



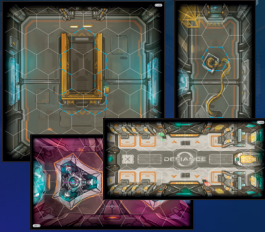
# **DEFIANCE**

**FAQ V1.6**

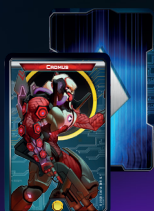


## CORE CONTENTS

TILES (16)



CONNECTORS (10)

DEFIANCE  
PANEL (1)CONTROL  
PANEL (1)CHARACTER  
CARDS (6)ALLY  
CARDS (15)INSTALLATION  
CARDS (12)EQUIPMENT  
CARDS (79)SOFTWARE  
CARDS (15)STATE  
CARDS (8)LOOT  
CARDS (16)SPECIALTY  
CARDS (78)UPGRADE  
CARDS (13)CONSEQUENCE  
CARDS (28)UNIT  
CARDS (45)STRUCTURE  
CARDS (4)INITIATIVE  
CARDS (47)A.I.  
CARDS (16)CONSOLE  
CARDS (4)

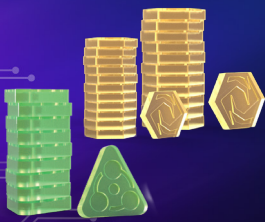
DICE (28)



## CORE CONTENTS

ALERT LEVEL  
INDICATOR (1)ROUND  
INDICATOR (1)

MINIATURES (14)

STATE  
TOKENS (44)AGGRO /  
REINFORCEMENT  
TOKENS (34)SYMBOL  
TOKENS (18)CREWMEMBER  
TOKENS (6)MINOTAUR  
ENGINE TOKENS (5)DAMAGE  
TOKENS (36)CONSOLE  
TOKENS (4)STRUCTURE  
TOKENS (5)CORPSE  
TOKENS (2)GENERAL  
MARKERS (23)ALLY  
TOKENS (7)ENEMY  
TOKENS (44)ACTIVATED  
CHARACTER  
TOKENS (4)COLOR  
RINGS (25)SPECIAL  
BASES (3)BASES  
25 MM (14)

STANDUP (10)





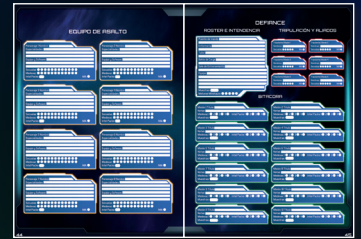
## CORE CONTENTS

CAMPAIGN  
BOOK (1)

RULEBOOK (1)



DOORS (10)

CAMPAIGN  
REGISTRY SHEET

## SPECIALTY GROUPS CHART

LMA SØRENSEN

SPECIALTY GROUP	LEVEL	SPECIALTY NAME
Light Weapons	I	Response
	II	Quick Draw
	III	Accurate
	IV	Burst
Dual Weapons	I	Precision
	II	Ambidextrous
	III	Anticipation
	IV	Double Attack
Camouflage and Infiltration	I	Mimetic
	II	Hidden in the Shadows
	III	Combat Camouflage
	IV	Surprise Attack
Versatile		Adaptative

QIANG GǎO

SPECIALTY GROUP	LEVEL	SPECIALTY NAME
Heavy Weapons	I	Heavy Fire
	II	Assisted Shot
	III	High-calibre Ammunition
	IV	Suppressing Fire
HI Combat	I	Reinforced Armor
	II	"Behind Me!"
	III	Reset
	IV	Cover
Leadership	I	Target Acquired
	II	Attack Order
	III	Lieutenant Order
	IV	Coordinated Order
Versatile		Shàngxiào

CADIN "FIRSTSTRIKE" DONN

SPECIALTY GROUP	LEVEL	SPECIALTY NAME
CC Weapons	I	Parry Response
	II	Open Defense
	III	Death Blow
	IV	Death Whirlwind
Mobility	I	Multiterrain
	II	Impetuous Charge
	III	Feint
	IV	Superhuman Reflexes
Berserk	I	Close Combat Specialist
	II	Fury
	III	Born Warrior
	IV	Intrepid
Versatile		Feral Spirit

JAZMÍN "JAZZ"  
CATICOVAS

SPECIALTY GROUP	LEVEL	SPECIALTY NAME
Basic Combat	I	Aim
	I	Second in Line
	I	Potent Leap
	I	Covering Fire
Hacker	I	Refactoring
	II	Master System Operator
	III	Lightning Storm
	IV	Wallbreaker
Controller	I	Ghost Server
	II	New Hardware
	II	New Hardware
	II	New Hardware
Versatile		Voodootech Programmer

RAHMAN ROUHANI

SPECIALTY GROUP	LEVEL	SPECIALTY NAME
Basic Combat	I	Aim
	I	Second in Line
	I	Potent Leap
	I	Covering Fire
Medicine	I	First Aid
	II	Palbot
	III	Super Soldier Drugs
	IV	Nootropics
BioTec Combat	I	Stun Darts
	II	Tranquilizing Darts
	III	Viral Rifle
	IV	Integrated Nanopulser
Versatile		Akbar Doctor

TRISHALA "TRISHA" N33

SPECIALTY GROUP	LEVEL	SPECIALTY NAME
ALEPH	I	Superior Lhost Body I
	II	Superior Lhost Body II
	III	Superior Lhost Body III
	IV	Superior Lhost Body IV
Engineer	I	Palbot
	II	Demolition Technician
	III	System Breaker
	IV	Explosives Expert
Loot	I	Salvager
	II	Recycler
	III	"Easy money!"
	IV	Energy Capacitor
Versatile		Efficient



# INFINITY DEFIANCE - FAQ

## CHARACTER CARDS, SPECIALTY CARDS, INTEL PACKS, AND EQUIPMENT CARDS

### ERRATUM

The following mistakes have been found in the Specialty cards:

- Specialty: Loot - Energy Capacitor. Its requirements should be: "Easy money!"
- Specialty: Versatile - Adaptative. Its requirements should be: "Response, Mimetic, and Precision".

### What cards do each character start with?

**Hint: Jazz has 3 programs with her face, but they are double sided. But can help also for the other characters.**

All the Equipment Cards corresponding to each Character's Initial Equipment have the Character's image in their upper-right-hand corner.

In the case of "Jazz", she begins the campaign with the Picklock, Geist-Aid, and the Skullbuster Software Cards (note that it says "Evolves to" at the bottom).

"Jazz" has to pick the Ally card corresponding to "Billie" as part of her Initial Equipment.

You may check the full list (it will be expanded later to include the Characters from the Expansions) here:

- UMA SØRENSEN: AutoMediKit, 2 Pistols, Tactical Armor, and a Precision Helmet.
- QUIANG GÃO: AutoMediKit, Heavy Shotgun, and Heavy Armor.
- CADIN "Firststrike": AutoMediKit, Rippers, and Tactical Armor.
- JAZMÍN "Jazz": AutoMediKit, Stun Pistol, "Billie", Hacking Device, Picklock, Geist-Aid, and Skullbuster.
- RAHMAN ROUHANI: AutoMediKit, 2 MediKits, and a Pistol.
- TRISHALA "TRISHA" N33: AutoMediKit, Repair Kit, D-Charge, Pistol, and Work Overalls.

### Characters that finish a mission unconscious receive Intel packs, specialties, and have access to medical rolls before the Medevac step?

Characters gain their Specialties after they have finished each mission, even if they end up being Unconscious and requiring a Medevac.

Characters gain Intel Packs depending on the conditions indicated in the Mission. Therefore, the Mission itself should be the one to indicate if being Unconscious prevents Characters from receiving Intel Packs.

Unconscious Characters have access to Medicine Rolls, but the roll's result has no bearing on the fact that the Medevac space must be checked in the Campaign's Control Sheet if a Character had required one.

**End of mission 3, do the 2 allies that become crew members receive new specialties as they participated and completed the last mission? As read, they do not receive intel packs but receive their first specialty.**

In a standard Campaign Game, Allies are obtained during the game and become enrolled in the Defiance. They do not receive Specialties or Intel Packs.

**After Mission 3, when new characters join the ship (Rahman and Trisha), are they purely as allies, or are they technically bringing their characters starting equipment with them as well? For example are 2 additional pistols, 2 MediKits and Trisha's work overalls in the Defiance inventory to select from when equipping characters? Is the answer the same if you're playing in Assault Team mode?**

In a standard Campaign Game, Rahman and Trisha are just Allies, so you must check their Attributes and Equipment in their Ally card.

Rahman and Trisha are only available as starting Characters in the Assault Team Mode.

If you are playing the Assault Team Mode, you may select Rahman and Trisha to play a mission as starting Characters (with all their Initial Equipment) after they have become part of the crew.

**Does the Skill Berserk 1 (Close Combat Specialist), allow you to gain 1 aggro each time that you use it, or do you gain 1 maximum aggro towards your characters cap, or do you start with 1 aggro every mission?**

The Character gains 1 each time they use the Specialty.

**Is the limitation of one purchasable weapon available for each type (e.g. singular SMG in the purchasable equipment deck) by design, or can we have multiples of the same weapon?**

You may acquire extra copies of a Weapon only when the game itself provides more than one copy of the same card. For example: the Pistol. However, the Basic Box only comes with one Submachine Gun, so you may only have one.



**Does Rahman start every single mission with his 2 starting equipment MediKits, or are they discarded forever once used? Is this answer the same for Trisha's D-Charges that are part of her starting equipment?**

Rahman begins each mission with 2 MediKits, as does Trisha and her D-Charges.

**Can Palbots such as Gaspar or Billie be equipped with items during the Check Equipment phase Between Missions? (e.g. given a grenade that you held from the previous mission) In Gaspar's specific case, can the palbot be given one of Rahman's MediKits?**

Palbots may equip both Loot and Equipment Cards.

However, as stated in Phase 7, Check Equipment, Equipment Cards with a Character's image, or with their name as a requirement CANNOT be equipped by any other Character during this phase. Therefore, Gaspar CANNOT carry Rahman's MediKits.

Loot Cards must return to the Loot Deck unless Characters have equipped them or they are stored.

**End of mission two: Is the Sygma (Vaarah Zaandar) still part of the Defiance crew? Fluff text says no ("we'll take care of her from here"...), so I assume no? Clarification would be great.**

Indeed, Vaarah Zaandar is no longer part of the Defiance's crew.

**Do allies that become crew members and remotes receive intel packs?**

Page 35 of the English Manual has an erratum. It should say: "Depending on how successful a mission was, Characters (except Allies) will earn a variable amount of Intel Packs [...]"

**Do Characters begin with Specialty cards?**

They begin without Specialty cards. The First Specialty is obtained when the first mission has been completed.

**If I equip Cadin with a Repeater-which is a hackable piece of equipment-does "Atek" (cannot become the target of Hacking) still apply?**

Yes, it does.

**Does Uma's "Adaptive" Speciality allow you to use Switches from both weapons?**

Yes.

**Can you take another Character's equipment by performing the "Equip" action?**

You may trade equipment with any number of adjacent Characters.

**Can Remotes use the "Equip" action?**

Yes.

**Can you redeploy a Remote after it was removed from table due to the Controller having fallen Unconscious?**

If the Controller is no longer unconscious, then yes.

**Is Hacking considered as a Combat Roll?**

No.

**Are there any other type of cards, aside from D-Charges, that can be used with Trisha's "Explosives Expert" Specialty?**

At one point we had equipment that worked with the Explosive characteristic but it was not published, so that particular Specialty of Trisha is limited only to D-Charges.

**I'm confused about how a Character can hold inventory during a mission - e.g. Qiang Gao is wearing full armor and using a weapon in each hand. If he opens a loot box with three loot cards, can he only put two in his empty backpack slots and give the third to his teammate or does he throw it away?**

By interacting with a container, the Character draws as many Loot cards as indicated in the Container and performs the Equip Action - therefore they can trade equipment with any adjacent Ally.

**I've noticed that AutoMediKits with Character portraits don't take up backpack space. Are there any other pieces of equipment that don't use up backpack space?**

Equipment cards indicate where they are supposed to be equipped. If they do not, then it is considered as if they do not take up space.

**How are excess Loot cards handled? If a Character obtains more Equipment than they are able to carry (e.g. 2 MediKits and a Grenade), how is the excess equipment handled? Is it left in the container? Is it lost? Is it left on the ground? I can't find anything about it in the book.**

Rules state that "Equipment cards that cannot be assigned to any location on the Character card, or that for some reason cannot be added to the Character's inventory, must be removed from the game".



**What happens with the Loot of dead Remotes? Remotes have to be removed from the board, so does their Equipment teleport to the Defiance or does it go straight to Loot step?**

The Equipment is lost.

**Some starting Equipment has requirements such as "HI Combat". Does that mean that the Characters must have acquired a Specialty? How do they work exactly?**

It means that the Character must have access to that Specialty group, even if they have not acquired any Specialties yet.

**Can you use a Raider program on a Character that is not Hackable? What about against an Enemy that does not have the "Hackable" trait?**

The target must be Hackable. As stated in the rules: "The Hacking Action allows you to affect and damage an Enemy with the Hackable Characteristic using your Hacking Device."

**Can Jazz equip one Hacking Device in her head slot and another hacking device in her hand slot? If so, does a player choose which Hacking Device they are gonna use when performing Hacking or BTS Rolls? Do all Daemon programs become active when installed across both Hacking Devices?**

They may equip more than one and choose which one to use for each Hacking Action. Daemon programs will remain active regardless of the Device.

**Let's say I have Carbonite installed in a Hacking Device Plus (Range 0-10) equipped in the Head and I want to use the Switch from a Daemon program installed in another Hacking Device equipped in a Hand (Range 0-6). Does that Hacking Device affect the Range of the Daemon program?**

The Range of Daemon programs are equivalent to the Range of the Device in which they are installed. In the given example, everything that happens in Range 0-6 is compatible, however, in Range 7-10 you may only apply the effects of programs from the first Device.

**D-charges have the 'expendable' keyword, but also state to 'discard this card' after use. That means they're really a one-time use and cannot be used again next mission?**

That's correct.

**If D-charges are discarded upon use, can they be bought again for 2 intel packs? Or do they disappear from the game?**

You can buy them again.

**Can I stick the defensive hacking device on Cadin and if so, does it provide him with BTS?**

Yes.

**For the BioTec specialization III 'Viral Rifle', is the usage of this specialization optional? Can Rahman still target regular defense if he wants to? If he now targets BTS exclusively, this specialization seems like a downgrade if we consider how many enemies have similar or even better BTS than normal defense.**

The effects of the Specialty cards are not mandatory. You choose whether to apply them or not.

**DA Ammunition from Outcast Expansion does not contain the requirement: Rifles clause at the bottom of the card. DA ammunition from Revenant Expansion does. The latter is the correct one?**

The same issue is replicated with Fire Ammunition.

Yes, the DA Ammo and Fire Ammo cards in Revenant are required to have a Rifle or Shotgun Specialty in order to use them.

**Can you clarify a list of actions available to palbots? Can they interact without remote presence?**

As the rulebook (p. 19) states:

"For all intents and purposes, an Ally is a Character. In each Round it has its own Activation, being able to execute two of the Actions available to Characters."

Then the list is:

- ▶ Move.
- ▶ Attack.
- ▶ Hack.
- ▶ Equip.
- ▶ Interact.
- ▶ Special Actions.

Another thing is that you may not be able to perform the actions because you do not have the necessary equipment.

Remotes can Interact by themselves (but they will not have the equipment and software of their controller available).



**What happens to dead Escorts? Do they die for good? Recieve consequences? Do they need to heal on Defiance?**

As indicated in the expansion rules, Outcast: Escorts are Synchronized Allies and apply the rules described in the Defiance rulebook ("Allies", p. 19), then receive consequences like any Ally that can be healed in the Defiance.

**How does ONIMARU (When this weapon is used in two hands, flip this card / This weapon can be wielded with one hand, flip this card) works? Do you have to constantly flip it between attacks?**

No, it is optional. You can change it whenever you want by flipping the card.

**ONIMARU is both One-handed and Two-handed weapon card. How many spaces does it take in the bags (since One Hand=One bag)? Does it change when flipped?**

It takes up 2 spaces.

**How discard actually works? Is the card removed from play? Goes back to equipment deck? Respawns in a container on Defiance?**

They are discarded from the game until the next mission.

## HACKING AND CONSOLES

**Can you execute switches when interacting with a console using a hacking device?**

**For example - activating Geist Aid and potentially switching out results you don't want to assign.**

Indeed, Hackers have a higher degree of control over Consoles.

**Mission 7: what does Double \*\* mean for consoles 1 and 2?**

The Inputs from Consoles 1 and 2 have the "Double Check" tag. Page 33 of the Rule Book: "Consoles. Double Check Inputs".

**Can I use a Raider Program or Daemon Switch on a non-hackable character? For example Geist aid.**

Yes. Every Character can be the Target of the Effect of a Switch (unless some Specialty Card, Equipment Card, or Special Skill—such as "Atek"—states otherwise).

**Can a hacker interact with a console within range of their hacking device?**

No

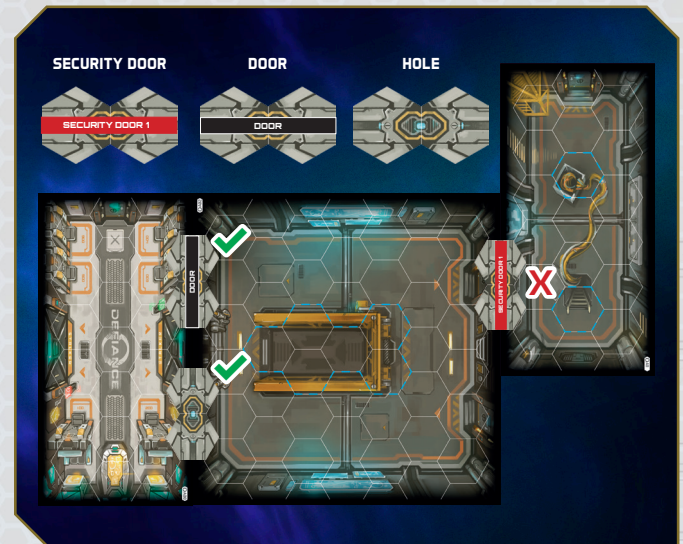
## CONNECTORS, TILES, MARKERS, AND DOORS

Rule book says that connectors have doors but some missions have some connectors with marked doors on them and some without.

**Should all connectors have doors on them?**

Not all Connectors have a Door assigned to them. Some are simply gaping holes in the wall.

The graphic that explains Doors and Security Doors has an errata. The information should be presented like this:



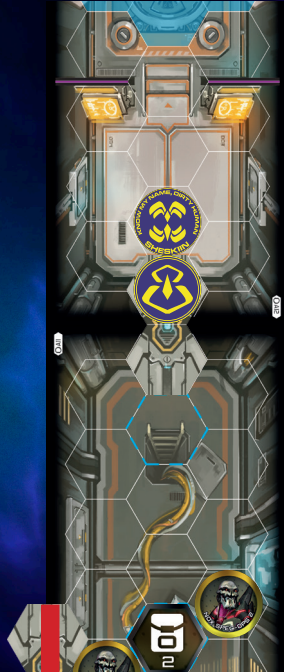
**Enemies can use the passageways in the sacking of CA-3 mission? If yes, is that their second action even if they don't have it on their AI card?**

Only Characters may use Passageways during this mission.

Enemies can make use of Passageways in later missions (for example, Mission 10). The mission text features the rules that they must follow.

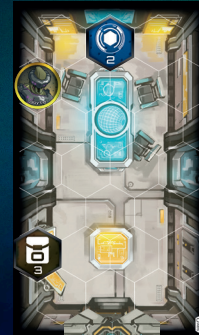


## MISSION 1



A12

## MISSION 5



A06



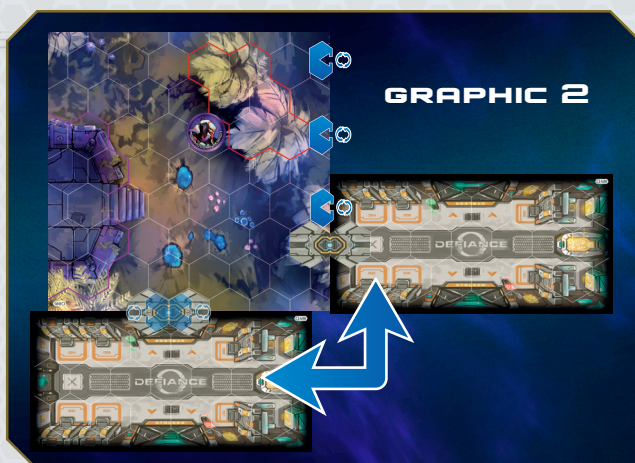
B05

**Question: How do we play missions in which two tiles are laid next to one another but there is no connector? (Like A12 and A11 in Mission 1, or A06 and B05 in Mission 5)**

There is an errata in the graphic of those missions. It should be:

**When you land the stalker tile, where exactly do the connecting deployment spaces on the game board align with? This is especially confusing when there is only one deployment space indicated on the board.**

The Graphic 2 demonstrates how to place the Stalker tile and its connectors.




GRAPHIC 2

Place the two-space connector on top of one of those graphical elements. This will allow for a hole in the wall to be made.

When the connector is placed on one of the wide doors, you must overlap it with the blue Landing Zone markers.

When the connector is placed on the narrow door, it must be placed adjacent to one of the blue Landing Zone markers.

**What are the tokens with the  Software Sample symbol for?**

Use these tokens as counters for the Software Samples obtained during the mission.

## MISSIONS, ENEMIES, AI, DEPLOYMENT, AND PROFILES


**In mission 2, do you deploy the Taigha on pit spaces? If so, do we have pits on the cards, or do we use them without pits?**



Pits are not used during this Mission, so you must only use the Enemy Cards and the tokens (or miniatures) for the Taigha. You do not need to add either the Structure Cards nor the Pit tokens. The Mission Instructions will indicate if these are required.





Place the Stalker tile in contact with the tile it landed next to - both of the tiles' hexagonal grids must be aligned (ie. The shared spaces have no breaks within the grid).

The illustration of the Stalker has two wide side doors and a narrow door in the rear.



With respect to an enemy rolling a  on the green dice - what exactly does this cancel out?

- a) All rolled ★'s on the attackers dice at that point, preventing rolled ★'s being spent for switches as well (e.g. impossible to activate 2 Missile Launchers switch)
- b) All rolled ★'s on the attackers dice at that point, but still allowing them to be spent for switches (e.g. 2 Missile Launchers can still activate its ★ ! ! switch if a  is rolled by the defender)
- c) Prevents all ★'s including those generated from switches (e.g. a Pistol activating its ! ! switch to add another ★ to the roll will still be cancelled despite being added after the  has theoretically been spent)

Page 15 of the manual explains the order in which the different symbols are used. In the case of :  
During an Enemy Roll, the  cancels all the ★ and  obtained at that point by that Character's Roll, so these cancelled ★ cannot be used to deal Damage or to execute a Switch. The ★ that add the Effects of a Switch cannot be cancelled by a .

**With respect to the placement of seed embryos:**

**A) What does a seed embryo do if it activates from the initiative deck? It seems to have no attacks. Does it flip and shoot? Surprise Attack is confusing on this enemy due to a lack of an 'Attack' action.**


The "Surprise Attack" Skill explains how and when to place the Enemies on the table and what to do with them. This Characteristic does not only affect the Seed Embryo. The Seed Embryo may lead to confusion because their profile lacks any Attacks. Therefore, they perform no Attack and they just wait for a Character to activate their Special Skills: Chest Mine, Explosion, and Hatch.

**b) In Mission 3, the Charontid can accrue 15 damage in the middle of a players activation. Where are the seed embryos placed in this case? Do they immediately detonate as it's a characters activation?**

If possible, the Seed Embryo must be deployed adjacent to the last Character activated (which will be the one previous to the Character that is currently being activated).

If the active Character is in Range ● 1-2 when a Seed Embryo is deployed, the "Chest Mine" Skill is activated.

**"The Pit" declares that you need to deploy 'Available Units', however in Mission 3 for example, there are no units with the "Pit" keyword in the available units deck to deploy from "The Pit". Is this meant to instead say "Aligned Units Deck". If a unit deployed by "The Pit" dies, does it go into the Available Units Deck or does it return to the Aligned Units Deck to be spawned again by The Pit?**

Indeed, this is an errata. There must be 1  Taigha in the Available Units Deck.

**When does the Cadmus' Morphoscan activate? On the Cadmus' Activation or on a Character Activation?**

During the Cadmus' own activation.


**Blinded plus AI card to acquire target, shoot and withdraw: If a blinded enemy with at least one reach 1-x attack moves and cannot go adjacent to a hero, hence cannot attack - will this enemy then withdraw as next action and move away?**

If an Enemy cannot perform a complete Instruction, they must skip to the next.




Performing the first Instruction is not a prerequisite to perform the second Instruction in the case of a grouped Instruction (in the example, the enemy will not perform Acquire Target + Attack, but they will perform Withdraw).

**Mission 1 in campaign:**

**Available units deck are supposed to be built with a black Nox hacker card. I don't have one, so we took the blue one. Am I missing this card, or is this a misprint?**

Indeed, this is an errata. It should be  Nox "Hacker".

**Mission 7 is almost incomprehensible.**

- ▶ Here are some notes that should make Mission 7 easier to understand:
- ▶ The goal of the Mission is to kidnap the Charontid Lieutenant. To do so, you need to gain access into a facility (○A06 and ○A01).
- ▶ First, we need to capture her by dealing at least 15  to him. At that point, Characters may perform the Interact Action with the Charontid Lieutenant to become his Captor, turning the Charontid Lieutenant into a Hostage.
- ▶ The Captor receives 1  for each turn that they are holding the Hostage.
- ▶ When the Captor Moves, they must always place a Hostage in a free space adjacent to them.
- ▶ The Captor may only Move once per turn unless they have 5 .
- ▶ In this fashion, we must get the Hostage into the Stalker to complete the mission.
- ▶ However, the Charontid Lieutenant has Mnemonica, which allows his consciousness to jump to another member of her army. So if he is in Range ● 1-4 from an Enemy, his consciousness jumps into that miniature and he will try to escape during his Activations by Moving two times towards the escape point. Characters may recapture this miniature and take him as a Hostage by killing the miniature and Interacting with it.



### Mission 7 - What does the third bullet point under "Captor" mean?

It is an errata. It should be: "The Captor **cannot** perform Move more than once if they have 4 Aggro tokens or less".

### Mission 6 - it says that the Cadmus Koshtar and Serasht are dealt AI cards when they are attacked, but nothing says that you don't do so to begin with. Can they attack twice in a round? Actually this whole situation needs more explanation.

Cadmus Serasht and Cadmus Koshtar do not receive an AI Card, nor is their Initiative Card added to the Initiative Deck until a Character performs an Action against them.

At the beginning of the Round, the Survivors and the Cadmus will move to the nearest Extraction Point. This, however, does not prevent the Cadmus from following the Instructions in their AI Card once they are activated (when their Initiative Card is drawn from the Initiative Deck).


There is no adjacency condition for the Survivors to continue being under the Cadmus' control.

**If you have a unit with 3 models and the first one has to ignore first acquire target or assault instruction and you have a blue AI with only 3 instructions, that means only 1 enemy model can actually do something?**


**Or does each model try to do something from the first instruction on the card?**

Each Enemy will attempt to perform the Instructions, starting with the first.

**Mission 5 - Shouldn't the Taighas go into the available unit pile? Otherwise, I do not see how they will ever enter the board, since the Pit refers to the available unit pile.**

Indeed, there must be 1  Taigha in the Available Units Deck.

**Does the blue side of the Jayth Pit Patrol summon the "Doberman" or "Pit Bull" Taigha?**

It is an errata. It should say: 'Pit Patrol. Once per mission, during his Activation, when the Jayth Pit Patrol is in Range  1-5 from a Character, immediately deploy one Taigha Pit Patrol "Pitbull" adjacent to the closest Character'.

**Are players allowed to make medicine and engineering rolls, and buy more equipment in between missions 10-13?**

They are not allowed to under any circumstances to do this. Missions 10 to 13 can be considered as "episodes" of a single mission. At no point will the Characters have the opportunity to return to the Defiance in order to perform those Rolls, and thus acquiring new Equipment. It is the moment of truth - there is no safety net.

**Are Neutral Characters valid targets for the AI? Instructions specify "Characters", does that include Neutrals Characters as well (before they become Allies)?**

They must be Allies.

**If a Nox Spec-Ops performs Retreat! during his Activation, do I need to add 2 Reinforcement tokens to the reserve? One for Retreat! and one for all of the miniatures being removed from the board.**

That is correct.

**I am a little bit confused by the wording of the Jayth Pit Patrol's Pit Patrol skill. Does "once per mission" mean that it is only activated once per Jayth deployment? If a Jayth dies and respawns, is it considered an entirely new unit with another use for that "once per mission" skill?**

Indeed, it is considered as a new unit that is being deployed for the first time, then 'Pit Patrol' is activated.


**Is the Jayth Pit Patrol's 'Once per mission' Skill applied again when you flip the Enemy card from blue to red? Since the wording is slightly different, it might be considered a separate Skill.**

Even if the Jayth's level increases, it is still the same Unit and the Skill has the same name, so you may not apply "Pit Patrol" again.


**Similar to the way that Seed-Embryos deploy after the Charontid is killed during Character activation, does it work the same way when you get 2 energy cells on the shuttle during Mission 5?**

Yes.

**Where it says "If at least one Character in Range and LOF/adjacent to the enemy - skip instruction", does it refer to any Character or the one that fits Instruction's target description?**

It means any  Character.

**Can Enemy units open doors?**

No, Enemies cannot  open doors unless the Mission states otherwise.

**Mission 1 indicates that the Nox "Hacker" must go to the Aligned Units deck and in the Available Units deck there is only one Nox "Hacker". Where does it go?**

Initially, the Nox Hacker appears in the Aligned Units, since it can appear during the mission. The Available Units deck is made from the Aligned Units deck. That is where the Nox Hacker ends up, since it can be deployed following the Reinforcements rule.



### **I've got a question about Trisha/Rahman in Assault Mode:**

"If you are playing the Assault Team Mode, you may select Rahman and Trisha to play a mission as starting Characters (with all their Initial Equipment) after they have become part of the crew."

They become part of the crew AFTER mission 3, get no reward for mission 3 and start from scratch from there onward. This means that they can only achieve 6 levels in a Speciality, since missions 10 to 13 can be considered as "episodes" of a single mission (FAQ, page 9) with no repairs/heals or equipment acquisition.

That's a pretty gruesome limitation for anyone who wants to try them in addition to the crew management limitations of Assault Mode.

Indeed. You can always play them from Mission 1 and replace them with a Civilian during Mission 3.

### **If Trisha or Rahman are unconscious during Mission 3, can they join the crew?**

No. The condition is that they must be conscious on the same tile as a non-Ally Character.

### **During Mission 4, can Jazz Hack Console 2 using Billie while adjacent to Console 3 to extract the Navigational Records?**

Yes.

### **How many adjacent energy cells can you pick up per one Equip Action during Mission 5? If you pick up a cell, is it possible to pass it to an adjacent Character right away during the same Equip Action?**

You can only equip 1 per Action and you can exchange it with another Character (Campaign Book, page 28).

### **If during Mission 5, a Remote servant is carrying Energy Cells and its controller falls unconscious, causing the Remote to be removed from the table - is that Cell automatically teleported to the Defiance? Does it drop the Energy Cell on the tile it fell? What if it was Dutchess with 2 Energy Cells?**

A: The Energy Cell is dropped in the same space the Remote was located. If the Remote had 2, then one is dropped in its space and the other in an adjacent space.

### **During Mission 6, where do you deploy the Cadmus Leshan Morphoscan? On the respawn point?**

Yes.

### **What happens if you Interact with the Charontid using a Remote with Remote Presence during Mission 7? Does the Charontid teleport to its Controller's (captor) location?**

When a Controller Interacts through their Remote, it is considered as if they were occupying the Remote's space. In this case, by Interacting with the Charontid, the Remote becomes the "Captor".

### **During Mission 8, do you need to put lift markers on the board to represent the Lift? I ask because there's none left.**

Placing the markers for the Lift on the board is not necessary. The diagram indicates the spaces it occupies.

### **How does Mission 9 work in Assault Mode? Do you simply replace Trisha/Rahman with unused Characters, or do they start on shown spaces? Do they start as "Characters" with equipment and specialities too, or simply as Allies?**

They are Allies.

### **Mission 11 tells us to deploy Speculo Killers during certain rounds. Does this mean that we shuffle the Initiative card into the deck? Or do they immediately spawn right next to the last activated Character with their Mission-specific "Surprise Attack" Skill and Attack once?**

They use "Surprise Attack".

### **How do you place Minotaur Engine parts? The book says "place a Minotaur Engine token on the first free position of the track, in numerical order", yet there's no numerical order on these positions, just symbols.**

The Minotaur components must be placed starting by the upper leftmost space and then in order from left to right. They are not placed in the lower line until the line above it has been completed.



### **Characters that accumulate many Consequences may not be able to go on a mission. What happens then? Do you take 3 Characters instead of 4 or can you take Trisha/Rahman as a replacement? (In Normal mode, not in Assault mode).**

You take 3 Characters.



**In Sforza's mission, he is listed on deployment twice, and Saito Togan isn't listed at all. What is the correct deployments for them?**

The avatar of Sforza with his face represents his initial deployment. The logo corresponds to his deployment in a later phase.

Saito Togan has no deployment box as he uses Surprise Attack (page 33 of the rules).

**Can remotes be in a different place on the Defiance than their controllers? Example: can Rahman be in medbay but still try to fix Gaspar (which would have to be in the cabins)? If not, this would make repairing Trisha's remote weirdly difficult.**

Remotes do not have a crewmember profile, so they are not assigned to any Defiance location. They are not required to be in the Cabins in order to remove sequels.

**When an attack (not hacking) targets BTS instead of regular defense, does the BTS roll count as a combat roll? Can it be modified by specializations or items that modify combat rolls?**

- ▶ Yes, it is a Combat roll that can be modified.
- ▶ As long as all the requirements to apply them are met.

**The Enemy Unit Card Xeodron Batroid contains the characteristic TAG. The Tikbalang in Outcast does not. Should the Tikbalang have this characteristic and what does the characteristic mean?**

It is only a label that in the end has not been used. The Tikbalang should have it too, right.

**Where do the "extra" missions fit in in the campaign in the expansions?**

"Extra" missions can be played at any time during the campaign to which they belong. Players decide when to play them.

**In Mission 4 there's an input that says "If there's a Character adjacent to console 3 you extract the Navigation records". How does it work if there's no one adjacent?**

You do not extract the navigation records.

You can leave the symbols in Console 2, perform a subsequent interaction with Console 2 and, if there is a Character adjacent to Console 3, extract the logs.

**In Mission 6 of Outcast, it says to put Saladin in the Available Units deck if you're playing solo. However, he has no reinforcement value, and I don't see anything which states when to deploy him. Can anyone clarify?**

Saladin's Reinforcements value is 0. He must be deployed in any of his team's deployment spaces (Human or

impersonated). Use the "Evil AI" rule to decide in which space to place it.

**It's a bit odd that his team gets an extra character anyway, since otherwise it seems intended to be a balanced set of teams, but maybe it's because using the AI cards is a disadvantage?**

When playing solo we have added Saladin to increase the difficulty level.

## STRUCTURES

**How does attacking structures work for both Aggro Generation and Stealth? If I only damage 'The Pit' on my activation, do I gain an Aggro Token? If I damage an HMG turret with a CCW on my activation while Alert level is 0 and it survives until the end of the turn, does the Alert Level increase?**

Structures DO NOT generate ☹️ Aggro or Reinforcements under any circumstance.

Structures DO NOT prevent the use of Skills or Specialties.

Structures DO NOT increase the Alert Level.

**What if I run out of Taigha Pit cards?**

They cannot be deployed.

**ECM Turrets have the following effect in their attack profile: [Flecha] - Impose the Immobilized State. How does it work?**

The effect is applied only if they obtain at least 1★ in the Attack Roll.

## AGGRO

**Does the page 18 free action Interact generate Aggro and Reinforcement Tokens, or just Reinforcement tokens?**







The Character has to add 2☹️ to the Reinforcements Reserve once per Activation to perform Interact with Console again as a Free Action. Even as a Free Action, the Character gains 1☹️ due to Interacting with the Console.

**If a character performs multiple Interact Actions with consoles (not the free actions), do each of those Interact Actions generate Aggro?**

Yest, all Interact with Console Actions generate 1☹️.

**Does the text "If during their Activation they inflict at least 1♦ to an Enemy" is supposed to mean:**



- ▶ Each time a character inflicts one or more  during its activation, it gains one Aggro. So two separate attacks that each inflict one  will generate two Aggro?
- ▶ It doesn't matter how the  occur during the activation, if any  were inflicted, the character gains one Aggro, but it will still only be one Aggro, whether it was one  or 1000 .

The second option.

If a character both inflicts and interacts with consoles, does the character gain Aggro from both? (Just asking this to make sure...)

Yes.

## STATES

Does Hidden state help in any way to avoid raising the Alert Level if one is in LoS and within 1-8 Range? Or do Enemies see clearly and they just can't attack from Range?

Enemies may only Attack while Adjacent. They do not have Line of Sight to Characters outside Range +2.

## MEGALODRON

Does "Focus" need to appear in the instruction that's about to be used (blue or red) or in the whole card?

It must be featured in the corresponding column (blue unless the Alert Level is Maximum Alert).

Must the removal of Minotaur tokens be done in any specific order?

Remove the first token starting from the last position.

Since the Lower Extremities' ECM specifies that said section cannot receive the Targeted state and the ECM does not specify, does that mean that no section may be targeted as long as the torso is in play?

The torso's ECM prevents players from Targeting any section, and the Lower Extremities prevent themselves.

How does "Grab" work? When does it happen? Does it require Line of Sight? Does it have a maximum Range?

"Grab" is applied when the Left Arm is activated. It does not require Line of Sight and it does not have a Range limit.

## DICE ROLLS

There's a mention in FAQ regarding Critical Block and switches (that you cannot use cancelled symbols for switches). How does that work with cards that let you store symbols? It only says 'entire die must be removed from a Character Roll, before the switches step'.

The sequence is:


- ▶ Critical Block effects are applied.
- ▶ Save symbols (that have not been nullified) on Specialty cards.
- ▶ Changes are activated

Is there a limit to the number of dice a character, ally, or enemy can roll (like there is, by color, in Aristeia)?

No

## ERRATUM

### SPECIALTY CARDS

- ▶ HI Combat. Reset. It should say: "You may store up to two  on this card".

### MISSION 6

- ▶ The Cadmus Morphoscan marker should be purple instead of orange.

### MISSION 7

- ▶ In the Instructions. The  Pit card must not be prepared.

### MISSION 8

- ▶ Add the space in which to deploy the Pit:



Respawn Spaces



© A01



## MISSION 9

- ▶ Round 2. Replace Nox "Leader" with Nox "Hacker".
- ▶ Faltan los conectores de las losetas A11, A13 y A14.



## MISSION 10

- ▶ Add 1 Jayth to the Aligned Units deck.
- ▶ Replace the Loot space in B14, 2nd floor from Loot 3 to Loot 2.
- ▶ Number the Turrets:
  - 2nd Floor Turret 1.
  - 3rd Floor Turret 2.
  - 4th Floor Turret 3.

**Outcast Expansion. Mission 01 Prisoner's Transport:**  
1) The Equipment Consoles refer to the Scrapper Specialty - which does not exist, what is the correct specialty?

I assume it means Loot that Trisha and the Fat Yuan Yuan has access to.

It is a typo, it should read "Salvager".

**Revenant - mission Extra 02. Father Lucien Sforza says:**  
"When the mission ends each Character receives:

- ▶ A Target Detector if they performed Apprehend on Lucien Sforza"

**What is this "Target Detector"? I can't find that card.**

Erratum: should read "AIMBOT".

**Grenade launcher armor says you can perform "Throw Grenade" as a Free Action, but symbol is just Action. Typo?**

This is a typo, in fact, the Free Action symbol should appear.

**I cannot find any explanation in the book what Low visibility spaces are and how they work if the shooter can see through smoke and defender can't. Can you explain that? Is it same like Aristeia with any :2: cancelled or everything works as usual?**

Erratum: The term "low visibility" is not applied in the game.

**Weird question: check equipment step on p.40 says that you can store Loot and Equipment cards that you don't use on Defiance. Which makes Component Recycler and Cryostorage upgrades for Defiance useless (since medkits and repair kits are loot cards). How does this work?**

Loot cards are not Equipment cards.

There's a missing text in page 40 (7. Check equipment): "Some Installation cards also allow you to store certain Loot cards in the Defiance".

**At the back of the campaign book for Infinity Defiance, it says that I can replace the enemies with the different faction alternatives. For the JSA, under Skirmisher, it has 'Oniwaban, Ninja' and under Top it has 'Oniwaban "Leader"' - yet, in the Revenant box, I only have one single-sided Oniwaban card.**

It is a typo in the table, it should read "Oniwaban" instead of "Oniwaban Leader".

**Had a question about Mission 12 from Defiance, about the timing of the Stalker's arrival. In the Milestones chart, it states "Round 6: If control of Engines A and B has been transferred to the Stalker at the beginning of this round, Deploy the Stalker tile". Implying that the hacking is just to flip control of the engines, then you have to survive to 6 until the shuttle shows up.**

**However, the hacking inputs on the Consoles seem to disagree. Both Console 2 and 3 state "If Engine A/B is also green, place the Stalker's tile and on connector in the zones enabled to do so." So by that wording, as soon as you have hacked both consoles successfully, the stalker deploys and you can get out of there, even before Round 6.**

The phrase "If Engine A/B is also green, place the Stalker's tile and on connector in the zones enabled to do so." must be removed from the entries of Consoles 2 and 3.



## LIST OF CARDS

## AI CARDS X16

## ALLY CARDS X15

Uma Sorensen	Aida Swanson
Quiang Gao	Victor Messer
Cadin "Firststrike"	Survivor 1
Jazmin "Jazz"	Survivor 2
Agnes Ferreira	Billie
Vaarah Zaandar	Gaspar
Rahman Rouhani	Duchess
Trishala "Trisha"	

## CONSOLE CARDS X4

## EQUIP CARDS X79

Pistol x5	Reinforced Armor
Stun Pistol	Tactical Armor x2
Light Shotgun	Precision Helmet
Silenced Pistol	Skirmisher Armor
Heavy Pistol	Winterfor Cloak
Assault Pistol	Medium Armor
Submachine Gun	Winterfor Armor
Boarding Shotgun	Marksman Helmet
Rippers	Assault Armor
Axe	Kinematic Armor
Claymore	Advanced Kinematic Armor
Longyuan	Electrified Armor
Heavy Shotgun	Martial Artist's Armor
2 Missile Launchers	Assault Helmet
HMG	Reinforced Helmet
HMG with Grenade Launcher	Tesseum Helmet
Contender	Work Overall x2
Rifle	Automedikit x8
Combi Rifle	Multispectral Visor
AP Rifle	Multispectral Visor L2
Adhesive Launcher	Deflector
Blitzen	Nanoscreen
Light Flamethrower	Repeater
Light Grenade Launcher	Mobility Enhancer
Chain Rifle	D-Charge x2
Feuerbach	Repair Kit
Heavy Armor	Medikit x2
Armor with Contender	Hacking Device x2
Campaign Armor	Defensive Hacking Device
BTS Armor	Assault Hacking Device
Active Armor	Killer Hacking Device
Hacking Device Plus	

## CONSEQUENCE CARDS X28

'Tis but a scratch x8	Desfigured
Stunned x4	Head Injury
Tired	Tired
Slow Reflexes	Blurred Vision
Distracted	Badly Wounded Leg x3
Clumsy	Multiple Injuries
Open Wound x3	One-Eyed

## ENEMIES CARDS X47

Cadmus	Caliban x2
Cadmus Serasht	Victor Messer
Cadmus Koshtar	Aida Swanson
Cadmus Leshan	Speculo Agent/Vashtra
Nox "Hacker"	Speculo Agent/ Strash
Nox "Spec-ops"	Kornak
Nox "Leader"	Oznat
Nox "Fireteam"	The Hungries x2
Seed-Soldier x3	Suryat
Jayth x2	Umbra Samaritan
Jayth Pit Patrol x2	Xeodron
Taigha x2	Unidron
Taigha Pit Patrol x2	Fracta x2
Taigha Overlords / Herrenknecht	Rasyat
Gwailo	Torso
Charontid	Right Arm
Charontid Lieutenant/ Charontid Mnemonica	Left Arm
Naish Sheskiin	Lower Extremities

## SOFTWARE CARDS X15

Spotlight/Vulnerable	Counterstike / Watch Me!
Gotchal / Icy Touch	Fairy Dust / Static Dome
Geist-Aid/TeamUpgrade x2	White Noise / Chameleon
Cleanse / Team Reset	Basilisk / Basilisk+
Picklock /Cat Burglar x2	Carbonite / Carbonite +
Owned / Master Of Puppets	Skullbuster / Skullbuster + x2

## LOOT CARDS X16

False Information	Flashbang Grenade
MediKit x2	Stun Grenade
Medjector x2	Grenade x2
Ap Ammunition	Smoke Grenade
Da Ammunition	Repair Kit x2
Viral Ammunition	



## SPECIALTY CARDS X78

Response	Aim
Quick Draw	Second in Line
Accurate	Potent Leap
Burst	Covering Fire
Precision	Refactoring
Ambidextrous	Master System Operator
Anticipation	Lightning Storm
Double Attack	Wallbreaker
Mimetic	Ghost Server
Hidden in the Shadows	New Hardware
Combat Camouflage	New Hardware
Surprise Attack	New Hardware
Adaptative	Voodootech Programmer
Heavy Fire	Aim
Assisted Shot	Second in Line
High-calibre Ammunition	Potent Leap
Suppressing Fire	Covering Fire
Reinforced Armor	First Aid
"Behind Me!"	Palbot
Reset	Super Soldier Drugs
Cover	Nootropics
Target Acquired	Stun Darts
Attack Order	Tranquilizing Darts
Lieutenant Order	Viral Rifle
Coordinated Order	Integrated Nanopulser
Shàngxiào	Akbar Doctor
Parry Response	Superior Lhost Body I
Open Defense	Superior Lhost Body II
Death Blow	Superior Lhost Body III
Death Whirlwind	Superior Lhost Body IV
Multiterrain	Palbot
Impetuous Charge	Demolition Technician
Feint	System Breaker
Superhuman Reflexes	Explosives Expert
Close Combat Specialist	Salvager
Fury	Recycler
Born Warrior	"Easy money!"
Intrepid	Energy Capacitor
Feral Spirit	Efficient

## STATE CARDS X8

Stunned	Unconscious
Immobilized	Targeted
Hidden	Burning
Focused	Blinded

## INSTALLATION CARDS XI5

AxtraNiche	3D Printer Library
Flight Geist	Minotaur Component Optimizer
Advanced Repair Material	Bioscanner
Mechanical Arm	Medical Geist
Engineer Geist	Advanced Surgical Material
Component Recycler	Cryopreservation Container

## INITIATIVE CARDS X47

Cadmus	Victor Messer
Cadmus Serasht	Aïda Swanson
Cadmus Koshtar	Speculo Agent x2
Cadmus Leshan	Vashtra
Nox "Hacker"	Strash
Nox "Spec-ops"	Kornak
Nox "Leader"	Oznať
Nox "Fireteam"	The Hungries x2
Seed-Soldier x3	Suryat
Jayth x2	Umbra Samaritan
Jayth Pit Patrol x2	Xeodron
Taigha x2	Unidron
Taigha Pit x2	Fracta x2
Taigha Overlords	Rasyat
Herrenknecht	Torso
Gwailo	Right Arm
Charontid	Left Arm
Naish Sheskiin	Lower Extremities
Caliban x2	

## STRUCTURE CARDS X4

HMG	PLASMA
ECM	PIT

## UPGRADE CARDS XI3

Remote Presence	Medical Assistant
ODD Field	Remote Presence
Repeater	ODD Field
Deflector	Spotter
Nullifier	Flash Pulse
Spotter	Adhesive Launcher
Remote Presence	



[illegible]

**Character's Name**

---

**Specialties**

---

---

---

**Equipment and Software**

---

---

---

**Consequences**

Medevac Intel Packs MIA

**Character's Name**

**Specialties**

**Equipment and Software**

**Consequences**

**Medevac**

**Intel Packs**

MIA

**Character's Name**

**Specialties**

**Equipment and Software**

**Consequences**

**Medevac**

**Intel Packs**

MIA

Character's Name	
Specialties	
Equipment and Software	
Consequences	
Medevac	
Intel Packs	
	MIA



## DEFIANCE

## DISTRIBUTION AND LOGISTICS

Command Bridge

Sickbay

Workshop

Cabins

Training Room

Equipment

Samples

Minotaur Engines

## CREW AND ALLIES

Crew Member/Ally 1

Name:

Consequences

Crew Member/Ally 2

Name:

Consequences

Crew Member/Ally 3

Name:

Consequences

Crew Member/Ally 4

Name:

Consequences

Crew Member/Ally 5

Name:

Consequences

Crew Member/Ally 6

Name:

Consequences

## SHIP'S LOG

Mission 1

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 2

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 3

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 4

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 5

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 6

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 7

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 8

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 9

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 10

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 11

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples

Mission 12

Notes

Medevac 1 2 3 4 Intel Packs 1 2 3 4

Samples







