunition or uses, and one is expended every time you declare its use, regardless of the success or failure of the Roll involved, or if a Skill has been declared illegally. The profile indicates, by means of a figure in brackets after the Disposable trait, the number of uses for that weapon or Equipment. Once all the uses available are expended, the Trooper, or the item if the Trooper has several Disposable weapons or Equipment, will be in Unloaded State.

▶ **Non-Lethal**. This weapon or piece of Equipment uses a Type of Ammunition that does not cause Damage, or that does not require its target to make a Saving Roll when hit.

▶ **Deployment.** You must place this weapon or piece of Equipment on the game table during the Deployment Phase.

▶ **State.** This weapon or piece of Equipment causes its target to enter a specific Game State. The Game State it causes will be indicated in the profile of the weapon, Program, or piece of Equipment.

▶ **Targetless**. This weapon utilizes a Special Ammunition capable of firing without designating an enemy as a target.

▶ **Zone of Control (ZC)**. The range of this weapon or piece of Equipment is equivalent to the user's Zone of Control (8 inches).

GAME STATES

A State is a game rule that represents the different conditions, positive or negative, in which a Trooper or Game Element can be in, in Infinity CodeOne.

All the different States are cumulative, and all of them have activation and Cancellation procedures. States are represented in the form of State Tokens.

States that are considered Null are marked in red, so they are more easily identified.

CAMOUFLAGED STATE

CAMOUFLAGED

Marker.

ACTIVATION

▶ Automatic during the Deployment Phase.
▶ During the Active Turn, Troopers may only return to Camouflaged State by consuming 1 Entire Order, outside the LoF of enemy Markers or Troopers.

EFFECTS

▶ In Camouflaged State, the Player **does not** place the Model on the table, but instead places a Camouflaged Marker.
▶ Camouflaged Markers can possess the Mimetism Skill, so Camouflaged Markers indicate the MOD level that Mimetism applies, if they have it.
▶ You cannot enter Silhouette contact with an Enemy Camouflaged Marker.
▶ You cannot declare Attacks against Camouflaged Markers, it is necessary to Discover that Marker first, unless otherwise specified by a rule or Skill.
▶ To reveal a Camouflaged Marker, a Discover Roll must be passed, applying MODs listed for Discover, including the Marker's Mimetism, if they have it.
▶ If the Discover Roll is successful, the Camouflaged Marker is replaced with the corresponding Model, facing in any direction its player chooses.
▶ A Trooper that fails a WIP Roll to Discover a Marker **cannot attempt to Discover the same Marker until the next Player Turn.** Note that a Trooper that has been revealed, and re-entered Camouflaged State again, does not count as the same Marker.
▶ A Camouflage Marker has a LoF of 360º.
▶ A Camouflage Marker has the same **Silhouette (S)** value as the Trooper it represents.
▶ However, a **Weapon or piece of Equipment** in Camouflaged State will have a **Silhouette (S)** value of **2.**
▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
▶ The only AROs that can be declared against a Camouflaged Marker are: Discover, Dodge or Reset.
▶ When a Trooper in Camouflaged state is activated, each Reactive Trooper can delay the declaration of their ARO until the second half of the Active Trooper's Order has been declared. In this case:

▶ If the Trooper in Camouflaged state reveals themselves with the second half of their Order (by declaring a BS Attack, moving into Silhouette contact with an enemy…), the delaying Trooper can declare their ARO.
▶ If the Trooper in Camouflaged state does not reveal themselves, the delaying Trooper loses their right to declare an ARO.

CANCELLATION

The Camouflaged State is cancelled whenever:

▶ The Camouflaged Marker declares an Attack or any Skill that requires a Roll.
▶ The Camouflaged Marker declares an **Entire Order** of any kind.
▶ The Camouflaged Marker enters Silhouette contact with an enemy Model.
▶ The Camouflaged Marker is **Discovered**.
▶ The Camouflaged Marker receives a successful Attack.
▶ When Camouflage state is cancelled, its player **must replace the Marker** with the corresponding Model, facing in any direction the player chooses.
▶ When replacing the Marker with the Model, the player must provide their adversary with the Trooper's complete Public Information.

IMPORTANT:

Cancellation of the Camouflaged State is applied to the entirety of the declared Order, even if the Skill revealing the Camouflaged Trooper is performed at the end of the Order.

REMEMBER:

ARO against a Marker:

The only AROs that can be performed against a Camouflage (CAMO) Marker are **Discover, Dodge** or **Reset**.

Against a Marker, the enemy can delay declaring their ARO until it declares its second Short Skill of the Order.

In this case, they may declare an ARO only if the Camouflaged Marker reveals themselves with their second Short Skill of the Order. If the second Short Skill of the Order does not reveal the Marker, the Trooper loses their right to declare an ARO.

DEAD

Null.

ACTIVATION

▶ A Trooper loses all the points of his Wounds/STR Attribute, and takes one or more extra points of damage.

▶ A Trooper in the Unconscious or Shasvastii-Embryo state loses one or more points from his Wounds/STR Attribute.

EFFECTS

▶ Troopers in this state are removed from the game table.

▶ Troopers in this state cease to generate Orders in successive turns.

▶ The Trooper does not count towards the Player's Victory Points.

CANCELLATION

▶ The Dead state is irreversible and cannot be cancelled, unless the rules specific to the mission or scenario being played indicate otherwise. In that case, follow the procedure stated in the rules.

DISCONNECTED

Null .

ACTIVATION

▶ The Controller of this Trooper is in a Null state.

▶ The Peripheral is subject to a successful Attack or Effect of an Ammunition, Hacking Program, condition, or Scenario Special Rule that specifies that it causes this state.

EFFECTS

▶ A Peripheral in this state **cannot execute Orders or AROs.**

▶ A Peripheral in this State does **not** count towards the Player's Victory Points.

CANCELLATION

▶ This state is automatically cancelled if the Controller of this Peripheral recovers from the Null state which caused the activation of the Disconnected State.

▶ If this State was caused by an Attack, a piece of scenery, or a Scenario Special Rule applied to this Trooper, then a Trooper with the Engineer Special Skill (or an equivalent Skill) may cancel this State by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario).

ENGAGED STATE

ACTIVATION

▶ The Trooper is in Silhouette contact with an Enemy Trooper, and neither are in a Null or Immobilized State.

EFFECTS

▶ Troopers in Engaged State are considered to be in Close Combat.

▶ Troopers in this State can only declare **CC Attack, Dodge, Idle, Reset**, and Skills that specify that they can be used in Close Combat or in Engaged State.

▶ Troopers that are in Engaged State may not trace LoF outside their Close Combat.

▶ By declaring BS Attack on a Trooper in Engaged State, the BS Attack against a Close Combat rule must be applied (see p. 47).

▶ Template Weapons placed on a group of Troopers in Engaged state will always affect **all** participating Troopers, even if the placement of the Template would only affect one of them.

CANCELLATION

▶ This State is cancelled when the Trooper in question ceases to be in Silhouette contact with any Enemy Troopers.

▶ A Trooper's Engaged State is automatically cancelled if, in the 5.1 Effects step of any Order, all enemies in Silhouette contact are in Null or Immobilized State.

▶ A Trooper may also cancel the Engaged State if they pass a Dodge Roll, either Normal or Face to Face. In this case, the Trooper must leave Silhouette contact, moving up to 2 inches to separate themselves from the enemy.
If they cannot move to a valid position that is outside Silhouette contact, the Trooper will remain in Engaged State without moving.

IMMOBILIZED-A

ACTIVATION

▶ The Trooper suffered a successful Attack or Effect using an Ammunition, Hacking Program or a game condition or Scenario Special Rule, capable of causing this state.

EFFECTS

▶ Troopers in Immobilized-A State cannot declare any Skill or ARO, except **Dodge,** applying a -6 PH MOD.

▶ Automatic Special Skills and Equipment continue to work, but the Trooper must still respect all declaration restrictions.

▶ Troopers in the Immobilized-A state continue to provide Orders to their Order Pool.

CANCELLATION

▶ The affected Trooper may cancel this state via a successful Normal or Face to Face Dodge Roll, applying the -6 PH MOD provided by this state.

▶ A Trooper with the **Engineer** Special Skill (or an equivalent Skill) may cancel the Immobilized-A state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario).

IMMOBILIZED-B

ACTIVATION

▶ The Trooper suffered a successful Attack or Effect using an Ammunition, Hacking Program or a game condition or Scenario Special Rule, capable of causing this state.

EFFECTS

▶ Troopers in Immobilized-B State cannot declare any Skill or ARO, except **Reset,** applying a -3 WIP MOD.

▶ Automatic Special Skills and Equipment continue to work, but the Trooper must still respect all declaration restrictions.

▶ Troopers in the Immobilized-B state continue to provide Orders for their Order Pool.

CANCELLATION

▶ The affected Trooper may cancel this state via a successful Normal or Face to Face Reset Roll, applying the -3 WIP MOD provided by this state.

▶ A Trooper with the Engineer Special Skill (or an equivalent Skill) may cancel the Immobilized-B state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario).

NORMAL STATE

ACTIVATION

▶ Unless otherwise noted, all Troopers deploy in this state.

▶ Troopers in any Null State revert to the Normal State if their Null States are cancelled.

▶ Therefore, Troopers in the Unconscious State revert to the Normal State if they recover at least 1 point of their Wounds or Structure Attribute.

EFFECTS

▶ The Trooper generates 1 Order for their players to use during the Tactical Phase.

▶ The Trooper counts towards the Player's Victory Points.

CANCELLATION

▶ The Normal state is cancelled when the Trooper enters any Null State (Unconscious, Dead…) or when the effect of a Special Skill, weapon or piece of Equipment indicates so.

PRONE

ACTIVATION

▶ During the Deployment Phase, players may deploy one or more of their Troopers Prone by placing a Prone Token beside them.

▶ When a Trooper declares a **Short Skill or** ARO with the Movement label, its player may indicate that it will go Prone.

▶ By doing so, any Movement performed during the Skill or ARO will be executed while Prone, with the resulting reduction to the Trooper's MOV and Silhouette values.

▶ Note that a Trooper that was in LoF before going Prone will still count as being in LoF at the start of the Skill or ARO.

▶ If a Trooper enters the Unconscious state, it falls Prone automatically unless it belongs to a TAG Unit Type, unable to go Prone.

EFFECTS

▶ Prone Troopers have a Silhouette (S) value of X, that is, the equivalent to their base's height and width.

▶ While in this state, Troopers have both their MOV values and movement bonuses halved when declaring any Skill with Movement label (Move, Dodge…).

▶ This state does not affect Automatic Special Skills or Automatic Equipment, except when explicitly stated in their description.

CANCELLATION

▶ A Prone Trooper may automatically cancel this state at the beginning of their movement by declaring a Skill or ARO with the Movement label. The player must announce he is cancelling the Prone state when declaring the Skill or the ARO. By doing so, the state is cancelled at no cost and the Trooper can carry out its Move using its regular MOV and S values.

▶ Troopers whose Unconscious State is cancelled will automatically cancel their Prone state as well.

SHASVASTII-EMBRYO

Null.

ACTIVATION

▶ The Trooper with the Shasvastii Special Skill enters Unconscious State.

EFFECTS

In game terms, this State works like the Unconscious State with the following features:

▶ Rather than placing an Unconscious State Token besides the Trooper, a Shasvastii Embryo State Token is placed instead.

▶ The Trooper counts towards the Player's Victory Points, even though it is in a Null State.

TARGETED

ACTIVATION
▶ The Trooper suffered a successful Attack or Effect using an Ammunition, or a game condition or Scenario Special Rule, capable of causing this state.

EFFECT
▶ Any Trooper declaring a BS Attack, Hacking Program or Comms Attack against a Trooper in the Targeted State gains a **+3 MOD** to the Attribute used to perform that Attack.
▶ Troopers in this state must apply a -3 WIP MOD to their **Reset** rolls.
▶ Automatic Special Skills and Equipment continue to work in this state.

CANCELLATION
▶ The affected Trooper successfully passes a Normal or Face to Face Reset Roll, applying the -3 WIP MOD provided by this state.
▶ A Trooper with the **Engineer** Special Skill (or an equivalent Skill) may cancel the state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal **WIP** Roll (or the Roll specified by the Special Skill or Scenario).

UNLOADED

ACTIVATION
▶ The Trooper has entirely depleted the ammunition of a weapon or a piece of Equipment with the Disposable Trait.

EFFECTS
▶ The Trooper can no longer use the relevant Weapon or piece of Equipment.

CANCELLATION
▶ Some scenarios and missions have Scenario Special Rules that allow cancellation of this State. In this case, the player must meet the conditions specified by the rules.
▶ Cancelling this state returns all weapons and pieces of Equipment with the Disposable Trait that the trooper possesses to their full capacity.

UNCONSCIOUS

Null .

ACTIVATION
▶ A Trooper loses the last point of his Wounds/STR Attribute, leaving him with exactly zero.

EFFECTS
▶ Troopers in this state cannot declare Orders or AROs.
▶ Unconscious Troopers automatically fall Prone unless they are a Troop Type unable to do so.
▶ Troopers in this state do not contribute Orders during the Tactical Phase.
▶ Automatic Special Skills and Automatic Equipment have no effect while Unconscious.
▶ The Trooper does not count towards the Player's Victory Points.

CANCELLATION
▶ To cancel this state, Troopers possessing the Wound Attribute need a Doctor, while Troopers with the Structure (STR) Attribute need an Engineer.
▶ A Trooper with the **Doctor/Engineer** Special Skill (or an equivalent Skill) may cancel the state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal **WIP** Roll (or the Roll specified by the Special Skill or Scenario).
▶ Other Special Skills and pieces of Equipment allow the cancellation of the Unconscious state as indicated in their rules.
▶ Cancelling the Unconscious state automatically **cancels the Prone state.**

WEAPON CHART INFINITY CODEONE

NAME	RANGE					DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
CC WEAPON										
AP CC WEAPON						PH	1	AP	ARM	CC
CC WEAPON						PH	1	N	ARM	CC
DA CC WEAPON						PH	1	DA	ARM	CC
MONOFILAMENT CC WEAPON						12	1	N	ARM	ARM=0, CC, STATE: DEAD.
PARA CC WEAPON						--	1	PARA	PH-6	CC, NON-LETHAL, STATE: IMMOBILIZED-A.
FLAMETHROWER										
HEAVY FLAMETHROWER						14	1	N	ARM	CONTINOUS DAMAGE, DIRECT TEMPLATE (LARGE TEARDROP).
LIGHT FLAMETHROWER						13	1	N	ARM	CONTINOUS DAMAGE, DIRECT TEMPLATE (SMALL TEARDROP).
HEAVY MACHINE GUNS										
	8"	16"	32"	48"	96"					
AP HEAVY MACHINE GUN	-3	0	+3	-3		15	4	AP	ARM	
HEAVY MACHINE GUN	-3	0	+3	-3		15	4	N	ARM	
MULTI HEAVY MACHINE GUN (BURST MODE)	-3	0	+3	-3		15	4	AP	ARM	
MULTI HEAVY MACHINE GUN (ANTI-MATERIEL MODE)						15	1	EXP	ARM	
MARKSMAN RIFLES										
	8"	24"	40"	48"	96"					
AP MARKSMAN RIFLE	-3	+3	-3	-6		13	3	AP	ARM	
MARKSMAN RIFLE	-3	+3	-3	-6		13	3	N	ARM	
PISTOLS										
	8"	16"	24"	96"						
HEAVY PISTOL (BURST MODE)	+3	0	-6			14	2	N	ARM	[*]
HEAVY PISTOL (CC MODE)						14	1	N	ARM	CC, [*].
PISTOL (BURST MODE)	+3	0	-6			11	2	N	ARM	[*]
PISTOL (CC MODE)						11	1	N	ARM	CC, [*].

WEAPON CHART INFINITY CODEONE

NAME	RANGE					DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
RIFLES										
	8"	16"	32"	48"	96"					
AP RIFLE	0	+3	-3	-6		13	3	AP	ARM	
BREAKER COMBI RIFLE	+3		-3	-6		13	3	AP	BTS	
COMBI RIFLE	+3		-3	-6		13	3	N	ARM	
MULTI RIFLE (BURST MODE)	+3		-3	-6		13	3	AP	ARM	
MULTI RIFLE (ANTI-MATERIEL MODE)						13	1	DA	ARM	
RIFLE	0	+3	-3	-6		13	3	N	ARM	
RIOTSTOPPERS										
HEAVY RIOTSTOPPER						--	1	PARA	PH-6	DIRECT TEMPLATE (LARGE TEARDROP), NON-LETHAL, STATE: IMMOBILIZED-A.
LIGHT RIOTSTOPPER						--	1	PARA	PH-6	DIRECT TEMPLATE (SMALL TEARDROP), NON-LETHAL, STATE: IMMOBILIZED-A.
SHOTGUNS										
	8"	16"	24"	96"						
BOARDING SHOTGUN (HIT MODE)	+6	0	-3			14	2	AP	ARM	
BOARDING SHOTGUN (BLAST MODE)						14	2	N	ARM	DIRECT TEMPLATE (SMALL TEARDROP).
LIGHT SHOTGUN (HIT MODE)	+6	0	-3			13	2	N	ARM	
LIGHT SHOTGUN (BLAST MODE)						13	2	N	ARM	DIRECT TEMPLATE (SMALL TEARDROP).
SNIPER RIFLES										
	8"	16"	48"	96"						
AP SNIPER RIFLE	-3	0	+3	-3		15	2	AP	ARM	
MULTI SNIPER RIFLE (BURST MODE)	-3	0	+3	-3		15	2	AP	ARM	
MULTI SNIPER RIFLE (ANTI-MATERIEL MODE)						15	1	DA	ARM	
SNIPER RIFLE	-3	0	+3	-3		15	2	N	ARM	
SPITFIRES										
	8"	24"	32"	48"	96"					
AP SPITFIRE	0	+3	-3	-6		14	4	AP	ARM	
SPITFIRE	0	+3	-3	-6		14	4	N	ARM	

WEAPON CHART INFINITY CODEONE

UNCATEGORIZED

NAME	RANGE	DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
ANTI-PERSONNEL MINE		13	1	N	ARM	CONCEALED, DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), [*].
CHAIN COLT		13	1	N	ARM	DIRECT TEMPLATE (SMALL TEARDROP).
CHAIN RIFLE		13	1	N	ARM	DIRECT TEMPLATE (LARGE TEARDROP).
DISCOVER	8": +3 / 32": 0 / 48": -3 / 96": -6					[*]
FEUERBACH	8": -3 / 16": 0 / 32": +3 / 48": 0 / 96": —	14	2	AP+DA	ARM	
HYPER RAPID MAGNETIC CANNON	8": -3 / 16": 0 / 24": +3 / 96": 0	15	5	AP	ARM	
MEDIKIT	8": +3 / 24": 0 / 96": -6		1			NON-LETHAL, [*].
MISSILE LAUNCHER	8": -3 / 24": 0 / 32": +3 / 48": -3 / 96": —	14	1	AP+EXP	ARM	
MK12	8": 0 / 24": +3 / 32": -3 / 48": -6 / 96": —	15	3	N	ARM	
NANOPULSER		13	1	N	BTS	DIRECT TEMPLATE (SMALL TEARDROP).
RED FURY	8": 0 / 24": +3 / 40": -3 / 48": -6 / 96": —	13	4	N	ARM	
SUBMACHINE GUN	8": +3 / 16": 0 / 24": -3 / 32": -6 / 96": —	13	3	AP	ARM	

NOTE: [*] Additional explanation in the rulebook.

QUICK REFERENCE CHARTS
INFINITY CODEONE

GAME SEQUENCE

PLAYER 1 TURN | PLAYER 2 TURN

PLAYER TURN

- ▶ 1. Start of the Turn: Tactical Phase
  - ▶ 1.1 Order count
- ▶ 2. Orders Phase
- ▶ 3. States Phase
- ▶ 4. End of the Turn.

TYPES OF ORDERS

REGULAR ORDER

Regular Troopers add their Orders to the Order Pool, where they can be used by any Troopers in the same Army List to take actions.

SPECIAL LIEUTENANT ORDER

This Order is not included in the Order Pool, but is kept separate for the Lieutenant to use.

ORDER EXPENDITURE SEQUENCE

Each time the Active Player decides to use an Order (of whatever type) to activate a Trooper, follow these steps:

- ▶ **1. Activation:** The Active Player declares which Trooper will activate.
  - ▶ **1.1 Order expenditure:** The Active Player removes from the table, or otherwise marks as spent, the Order he uses to activate the Trooper.
  - ▶ **1.2 Declaration of the First Skill:** The Active Player declares the first Short Skill of the Order, or the Entire Order he wants to use. If movements are declared, the player measures where the Trooper can move, chooses the route, and places the Trooper at the final point of its movement.
- ▶ **2. Declaration of AROs:** The Reactive Player checks Lines of Fire to the Active Trooper, and declares AROs. Troopers are not forced to declare the AROs, but if a Trooper can declare an ARO and fails to do so, the chance to declare an ARO is lost.
- ▶ **3. Declaration of the Second Skill:** The Active Player declares the second Short Skill of the Order, if applicable. If movements are declared, the player measures where the Trooper can move, chooses the route, and places the Trooper at the final point of its movement.
- ▶ **4. Declaration of AROs:** The Reactive Player checks Lines of Fire to the Active Trooper from those Troopers who didn't declare ARO before, and can declare any new AROs that are available.
- ▶ **5. Resolution:** Check that the declared Skills, Special Skills, and pieces of Equipment meet their respective Requirements, measure all distances and Zones of Control, determine MODs, and make Rolls. If any Skill, Special Skill, or piece of Equipment does not meet its Requirements, the Trooper is considered to have declared an Idle.
  - ▶ **5.1 Effects:** Players apply all effects of successful Skills, Special Skills, and pieces of Equipment, and make Saving Rolls, any Dodge movement or Alert.
  - ▶ **5.2 Conclusion:** End of the Order.

STRUCTURE OF AN ORDER

| | ENTIRE ORDER SKILL | SHORT MOVEMENT SKILL + SHORT MOVEMENT SKILL | SHORT MOVEMENT SKILL + SHORT SKILL |

MARTIAL ARTS CHART

LEVEL	ATTACK MOD	OPPONENT MOD	DAMAGE MOD	BURST MOD
1	0	-3	+1	0
2	+3	-3	+1	0
3	+3	-3	+2	0
4	+3	-3	+3	0
5	+3	-3	+3	+1

AMMO QUICK REFERENCE CHART

AMMUNITION	SAVING ROLL	NUMBER OF ROLLS	CRITICAL NUMBER OF ROLLS	SPECIAL EFFECT
N	ARM / BTS *	1	2	
AP	ARM / BTS *	1	2	REDUCES THE ARM OR BTS VALUE OF ITS TARGET TO HALF OF ITS ORIGINAL VALUE
DA	ARM / BTS *	2	3	
EXP	ARM / BTS *	3	4	
PARA	PH-6	1	2	IMM-A

[*] Stated on the weapon.

Remember Critical and weapon Traits:
The additional roll gained by scoring a Critical Hit will retain both the attribute used to make a saving throw and the traits of the weapon used in the attack, unless otherwise stated.

HACKING PROGRAMS CHART

NAME	ATTACK MOD	OPPONENT'S MOD	DAMAGE	B	TARGET	SKILL TYPE	SPECIAL
CARBONITE	0	0	13	2	TAG, HI, REM, HACKER	SHORT SKILL/ ARO	DA AMMO, NON-LETHAL, STATE: IMMOBILIZED-B.
SPOTLIGHT	0	0	--	1	--	SHORT SKILL/ ARO	NON-LETHAL, STATE: TARGETED.

RESTRICTIONS CHART
TAGS CANNOT GO PRONE.

ORDERS AND AROS REFERENCE CHART

AROS

NAME	TYPE	PAGE
BS ATTACK	COMMON S.	43
CARBONITE	HACKER	54
CC ATTACK	COMMON S.	48
DISCOVER	COMMON S.	61
DODGE	COMMON S.	64
PLACE DEPLOYABLE	COMMON S.	66
RESET	COMMON S.	66
SPOTLIGHT	HACKER	54

SHORT MOVEMENT SKILLS

NAME	TYPE	PAGE
DISCOVER	COMMON S.	61
IDLE	COMMON S.	65
MOVE	COMMON S.	34

ENTIRE ORDER

NAME	TYPE	PAGE
PARACHUTIST	SPECIAL S.	74
JUMP	COMMON S.	37
COMBAT JUMP	SPECIAL S.	70
CLIMB	COMMON S.	39

SHORT SKILLS

NAME	TYPE	PAGE
BS ATTACK	COMMON S.	43
CARBONITE	HACKER	54
CC ATTACK	COMMON S.	48
DOCTOR	SPECIAL S.	70
DODGE	COMMON S.	64
ENGINEER	SPECIAL S.	70
MEDIKIT	EQUIPMENT	78
PLACE DEPLOYABLE	COMMON S.	66
RESET	COMMON S.	66
SPOTLIGHT	HACKER	54

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TAG PACK	TAG PACK	TAG PACK	TAG PACK
BOOSTER PACK ALPHA	BOOSTER PACK ALPHA	BOOSTER PACK ALPHA	BOOSTER PACK ALPHA
BOOSTER PACK BETA	BOOSTER PACK BETA	BOOSTER PACK BETA	BOOSTER PACK BETA
HERO	HERO	HERO	HERO

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INFINITY ARMY

SWC: 1.5/3 Points: 15/15

Name	SWC	Points
Group 1		
ORC	0	3
MULTI Rifle, Pistol, CC Weapon		
Skills: Lieutenant		
INFIRMARER	0	2
Combi Rifle, Pistol, Monofilament CC Weapon		
NGKK	0	2
Boarding Shotgun, Pistol, CC Weapon		
Equipment: Multispectral Visor L1		
FUSILIER	0	1
Combi Rifle, Pistol, CC Weapon		
GUNNAR	0	2
MULTI Rifle, Chain-Colt, Pistol, DA CC Weapon		
KNIGHT O...	1.5	5
Spitfi...		

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