N4

FAQS

V 1.3

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.

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.

During your main part of the Deployment Phase, can you reposition Troopers, Deployables, etc?

Yes, but as soon as you make a Roll, check Coherency, or ZoC, the positions of those Troopers, Deployables etc. are fixed and they cannot be repositioned.

For example, you can reposition a Trooper as many times as you want, but after you create a Fireteam and adjust the placement of the Fireteam members during the Coherency Check, you can no longer reposition any member of that Fireteam.

In the Deployment Phase do you have to check ZoC when a Trooper uses Minelayer, or Coherency when deploying Decoys or Holoechoes?

Yes, but your opponent must look away so that you can check the ZoC/Coherency without revealing Private Information.

When do Unconscious, Dead or Sepsitorized Troopers leave a Combat Group?

Unconscious Troopers are still part of their Combat Group. Dead or Sepsitorized Troopers are not part of any Combat Group.

What happens if a Trooper loses and gains points of W/STR or has States inflicted and cancelled simultaneously? For example, if an Engineer cancels a Trooper's IMM-A State at the same time as the Trooper is hit by a Riotstopper.

Apply the positive effect to the Trooper first. Then apply the negative effect. For example, make the Engineer's WIP Roll to cancel the Trooper's IMM-A State, then make the PH-6 Saving Roll against the Riotstopper's PARA ammunition. This can result in the original IMM-A State being cancelled and a new State being inflicted.

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.
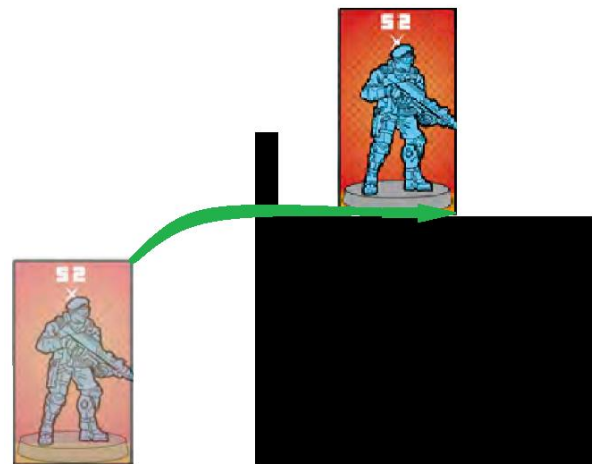
Examples:
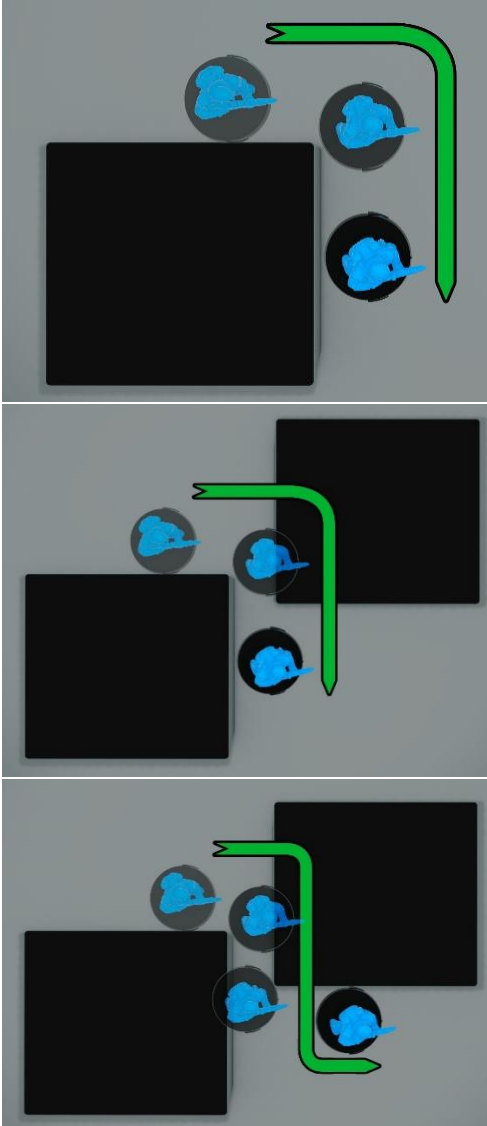
How are Jump and Climb movement measured?

When measuring Jump or Climb movement, you can measure from any point of the Trooper's Silhouette at the start of the movement, but you must measure to the base's outer edge and underside at the end of the movement. The Trooper can vault over obstacles (parapets etc.) that are equal to or lower than the height of their Silhouette as normal.

Development team note: By gaining distance from the Silhouette and allowing the Trooper to ignore parapets (as long as they are equal to or lower than the Silhouette height), movement while Jumping or Climbing is facilitated. This makes these movements easier and gives extra value to Troopers with Super-Jump and Climbing Plus. As we can see in the image, the Jump path is the same even without the parapet.

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.

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.

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 agains 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.

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.

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

Yes.

How does Inspiring Leadership interact with Lieutenants?

Inspiring Leadership only works if the Trooper is the current Lieutenant on the table.

[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.

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.

What happens when a Trooper uses the Explode Special Skill and the template affects an allied Trooper?

The template is cancelled, but the user of Explode still enters Dead State.

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.

How do Hidden Deployment and Holoecho States interact?

If a Trooper deploys in Hidden Deployment State and in Holoecho State, the player must write down the positions of the three Holoechoes on the game table, and which of them is the real Trooper. When the Trooper's Hidden Deployment State is cancelled you must perform a Coherency Check. Any Holoechoes that are out of Coherency have their Holoecho State cancelled.

Do Holoechoes block Line of Fire?

Yes.

How are TinBots taken into account for deployment or interacting with them?

TinBots are purely aesthetic and are just reminders of the Trooper's equipment, even if

represented by a Token or Model. A Trooper's TinBots are not placed on the table until the Trooper is placed on the table as a Model.

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 a Trooper in Disconnected State or Unconscious State (including those in Shasvastii-Embryo State) prevent an enemy from re-entering Marker State, or cancel their Cautious Movement?

No.

What happens if a Peripheral or their Controller enters Isolated State?

The Peripheral will enter Disconnected State at the end of that Order. If the Peripheral's or Controller's Isolated State is cancelled, this will also cancel the Peripheral's Disconnected State.

Do Peripherals in Disconnected State still activate with their Controller?

No. A Peripheral in this State cannot be activated, or declare Orders or AROs.

What happens to the Special Lieutenant Order if the Lieutenant enters Isolated State?

If the Order has not been spent, it is lost and cannot be used, whether by the Lieutenant or by a Trooper with the NCO Skill.

Can an NCO in Isolated State use the Special Lieutenant Order?

No.

How does Tactical Awareness interact with the Isolated State?

Isolated State does not affect Tactical Awareness. The Trooper generates their extra Irregular Order and can use it.

TRAITS

Does Double Shot work in ARO?

No.

FIRETEAMS

When are a Fireteam's Composition Bonuses checked?

A Fireteam's Composition Bonuses are Private Information until the Resolution step of an Order in which their player declares BS Attack or Discover, when the MODs of the Rolls are determined.

If a Trooper with Frenzy is in a Fireteam and causes damage to an enemy, do they become Impetuous in the States Phase after leaving the Fireteam?

No. The Trooper has to cause damage while they are not a member of a Fireteam.

Can a Controller be part of a Fireteam or Coordinated Order if its Peripheral is Isolated, Disconnected, Dead, etc?

No.

Can a Fireteam's Burst Support Bonus be combined with other Burst MODs and bonuses? For example with Enhanced Reaction in ARO?

Yes. For example a Remote can add the Burst Support Bonus to its Burst 2 ARO from Enhanced Reaction, giving it Burst 3 in ARO.

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 (1), 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 23) **LOSS OF LIEUTENANT**

Activation

If, during the **Tactical Phase** of the Active Turn, the Active Player lacks a Lieutenant because they did not deploy it on the game table (as a Model or as a Marker) or the previous Lieutenant is currently in a **Null** (Unconscious, Dead, Sepsitorized...) or **Isolated** State, then a situation of Loss of Lieutenant is automatically declared.

(PAGE 24) **LINE OF FIRE (LOF)**

The third condition is changed to:

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 the Silhouette of any Model (allied or enemy).

The first exception is changed to:

As long as a Trooper can draw LoF to their target, the target can draw LoF to that Trooper as well, as long as that Trooper is within the target's LoF arc.

(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 43) BURST (B)

In Infinity N4, when a Trooper performs an Attack during their Active Turn they must use their full Burst (B) value including all Modifiers (MODs). MODs from Skills and Equipment with the Optional Label, such as the Fireteam Burst Bonus, do not have to be applied during the Active or Reactive Turn.

(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.

(PAGE 48) AREA OF EFFECT OF TEMPLATE WEAPONS AND EQUIPMENT

New Effect after bullet 5

Once placed, the Template remains on the game table until the Resolution step of the Order.

(PAGE 49) DIRECT TEMPLATE WEAPONS

New effect after bullet 5

In ARO, any Active Trooper in the Area of Effect of the Template during the Order counts as a Main Target when checking whether the Template is cancelled.

(PAGE 49) TEMPLATE WEAPONS INTO CLOSE COMBAT

Template Weapons placed on a group of Troopers who were engaged in Close Combat during the Activation phase of the current Order 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.

(PAGE 50) IMPACT TEMPLATE WEAPONS

Requirements bullet 2:

It is obligatory to declare a valid Main Target, who must be in LoF when the Attack is declared, and who will be the reference to place the Circular Template.

(PAGE 60) HACKING AREA

This term refers to the Area of Effect of Hacking Programs. In Infinity N4 a Hacker's Hacking Area matches their Zone of Control, and the Zone of Control of Repeaters and Deployable Repeaters of either the Player or their Allies.

In addition, if a Hacker is within the Zone of Control of an Enemy Repeater or Deployable Repeater, their Hacking Area includes all Enemy Troopers on the game table. However, if the Enemy Trooper is not a Hacker, any ARO or Hacking Program using the Enemy Repeater will fail its Requirements, and instead an Idle will be performed.

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.

In the ARO Check steps of the Order Expenditure Sequence (see page 21), players can check if the Active Trooper is inside any Reactive Troopers' Hacking Areas. Measurements must always be made from the Active Trooper, checking a maximum of 8 inches from any point along their path, and from the Active Trooper's Repeaters. If the measurements show that the Active Trooper is within the Hacking Area of the Reactive Trooper, they can declare a Hacking Program or Reset ARO, as mentioned above.

HoloMask and Hacking Area

When using an Enemy Repeater to include an Enemy Trooper in the Hacking Area, any ARO or Hacking Program against a Trooper who does not have the Hacker Special Skill on their real Unit Profile will fail its Requirements in the Resolution step of the Order, and instead an Idle will be performed. This will reveal that the Enemy Trooper is not a Hacker.

HoloMask and Repeater

Similarly, when using an Enemy Trooper's Repeater, if that Trooper is in HoloMask State and does not have a Repeater on their real Unit Profile then any ARO or Hacking Program using their fake Repeater will fail its Requirements in the Resolution step of the Order, and instead an Idle will be performed. This will reveal that the Enemy Trooper does not have a Repeater.

(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 61) EXAMPLE OF CAMOUFLAGED STATE AND ARO THROUGH A REPEATER

This time, the Shrouded Hacker is in Camouflaged State and declares Idle.

As the Camouflaged Marker is inside the Orc Hacker's Hacking Area, the Orc Hacker can delay their ARO in case the Camouflaged Marker is a Hacker.

The Orc Hacker may declare an ARO only if the Camouflaged Marker reveals themselves with the second Short Skill of the Order.

(PAGE 70) ECLIPSE AMMUNITION

New Effect:

If a Trooper with a Multispectral Visor is the target of a BS Attack into, through, or out of this Zero Visibility Zone, their Multispectral Visor cannot reduce the MODs of the resulting Poor Visibility Zone.

(PAGE 81) IMPORTANT BOX ABOUT BURST VALUE

If these Modifiers (MODs) affect Burst (B), they are only applied during the Active Turn. The maximum Burst (B) value of any weapon is 6, no matter how many MODs to B are applied.

(PAGE 81 and 117) MODIFIERS, REMEMBER BOX

The four first bullets are replaced by (three in page 117):

Any MOD or value in round brackets next to a Special Skill, Weapon, or Equipment—such as CC Attack (+3), Combat Jump (PH=10), BS Attack (B+1) etc.—**only applies when using** the Special Skill, Weapon, or Equipment.

- **Positive MODs** only apply to **the user**.
- **Negative MODs** only apply to **enemies**.
    - Negative MODs for **Automatic** Skills and Equipment—such as Mimetism (-6), or Surprise Shot (-3)—always apply the MOD **as specified in their rules**.
    - Negative MODs for **other** Special Skills, Weapons, and Equipment—such as Dodge (-3), or CC Attack (-3)—only apply **during Face to Face Rolls**.

Addition to Skills

(PAGE 82) SKILLS

IMPORTANT

Skills can only be declared from a position that the Trooper has already been in or moved through during the current Order. Therefore the Active Trooper cannot declare a Skill from a position they have not reached yet.

Development team note: By adding this important box, our intention is to end all the annoying situations that have been generated with the modification of the Order Sequence, but keeping the flexibility when declaring skills. So, you will still be able to declare "Shoot" as the first half of the Order. However, if you really want to shoot a Trooper behind a wall, you must move first and then shoot.

(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"

(PAGE 110) REMOTE PRESENCE

Effect Added:

This Special Skill remains active even when its owner is in a Null state.

(PAGE 112) SIXTH SENSE

Third Effect:

If the user is the target of a BS Attack through a Zero Visibility Zone, they ignore the -6 MOD from the resulting Poor Visibility Zone.

Sixth Effect:

This effect is removed. Add a new box under the Skill:

Remember

Stealth is not effective against Troopers with the Sixth Sense Special Skill.

(PAGE 124) MOTORCYCLE

The seventh bullet is replaced by:

When deploying an **Impetuous** Trooper with a Motorcycle, the player must choose whether the Trooper **keeps** the **Impetuous Special Skill and therefore cannot benefit from Partial Cover**, or **loses the Impetuous Special Skill and therefore can benefit from Partial Cover**, with no change in their Cost and SWC

(PAGE 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.

(PAG 134) VISIBILITY CONDITION

Added one more point to White Noise Zone:

If a Trooper with a Multispectral Visor is the target of a BS Attack into, through, or out of a White Noise Zone, their Multispectral Visor cannot reduce the MODs of the resulting Poor Visibility Zone.

ALERT!
AUTOMATIC SKILL

Optional, No Roll.

REQUIREMENTS

- The Trooper has not 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.

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. LoF must be drawn from the point where the Attack is performed to the position of the target when it is attacked. 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.

LOOK OUT!
ARO

No Roll

REQUIREMENTS

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

- The user must have LoF to an enemy Model or Marker who declares or performs an Order.

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.

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.

FIRETEAM ORDER

Effects bullet 2:

If the Fireteam declares Reset or any Skill with the Movement Label (except Berserk), both the Fireteam Leader and the other Fireteam members perform that Skill.
If any other Skill is chosen, only the Fireteam Leader declares and performs such Skill and the other Fireteam members declare and perform an Idle while **granting the Fireteam Leader a set of Bonuses** determined by the size and composition of the Fireteam.