



V 1.2

## BASIC RULES

**Do you have to say which Combat Group Irregular Orders belong to?**

Yes.

**When do you apply negative MODs for Skills, Equipment, and Weapons, and who do the MODs apply to? For example when using CC Attack (-X).**

The value of an Attribute, Burst, Damage, Ammunition, MOD, number of uses... will only apply when using that Skill, Weapon or Equipment. If the Skill, Weapon, or Equipment requires any targets, the MOD will only apply to those targets.

**Do State MODs all stack with each other? For example, if a Trooper is in IMM-B and Targeted State, do they apply a -6 MOD to all their Reset Rolls?**

Yes.

**Do you need to specify all details of a Skill when declaring it? For example where the target is for a BS Attack, or where the template is being placed for White Noise?**

Yes, with the exception of the target's position, which is chosen in the Resolution step, before measuring Ranges. If the order of declaration is important, the active player chooses who declares first.

**[Errata] Does 'reciprocal' Line of Fire (the first exception for drawing LoF) depend on the facing of the target, and does it require you to attack the target?**

As long as Trooper A can draw LoF to Trooper B, Trooper B can draw LoF to Trooper A as well, as long as Trooper A is within Trooper B's Line of Fire arc.

**Is the number of Troopers you kept back in the Deployment Phase Open Information?**

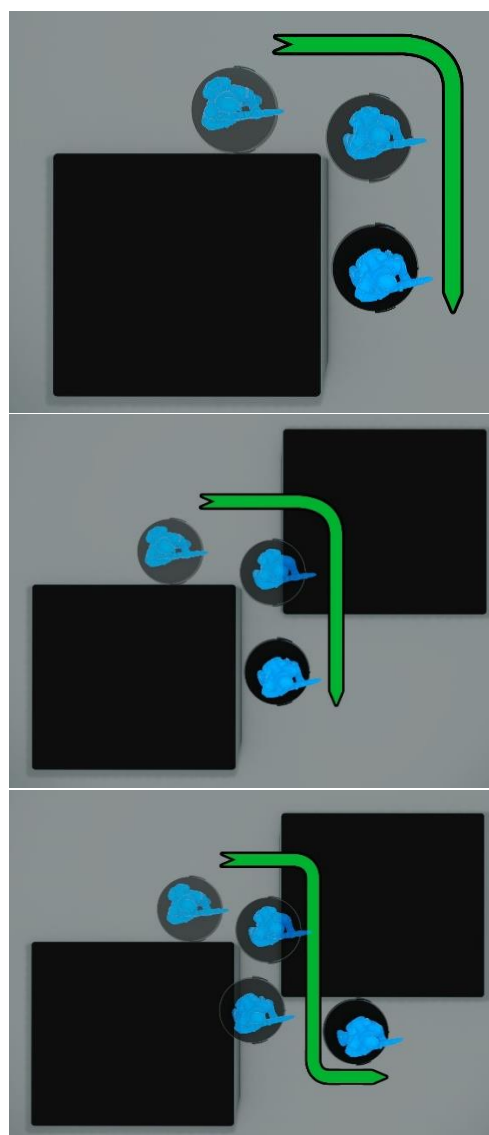
Yes. At the end of a player's main deployment step, they must announce how many Troopers they have kept back.

## MOVEMENT MODULE

**While using Move or Climb, can you move 'through' a corner or overhang the edge of the surface, in the same way that you can move through a space that's half the width of the Trooper's base?**

No. If the space is wide enough for the Trooper's full base, you must use the full base.

Examples:



## COMBAT MODULE

### BALLISTIC SKILLS (BS)

**Do Skills that let you perform a 'BS Attack Roll' (for example Intuitive Attack and Speculative Attack), or have the BS Attack Label, count as a**

**BS Attack for MODs? For example if the Trooper has 'BS Attack (+1 Damage)' or 'BS Attack (AP)'.**

Yes.

**Is it possible to use the Speculative Attack Trait while making a BS Attack (Guided)?**

No.

**How are Direct Template Weapons placed during the Order Expenditure Sequence?**

All the placement rules must be fulfilled when declaring the Attack. For example, a Direct Teardrop Template must be placed so that it is in contact along the Trooper's movement path, and not from a point they haven't reached yet.

**How are Impact Template Weapons placed during the Order Expenditure Sequence?**

The Main Target must be in LoF when declaring the Attack.

## QUANTRONIC COMBAT (HACKING)

**[Errata] What does the full Repeater rule say?**

There can be no reaction against a Repeater that is being used by an enemy Hacker, only against the Hacker, if possible.

**When do you apply the Firewall MODs for enemy Repeaters?**

The Firewall MODs will only apply if using the enemy Repeater to use a Hacking Program against an enemy Hacker. If you are in the Zone of Control of an enemy Repeater, it is not mandatory to use the enemy Repeater.

**How does Controlled Jump work in ARO?**

A Controlled Jump ARO can be declared against a Combat Jump Entire Order anywhere on the table, or against any Skill in the Hacker's Hacking Area.

As an ARO to a Combat Jump Entire Order, Controlled Jump is resolved before the Combat Jump PH Roll is resolved, and will affect that PH Roll. Alternatively, the Hacker can wait until the

PH Roll has been resolved, and declare a non-Controlled Jump ARO, if applicable.

**How do multiple uses and opposed uses of Controlled Jump work?**

A Trooper using Combat Jump can be affected by a maximum of one Controlled Jump Program per side. If both sides have Controlled Jump running, the effects of both Programs are cancelled.

**Can a Hacker in IMP-2 State (via Cybermask) use the Surprise Attack Special Skill if they don't have Surprise Attack listed on their Unit Profile?**

No. If the Trooper doesn't have the Surprise Attack Special Skill, the Trooper cannot use it.

## AMMUNITION AND WEAPONRY

**[Errata] Is the PH-6 Roll for PARA Ammunition a Saving Roll?**

Yes, the PH-6 Roll is a Saving Roll.

**Do Pistols with (+1B) or (+2B) apply the additional Burst in CC Mode?**

Yes, but only in the Active Turn.

**Do Smoke Grenades etc. cause Guts Rolls?**

No. Attacks with no Damage value that do not inflict States do not cause Guts Rolls.

**How does the Disposable Trait interact with Burst values higher than 1?**

Each additional Burst uses up a Disposable use. For example, a Trooper with a Panzerfaust (a two-use weapon with B 1) and BS Attack (+1B) must make an attack with B 2, consuming in a single Order the two projectiles available in the Panzerfaust, so the Panzerfaust will be unloaded and the player must place an Unloaded Token next to the Trooper.

**How are Deployables destroyed?**

When a Deployable's Structure Attribute is reduced to 0, it must be removed from the game table.

## SKILLS AND EQUIPMENT

### COMMON SKILLS

**[Errata] How do Dodge MODs stack for Deployable Weapons, Templates from outside LoF and AROs to Troopers inside ZoC but outside LoF?**

The rules text in the Important box on p83 takes priority over the examples.

In the Dodge and Deployable Weapon example, the Zhanshi is suffering a single -3 MOD, not -6.

**When using Place Deployable and declaring where the Deployable will be placed, what happens if a Trooper moves into that space before the Conclusion of the Order?**

The Trooper that declared Place Deployable may place the Deployable in a different position (still following the Place Deployable rule), and if this is not possible, the Deployable will be lost.

**Can a Fireteam declare Discover+Attack as an Order?**

Yes.

### SPECIAL SKILLS

**[Errata] Can Surprise Attack be used with Hidden Deployment State?**

Yes. Surprise Attack can be used if the Trooper started the Order in a Marker State, or in Hidden Deployment State.

**If multiple Troopers use Surprise Attack against the same target, for example via a Coordinated Order, or a Controller and Peripheral, do the Surprise Attack MODs stack with each other?**

No. Each Trooper's Surprise Attack MOD will be applied separately. For example if a Trooper is the target of two attackers using Surprise Attack, they will only suffer one Surprise Attack MOD if they Dodge, or Attack one of the Active Troopers.

**How does Combat Jump onto a rooftop work?**

A Trooper declaring the Combat Jump Entire Order can land on a rooftop, but cannot claim Partial Cover during that Order.

**Which bullets of the Impetuous Special Skill only apply to Impetuous activations?**

All bullets related to movement apply only during the Impetuous activation. The Partial Cover and Marker State bullets apply at all times.

**During the Impetuous Phase, How should an Impetuous Trooper move when it has already reached the enemy's Deployment Zone?**

It can move normally inside the enemy Deployment Zone.

**How does movement work during Impetuous activations if you cannot reach Silhouette contact with an enemy?**

The Trooper must go towards the enemy Deployment Zone, following these priorities. The Trooper must:

1. Use his full MOV value.
2. End his movement as far as possible from the movement's starting point.
3. End his movement as close as possible to the enemy Deployment Zone.

**Do Impetuous activations generate AROs?**

Yes. The Trooper counts as having had an Order spent on them, and the normal Order Expenditure Sequence applies.

**How does Bioimmunity interact with Ammunition and Traits that reduce the Saving Roll Attribute, for example AP or E/M Ammunition, or ARM=0?**

AP Ammunition is tied to the Saving Roll Attribute listed in a weapon's profile. If Bioimmunity is used to make the Saving Roll against a different Attribute, that Attribute will not be halved.

In the same way, if Bioimmunity is used against a hit by E/M Ammunition to make the Saving Rolls against ARM, the ARM value will not be halved.

The ARM=0 Trait only applies if the Saving Roll is made against the ARM Attribute, and vice-versa for the BTS=0 Trait.

### **How does Immunity (Total) interact with Plasma Weapons, and with Sepsitor?**

Immunity (Total) cancels the special effects of any ammunition, considering them Normal Ammunition. Plasma weapons use Normal Ammunition, but their Saving Roll is ARM+BTS, so one ARM and one BTS Saving Roll will be made. Sepsitor should have the State: Sepsitorized Trait, and therefore does not work against targets with Immunity (Total).

### **How do Sixth Sense, Zero Visibility Zones and Multipectral Visor Level 1 interact?**

If the Trooper with Multispectral Visor Level 1 and Sixth Sense is the target of a BS Attack through a Zero Visibility Zone, they ignore the -6 MOD for drawing LoF through the Zero Visibility Zone.

### **Which Automatic Skills or Equipment have to be declared when in a Marker State?**

Automatic Skills and Equipment that alter how an Order activates a Trooper, or restrict AROs, must be declared when used in Marker State. For example using NCO to spend the Lieutenant Special Order, or using Stealth.

### **Are G: Jumper Trooper AROs limited to LoF or ZoC?**

No. The Active Proxy Token can be moved, and Inactive Proxies can use Dodge and Reset AROs, whenever AROs are generated.

### **How do Dogged and No Wound Incapacitation interact with Coup de Grâce, and with Troopers that have STR instead of Wounds?**

An Unconscious Trooper that has activated the Dogged or No Wound Incapacitation Special Skills cannot be the target of a Coup de Grâce, the standard CC Attack Rolls must be made.

If the Trooper has STR instead of Wounds, losing a further point of their STR Attribute will have the same effect as losing a further point of their Wounds Attribute - they enter the Dead State.

### **[Errata] Can you use Berserk if you start the Order in Engaged State?**

Yes. Berserk can be declared while in Engaged State.

### **Can a Dodge avoid the CC Attack part of a Berserk Entire Order?**

No, Berserk cannot be evaded with a Dodge. A Successful Dodge Roll will only allow the Trooper to move and cancel the Engaged State.

### **Can Berserk be used while in a Fireteam?**

Yes. Only the Troops with Berserk will perform the Skill, the rest will perform an Idle and the Team Leader will be the only one performing the CC Attack.

### **How does the Lieutenant Special Skill interact with Isolated State? Can they still spend their Lieutenant Special Order, and can it still be used by a Trooper with NCO? Does this change during Loss of Lieutenant?**

The Special Lieutenant Order can be used if it has already been generated. During Loss of Lieutenant is not generated, because the Loss of Lieutenant check is before the Order Count step.

### **A Trooper with Strategos and Lieutenant (+1 Order), can replace both Special Lieutenant Orders with two Regular Orders?**

Yes.

### **[Errata] Do Seed-Embryos automatically hatch in the player's second Player Turn?**

No. Seed-Embryos only hatch as described in the Seed-Embryo skill box.

### **If you pick, for example, a Seed Soldier with Forward Observer and Combi Rifle, does the Seed-Embryo Profile have them, or only the Developed Profile?**

Only the Developed Profile.

**Does Stealth work against Reactive Troopers outside Zone of Control?**

Yes. Stealth applies to Reactive Troopers who do not have Line of Fire to them, including Hackers who are outside their Zone of Control and do not have Line of Fire.

**If several Troopers are activated at once (for example a Coordinated Order or a Fireteam) and one of them uses Stealth while outside a reactive Trooper's ZoC or Hacking Area, can the Trooper that used Stealth be chosen as the target of AROs?**

Yes, but the ARO will become an Idle if the Stealth user does not declare a Skill that allows AROs.

**How do Engineer, GizmoKits, and Unconscious State interact?**

If a Trooper with STR is in Unconscious State, successful use of a GizmoKit or the Engineer Special Skill on them will restore the Trooper to 1 STR and cancel their Unconscious State. But the Unconscious State would be the only State cancelled by the Engineer, to cancel other States must use another Order.

**How does Protheion interact with Coup de Grâce, and with the State: Dead Trait?**

In both situations, the target passes to Dead State and the Protheion user counts as inflicting a single Wound.

**[Errata] How does Neurocinetics and (+1B) work?**

Any MOD applied to B, is applied to the Reactive Turn instead of the Active Turn.

**What happens if the target of a Protheion user fails more Saving Rolls than are needed for it to enter Dead State? For example if an Unconscious target fails two or more Saving Rolls.**

Any additional failed Saving Rolls will have no effect, and will not give the Protheion user any Wounds.

**Should Booty allow a re-roll if you already have the item?**

No.

**How do Remote Presence, STR, and the Dogged and No Wound Incapacitation Special Skills interact?**

You can activate Dogged or No Wound Incapacitation when the Trooper enters any level of Unconscious State, but not if the Trooper is already in Unconscious State.

**Can a Non-Lethal Attack against a target with Immunity (Total) be a Face to Face Roll? For example if using a Flash Pulse against a Dog Warrior.**

Yes. It is a Face to Face Roll - Immunity (Total) doesn't take effect until you've been hit, which is after you've made the Face to Face Roll.

**Are Tactical Awareness Orders generated if a Trooper is off-table during the Order count? For example via Airborne Deployment or Hidden Deployment?**

No. The second bullet of Tactical Awareness states that the Trooper must be on the game table as a Model or Marker, and Airborne Deployment or Hidden Deployment Troops aren't.

**Can a Pilot use the Tactical Awareness or Lieutenant Order generated by the TAG profile?**

No. The Pilot does not have the Tactical Awareness or Lieutenant Special Skill, so cannot be activated with the Order.

**If a TAG is in a Fireteam and the TAG's Pilot or Pilot (Remote) Dismounts, will the Pilot be a member of the Fireteam?**

Yes. The Pilot will take the TAG's place as a member of the Fireteam, and vice-versa if the Pilot Mounts the TAG again.

**If a Pilot (Remote) is in a Fireteam and the TAG regains control with a successful Reset (removing the Pilot from the gaming table), does the TAG take the Pilot's place in the Fireteam?**

No.

**How does the Peripheral (Synchronized) Special Skill interact with multiple close combats in the Active Turn? For example if a Chimera and a Pupnik are in one close combat, and a second Pupnik is in another combat?**

You have to choose one Trooper per combat. Each combat have to follow the Close Combat with Multiple Troopers rules.

**What happens if the Spearhead of a Peripheral (Control) Control Unit enters a Null State?**

The player must immediately designate a new Spearhead.

**Can a Troop that has failed to Discover an Impersonation Marker retry to Discover it if it has changed its level of Impersonation?**

Yes, because they are different Markers.

**Does Discover benefit from the Targeted state?**

Yes, it does. Discover says to apply the same MODs as in a BS Attack.

**What happens if another Model or Marker, ally or enemy, occupies the space where a Trooper with Hidden Deployment is placed and this Trooper wants to spend an Order or declare an ARO?**

The Trooper is revealed as close as possible to the original position, but never in Silhouette Contact, even in ARO.

**When a Trooper uses the Minelayer Special Skill during deployment, do you have to check if the Deployable Equipment or Weapon is inside their ZoC?**

Yes. The player must measure the ZoC of his/her Minelayer during the Trooper's Deployment before placing the Deployable Equipment or Weapon.

**If a Trooper with Camouflage (1 Use) deploys as a Model, can the Trooper enter Camouflaged State during the game? Does this change if the Trooper fails an Infiltration Roll?**

Yes, the Trooper can enter Camouflaged State later in the game. If the Trooper attempted to

deploy as a Marker and failed the Infiltration Roll, they have used the Camouflaged State and cannot enter it later in the game.

**Using Super-jump, if Move plus Jump is declared (or vice versa) could the Trooper use the first value of their MOV Attribute for both Skills?**

No.

**How does Super-Jump work when activating multiple Troopers and not all of them have the Super-Jump Special Skill?**

If the Troopers declare Jump as a Short Skill, then any of the Troopers that don't have Super-Jump will perform an Idle instead. If the Troopers declare Super-Jump as an Entire Order, they can all Jump but the Troopers with Super-Jump will be able to add both their MOV values together.

## EQUIPMENT

**What happens if a Trooper with SymbioMate is hit by Spotlight?**

Spotlight doesn't trigger the SymbioMate, because it doesn't cause a Saving Roll.

## COMMAND MODULE

**When making Strategic Use of a Command Token to place a Trooper in Suppressive Fire State, how does this interact with Marker States, nearby enemy Mines etc?**

The Trooper has not declared an Order, and will not trigger enemy Deployable Weapons etc. However, any States, Fireteam membership etc. that would be cancelled by declaring a Suppressive Fire Entire Order will be cancelled.

**Can the Order provided by an Isolated Trooper be transformed into a Regular Order with a Command Token?**

No.



**If a Trooper uses an Airborne Deployment Skill to deploy onto the table via a Coordinated Order or an Impetuous activation, what happens to their own Order?**

In this situation they will lose their own Order.

## STATES

**Do Possessed TAGs count as enemies to Troopers in their original Army List, and as allies to the Possessing force?**

Yes, they do. The correct version of Possessed can be found in the Combat Module, on p66.

**How does the Possessed State interact with Pilots, Dismounting, and Escape Systems?**

When a TAG is in Possessed State, its Pilot cannot Mount or Dismount. If a TAG 's Escape System takes effect while the TAG is in Possessed State, the operator profile will not be in Possessed State.

**How does Isolated State interact with Hacking Programs that are not granted by a Hacking Device?**

While in Isolated State all the Trooper's Skills and pieces of Equipment with the Comms Attack or Comms Equipment Labels or Traits (Hacking Device, Repeater...) are disabled. In addition, all their Hacking Programs are disabled.

**Does an Unconscious Trooper prevent an enemy from re-entering Marker State, or cancel their Cautious Movement?**

No.

## ITS

**If a Pilot or Remote Pilot has a Supply Box, an item from a Panoply or any Synched Civilians, what happens if the Pilot or Remote Pilot Mounts his TAG again?**

The TAG will have the Supply Box or item from the Panoply and will have any Civilians Synched to them. The same applies if the Pilot or Remote

Pilot Dismounts from a TAG that has a Supply Box, an item from a Panoply or any Synched Civilians.

**Do Pilots or Pilots (Remote) count towards Dominating a ZO?**

No.

**How do Iguana and Anaconda Operators interact with Army Points, Victory Points, and Dominating ZOs?**

If the Operator profile is on the game table:

- They are worth the Victory Points of their TAG profile.
- In scenarios with the Killing rule, the unit does not count as Killed until the Operator profile is Killed.

## ERRATA

### WILDPARROT

#### EFFECTS

- These weapons apply the Deployable and Perimeter rule, found in the Place Deployable Skill.
- Therefore, when players declare the Place Deployable Common Skill, they place the WildParrot totally inside the Zone of Control of the Trooper, instead of placing it in Silhouette contact.
- Deployed WildParrots work like E/M Mines and are placed with the Place Deployable or Intuitive Attack Common Skills, except that a WildParrot Token or Model is placed instead of a Camouflage Marker.

### WILDPARROT

Wildparrot	Traits:	Intuitive Attack, Disposable (†), Direct Template (Small Teardrop), Deployable, Perimeter, [*].	
Damage: 13	B:1		
Ammo: E/M	Saving Attribute: BTS		
WILDPARROT			
ARM	BTS	STR	S
0	0	1	1



**(PAGE 21) ORDER EXPENDITURE SEQUENCE**

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 and places the Trooper at the final point of its movement.

**2. Reactive Player's AROs**

2.1. **ARO Check.** The Reactive Player checks if they are allowed to declare AROs with their Troopers. Players can check from the Active Trooper if any Trooper or Game Element is inside the Zone of Control (ZoC) of the Active Trooper.

2.2. **ARO Declaration.** The Reactive Player **declares the AROs** of those Troopers that are allowed to declare one. Troopers are not forced to declare 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. Reactive Player's AROs**

4.1. **ARO Check.** The Reactive Player checks if they are allowed to declare AROs with those Troopers that couldn't declare an ARO in the previous ARO Check step. Players can check from the Active Trooper if any Trooper or Game Element is inside the Zone of Control (ZoC) of the Active Trooper.

4.2 **ARO Declaration.** The Reactive Player **declares the AROs** of those Troopers that are allowed to declare one.

5. **Resolution:** Check that the declared Skills and pieces of Equipment meet their respective Requirements, measure all distances, determine MODs, **and both players make Rolls.** If any Skill or piece of Equipment doesn't meet its Requirements, the Trooper performs an Idle.

5.1 **Effects:** Players **apply all effects** of successful Skills and Equipment including Saving Rolls and Dodge movement.

5.2 **Conclusion:** Guts Rolls are made. The effects of Guts Rolls and Alert are applied. End of the Order.

**(PAGE 21) ARO: AUTOMATIC REACTION ORDER**

In Infinity N4 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 Troopers, Models and Markers can react each time the opponent **activates** one of his Troopers with an Order.

A Reactive Trooper is allowed to declare ARO in the following situations:

- An enemy Trooper activates within its Line of Fire (LoF).
- An enemy Trooper activates within its Zone of Control (ZoC) or Hacking Area.
- It has a Special Skill, weapon, or piece of Equipment that specifies that the Trooper can react to enemy actions without LoF or ZoC.
- 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 Troopers, 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 21). 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.

#### (PAGE 25) **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.

Players can check the Zone of Control (ZoC). Measurements must always be made from the Active Trooper, checking a maximum of 8 inches from any point along their path. If there are Reactive Troopers or Game Elements within the Zone of Control (ZoC) of the Active Trooper, they can declare an ARO (See Order Expenditure Sequence, page 21).

#### (PAGE 39) **CAUTIOUS MOVEMENT EXAMPLE**

A Fusilier wants to sneak up on an Alguacil. Since he is in Total Cover behind a tall building, The Fusilier is outside LoF the Alguacil and the other Nomads, including a Camouflage Marker. He estimates that he can reach Total Cover behind a bin with the first value of his MOV where he would be safely hidden, so he declares Cautious Movement.

The Alguacil and all other Nomad Troopers, including the Camouflage Marker, cannot declare AROs because the Fusilier's Cautious Movement began and ended outside their LoF and ZoC.

#### (PAGE 40) **CLIMB**

##### **Main rule, Effects bullet 4**

Climbing only allows moving on vertical surfaces. Therefore, the Troop will end its Climbing movement the moment the whole of its base is in contact with a horizontal surface (see example).

##### **Example 1**

A Trooper that is in contact with an obstacle declares the Climb Skill. When measuring, the first MOV value of the Trooper (4 inches) is enough to climb the 3 inch tall obstacle and move onto the upper surface.

##### **Example 2, paragraph 1**

A Trooper uses one Order to declare the Move Skill until they reach contact with an obstacle. With a second Order, they declare the Climb Skill, and check that the 4 inches are enough to move fully on to the top part, with the Trooper ending their movement on the horizontal surface. Next, the player declares a third Order to reach the edge of the obstacle.

#### (PAGE 46) **COVER**

##### **Grey box, Effects bullet 1**

**If the target is in Total Cover, the attacker may not perform a BS Attack with Weapons, Special Skills, or Equipment, that requires LoF.**

##### *Addition to the Hacking Area.*

#### (PAGE 60) **HACKING AREA AND AROS**

Enemies entering or acting inside the Hacking Area of a Hacker while remaining outside that Hacker's LoF and ZoC can be reacted to with Hacking Programs or with Reset.

Players can check the Hacking Area. Measurements must always be made from the Active Trooper and their Repeaters, checking a maximum of 8 inches from any point along their path. If the Active Trooper is within the Hacking Area of the Reactive Trooper, they can declare an ARO (See Order Expenditure Sequence, page 21).

(PAGE 61) **EXAMPLE OF HACKING AREA AND AROS THROUGH A REPEATER**

In this example, Stealth is not being used.

During his Active Turn, the Shrouded Hacker decides to declare Idle as the first Short Skill of the Order. As shown in the picture, he is outside his enemies LoF and ZoC, but since he is a Hacker, he can use the Deployable Repeater, and the M-Drone Trooper (who carries the Repeater piece of Equipment), to increase his Hacking Area, allowing him to act from his current position.

As the Shrouded Hacker is inside the Orc Hacker’s Hacking Area, the Orc Hacker declares an ARO.

The Orc Hacker declares Oblivion.

The second Skill of the Shrouded Hacker is Carbonite, dividing his B2 between the Knight of Justice and the Orc Hacker.

The Knight of Justice has now been targeted by a Hacking Program, given she an ARO, and she declare Reset.

The following Face to Face Rolls occur:

- Reset by the Knight of Justice vs Carbonite from the Shrouded.
  - No Modifiers (MOD).
- Oblivion from the Orc Hacker vs Carbonite from the Shrouded.
  - Orc Hacker MODS:
    - 3 Firewall MOD for using an Enemy Repeater.
  - Shrouded MODS:
    - If a Saving Roll is required, the Attack Damage of Oblivion will suffer a -3 MOD from the Firewall.

(PAGE 100) **The text for Impersonation State, in the text for failed Discover Rolls should say:**

"A Trooper that fails a WIP Roll to Discover an Impersonation Marker cannot attempt to Discover the same Marker until the next Player Turn. Note that a Trooper that has been revealed, and re-entered Impersonation State again, does not count as the same Marker"

(PAG 134) **VISIBILITY CONDITION (all types)**

**Effects bullet 1**

Any Skill, Special Skill or piece of Equipment that **requires LoF**, except Dodge, and is performed from, into, or through a Visibility Zone suffers a MOD to the relevant Attribute in the required Roll.

(PAG 134) **VISIBILITY CONDITION**

**Zero Visibility Zone:**

- Troopers cannot draw LoF into, through, or out of a Zero Visibility Zone.
- Any Trooper who is the target of a BS Attack into, through, or out of a Zero Visibility Zone treats the Zero Visibility Zone as a Poor Visibility Zone when drawing LoF to the attacker.

<b>BS ATTACK</b>
SHORT SKILL / ARO
<i>Attack</i>
<b>REQUIREMENTS</b>

- 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 **in the location you are attacking it**, unless the BS Weapon, Skill or piece of Equipment used doesn’t require LoF.

LoF gained from being in Silhouette contact does not count for this Requirement.

- Not be in **Engaged** State during the Activation phase of that Order.

## 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, the Active Trooper is within LoF or ZoC, or they are affected by a Template Weapon.

## 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, if they are allowed to declare an ARO.

## ZERO PAIN SHORT SKILL / ARO

*Comms Attack, Non-Lethal.*

### REQUIREMENTS

Troopers can only use Zero Pain if at least one of these is true:

- They are the Active Trooper.
- In the Reactive Turn, if they are allowed to declare an ARO.

## LOOK OUT! ARO

*No Roll*

### REQUIREMENTS

Players will check the Requirements of this Skill when declaring it.

- The user must have LoF to an opponent's Trooper or Marker who declares or executes an Order.

## SYMBIOMATE AUTOMATIC EQUIPMENT

*Assignable (W), Obligatory*

### REQUIREMENTS

- The SymbioMate must be used when the Trooper is forced to make a Saving Roll.

### EFFECTS

- A SymbioMate provides its user with ARM and BTS values of 9 replacing the ARM and BTS values of the user's Unit Profile and it also provides the Immunity (Total) Special Skill. In addition, the SymbioMate is also used and applied against Comms Attacks.
- When a Trooper with a SymbioMate is forced to make any Saving Rolls, she will perform those Saving Rolls with an Attribute value of 9, applying the Immunity (Total) Special Skill. Any other successful Attacks received by the user—or weapon or rule requiring any Saving Rolls—during the same Order will also apply the ARM and BTS values of 9, and the Immunity (Total) Special Skill. Against Comms Attacks, apply the ARM and BTS values of 9 but not the Immunity (Total) Special Skill.
- This is a single-use piece of Equipment, the SymbioMate will be removed from the game table at the end of the Order in which it was used.