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INFINITY



N4

INFINITY N4. RULES ADAPTATION ANNEX

V. 1.1

INFINITY N4. RULES ADAPTATION ANNEX

THIS FILE IS AN ANNEX TO THE INFINITY N4 RULESET CONTAINING A SERIES OF RULES, SPECIAL SKILLS, WEAPONS, AND PIECES OF EQUIPMENT WHICH HAVE BEEN ADAPTED TO THE N4 SYSTEM, BUT WITH A PROVISIONAL NATURE. RULES INCLUDED HERE ARE COMPLETELY OFFICIAL, HOWEVER THEY MAY BE MODIFIED IN FURTHER EXPANSIONS OF THE N4 RULESET.

INFINITY N4 LABELS AND TRAITS

Labels and Traits describe game features and particularities of both Skills and weaponry and Equipment.

LABELS

Labels describe a series of defining aspects of Skills, weapons, and pieces of Equipment for a quick reference. The one listed below is in addition to the ones in the N4 core rules.

- **Assignable (W).** When deploying its owner during the Deployment Phase, and only then, this weapon or piece of Equipment can be assigned to Troopers who possess the Transmutation (W) Special Skill, and are present on the game table as a Model (excluding Troopers using Airborne Deployment, Hidden Deployment, Impersonation State, etc.).

A Trooper possessing the Transmutation (W) Special Skill cannot receive more than one weapon or piece of Equipment of the same type with the Assignable Trait.

Weapons and pieces of Equipment with the Assignable Trait must be placed and remain in base contact with their user, the assigned Trooper, moving along with them.

These weapons and pieces of Equipment are considered a Game State Token rather than a Model.

TRAITS

Traits are the special features of certain weapons and pieces of Equipment. The one listed below is in addition to the ones in the N4 core rules.

- **BioWeapon.** This weapon only affects those targets possessing the Wounds (W) Attribute.

SPECIAL SKILLS

FIRETEAM: DUO

Troopers possessing this Special Skill can compose a Fireteam of two members if they belong to a Sectorial Army List.

FIRETEAM: DUO

AUTOMATIC SKILL

Optional

REQUIREMENTS

- ▶ The Trooper possessing this Special Skill must belong to a **Sectorial Army List**, or have a Special Skill, piece of Equipment or Hacking Program that allows its use.
- ▶ When forming the Fireteam, the owner of this Special Skill must be part of that **Fireteam: Duo**.

EFFECTS

- ▶ This Special Skill allows a **Fireteam: Duo** to be formed, following the rules of **Fireteam** composition.
- It is **not** compulsory that the owner of this Special Skill be the **Team Leader** of the Fireteam: Duo.

FIRETEAM: ENOMOTARCHOS

Troopers possessing this Special Skill can compose a Fireteam of up four members if they belong to a Sectorial Army List.

FIRETEAM: ENOMOTARCHOS

AUTOMATIC SKILL

Optional

REQUIREMENTS

- ▶ The Trooper possessing this Special Skill must belong to a **Sectorial Army List**.
- ▶ When forming the Fireteam, the owner of this Special Skill **must** be part of that **Fireteam: Enomotarchos**.

EFFECTS

- ▶ This Special Skill allows a **Fireteam: Enomotarchos** to be formed, following the rules of Fireteam composition.
- ▶ It is **not** compulsory that the owner of this Special Skill be the **Team Leader** of the Fireteam: Enomotarchos.

FIRETEAM: HARIS

Troopers possessing this Special Skill can compose a Fireteam of up three members if they belong to a Sectorial Army List.

FIRETEAM: HARIS

AUTOMATIC SKILL

Optional

REQUIREMENTS

- ▶ The Trooper possessing this Special Skill must belong to a **Sectorial Army List**.
- ▶ When forming the Fireteam, the owner of this Special Skill **must** be part of that Fireteam: Haris.

EFFECTS

- ▶ This Special Skill allows a **Fireteam: Haris** to be formed, following the rules of Fireteam composition.
- ▶ It is **not** compulsory that the owner of this Special Skill be the **Team Leader** of the Fireteam: Haris.

FIRETEAM: TRIAD

Troopers possessing this Special Skill can compose a Fireteam of three members.

FIRETEAM: TRIAD

AUTOMATIC SKILL

Optional

REQUIREMENTS

- ▶ Troopers possessing this Special Skill can only form a **Fireteam: Triad** with other Troopers possessing this same Special Skill.
- ▶ When forming the Fireteam, the owner of this Special Skill **must** be part of that Fireteam: Triad.

EFFECTS

- ▶ This Special Skill allows a **Fireteam: Triad** to be formed, following the rules of Fireteam composition.
- ▶ It is **not** compulsory that the owner of this Special Skill be the **Team Leader** of the Fireteam: Triad.

IMPORTANT

Members of a Fireteam cannot be part of Coordinated Orders.

INSPIRING LEADERSHIP

This Special Skill ties the behavior of entire armies to the user's discipline and state of mind.

INSPIRING LEADERSHIP

AUTOMATIC SKILL

Obligatory

REQUIREMENTS

- ▶ In order to apply the effects of Inspiring Leadership, the user must be the Lieutenant of the Army List, be on the game table, and **not** be in a Null State (Unconscious, Dead, Sepsitorized...).

EFFECTS

- ▶ All Troopers in the Army List that provide Orders are considered to:
 - ▶ Possess the **Regular Training** Characteristic.
 - ▶ Have the **Courage** Special Skill.
- ▶ You may declare a **Coordinated Order** that includes the user by spending only the Special Lieutenant Order, without expenditure of Command Tokens or extra Orders.
- ▶ The army is not affected by the Retreat! rule, and never enters a Retreat! situation.

TRI-CORE

This Special Skill allows the Fireteam: Triad of its owner to apply the four and five-member Fireteam Bonuses.

TRI-CORE

AUTOMATIC SKILL

Optional

REQUIREMENTS

- ▶ The owner must be a member of a Fireteam: Triad.
- ▶ Players can have a maximum of **one** Trooper possessing this Special Skill in their Army List.

EFFECTS

- ▶ This Special Skill allows the Fireteam: Triad of its owner to apply the four and five members Fireteam Bonuses, in addition to the Bonuses of this type of Fireteam.
- ▶ The effects of this Special Skill are cancelled when the Fireteam: Triad is reduced to less than three members.
- ▶ The effects of this Special Skill are cancelled at the end of the Order in which its owner ceases to be part of the Fireteam: Triad or enters Isolated State or any Null State.
- ▶ In the Active and Reactive Turn, players **must** mark the use of this Special Skill by placing a Tri-Core Token besides the Team Leader Token.

TRI-CORE GAME EXAMPLE

During the Active Turn, a Spiral Corps player activates a Fireteam: Triad with three members, which includes a Taagma Schemer with Tri-Core, so in that Order that Triad can apply the three, four and five-member Fireteam Bonuses.

In the following Order, the Spiral Corps player decides to activate that Fireteam: Triad again. However, when performing the Coherency Check the player realizes the Triad is composed of only two members. So, that Triad cannot use Tri-Core or apply the three-member Fireteam Bonus.

WEAPONRY

SYMBIOBOMB

The SymbioBomb is a single use piece of equipment that allows its **owner**, in whose Trooper Profile the SymbioBomb is listed, to assign it to a Trooper in the same Army List, called the **user**, in order to provide additional attack and support advantages

SYMBIOBOMB

Assignable (W), Comms Attack, Optional.

EFFECTS

- ▶ By expending one Short Skill /ARO, the **user** can use one **Pheroware Tactic**: Endgame, Eraser or Mirrorball (see Weapon Chart).
- ▶ When using the Endgame or Eraser Pheroware Tactics with a SymbioBomb, a -3 MOD is applied to the targets in any Face to Face Rolls.
- ▶ The SymbioBomb will be removed from the game table at the end of the Order in which it was used.

SYMBIOBOMB GAME EXAMPLE:

During the Deployment Phase, the Tohaa Player assigns its Kaeltar Specialist's SymbioBombs to a Sakiel, and to a Gorgos, which already has a SymbioMate.

EQUIPMENT

SYMBIOMATE

The SymbioMate is a single use piece of Equipment that allows its **owner**, in whose Unit Profile the SymbioMate is listed, to assign it to a Trooper in the same Army List, called the **user**, in order to provide additional combat advantages.

SYMBIOMATE

AUTOMATIC EQUIPMENT

Assignable (W), Obligatory.

REQUIREMENTS

- ▶ The SymbioMate **must** be used when suffering a successful Attack—or being affected by any weapon or rule that requires 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 used and applied also against **Comms Attacks**.
- ▶ When a Trooper with a SymbioMate suffers a successful Attack—or is affected by any weapon or rule that requires any Saving Rolls—she will perform any 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.
- ▶ 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.

SYMBIOMATE GAME EXAMPLE-1

During the Deployment Phase, the Tohaa Player assigns two of their Kaeltar Specialists' SymbioMates to a Gorgos and a Sakiel, two Troopers with the Transmutation (W) Special Skill.

During the game, the Gorgos receives, in the same Order, a successful hit with DA Ammunition, and a successful Attack with Forward Observer. As the Gorgos possesses a SymbioMate they are forced to use it. Thanks to the Immunity (Total) Special Skill, the TAG treats the DA hit as Normal Ammunition, applying an ARM value of 9, and is not affected by the Forward Observer Attack. At the end of the Order, the player must remove the SymbioMate from the game table.

Let's suppose the Gorgos received two successful hits from a weapon with the Continuous Damage Trait and also an Attack with a Hacking Program. The Gorgos is forced to use the SymbioMate, so the TAG ignores the Continuous Damage Trait (thanks to the Immunity (Total) Special Skill) applying an ARM Attribute value of 9. However, the Gorgos must perform a Saving Roll against BTS for the Hacking Attack, using the Attribute value of 9 provided by the SymbioMate. At the end of the Order, the player must remove the SymbioMate from the game table. If the Gorgos was in Partial Cover, it would apply the -3 MOD to Damage, if applicable.

Later, the Kaeltar Specialist who is the owner of the Sakiel's SymbioMate passes to Dead State. However, even though the Kaeltar model is removed from the game table, the player will not remove the Sakiel's unused SymbioMate.

SYMBIOMATE GAME EXAMPLE-2

In the next Game Round, during a heroic action, the Sakiel suffers two successful hits with AP Ammunition and one Critical hit with DA Ammunition, all of them in the same Order. As the Sakiel has a SymbioMate, he must use it, so he treats all three hits as Normal Ammunition due to the Immunity (Total) Special Skill, performing a total of four Saving Rolls with an ARM value of 9—one Saving Roll for each hit and an additional Saving Roll due to the Critical. At the end of that Order, the player must remove the SymbioMate.

If the Sakiel had suffered a successful Attack with a weapon loaded with PARA Ammunition, and with the Non-Lethal Trait, he will not make the Saving Roll, thanks to the Immunity (Total) Special Skill. However, his player must remove the SymbioMate from the game table at the end of that Order.

INFINITY FIRETEAMS

The Infinity Fireteams rule allows players to activate a team of Troopers who support a single Team Leader, with less Order expenditure. There are several types of Fireteams.

Sibylla explains

As a quick summary: This rule allows the activation of groups composed of 2 to 5 models by consuming a single Order.

These models must be in Coherency with a Team Leader, and while they may not shoot or act directly against the enemy. Instead, they provide a bonus to the Leader, who carries out the Order. Fireteam leadership can alternate between its members; players can change the Leader when they declare a new Order.



FIRETEAMS: BASIC RULES

COMMON REQUIREMENTS

- To use this rule, a player must field a **Sectorial Army List**, an Army List that specifies that Fireteams are available, or have a Special Skill, piece of Equipment or Hacking Program that allows its use.
- A Fireteam can only be composed of those Troopers listed as being able to compose Fireteams.
- A Fireteam must be composed of Troopers belonging to the same Unit, or of those that the **Sectorial Army List** specifies are able to do so. Some special Fireteams can ignore this Requirement, as specified in their description or in the Sectorial Army List.
- The members of a Fireteam must observe the Coherency rule (See N4 page 26) in regards to the **Team Leader**.
- A Trooper **cannot** simultaneously be part of more than one Fireteam.
- All members of a Fireteam must belong to the same Combat Group.
- The player must nominate one of the Fireteam members as the Team Leader, placing a Team Leader Token. (F: TEAM LEADER) beside them.

TEAM LEADER



The Team Leader is the acting Trooper of a Fireteam with access to certain added bonuses. As we will see later on, the Team Leader determines the Order that all Fireteam members will declare, is the Reference Trooper for the Coherency rule the rest of the Fireteam members must observe, and is the Trooper whose elimination causes the cancellation of the Fireteam, etc.

The Team Leader is not a fixed model, but can change from Order to Order as the player desires.

The Team Leader is identified by a Team Leader Token (F: TEAM LEADER) or equivalent, depending on the type of Fireteam.

CREATION OF A FIRETEAM

- During the Deployment Phase, placing a Team Leader Token (F: TEAM LEADER), or equivalent, beside one of the Troopers that meet the Requirements of this rule.
In that moment, the player can make a Coherency Check relative to the chosen Team Leader.
- During the game, spending a Command Token and placing a Team Leader Token (F: TEAM LEADER) beside one of the Troopers that meet the Requirements of this rule.
- When a Fireteam is created, the player must declare which Troopers are members of it.

IMPORTANT

When creating a Fireteam that includes Wildcard Troopers, the player must include at least one Trooper from the Units listed for that Fireteam in the Sectorial chart, or a Trooper that counts as a member of one of those Units.

CHANGING THE TEAM LEADER

Players nominate the Team Leader during the Deployment Phase, when the Fireteam is created. However, players can change the Team Leader during the game.

Changing the Team Leader allows any Fireteam member to take over when their Special Skills, weaponry, or Equipment are most required.

In the Active Turn, a player can change the Team Leader by placing the Team Leader Token beside the Fireteam member he wishes to take over as Team Leader, when declaring the first Skill of an Order.

FIRETEAMS IN THE ACTIVE TURN

During the Active Turn, Fireteams behave differently from other Infinity Troopers, as explained below:

FIRETEAM ACTIVATION IN ACTIVE TURN

- During the Active Turn, all the Fireteam members are activated with a single Regular Order from the Order Pool of their Combat Group.
- All members of the Fireteam **must declare and execute the same** Short Skills of the Order, or Entire Order, as the Team Leader.
If any of the Fireteam members does not meet the Requirements of a Skill declared during the Order, then they instead perform an Idle instead of that Skill, while the others may act normally.
- Each Fireteam member must observe the Coherency rule in regard to the Team Leader. The player must perform a **Coherency Check** at the start and end of each Order, to know how many members the Fireteam has.
If a Fireteam member fails a Coherency Check, breaking Coherency with the Team Leader, they stop being part of the Fireteam immediately.
- Each reactive Trooper can choose only one of the Troopers (whether the Team Leader or one of the other Fireteam members) as their target, but they are not obliged to choose the same target.

FIRETEAMS, NCO AND TACTICAL SENSE

If the nominated Team Leader has the NCO or Tactical Sense Special Skill, they can use the Lieutenant Special Order or their extra Order, as applicable, as a Regular Order to activate all the Fireteam members.

REMEMBER

Any members that break Coherency are no longer part of the Fireteam (see Integrity of a Fireteam).

FIRETEAM ORDER: SKILLS CLASSIFICATION

Declaring Orders for a Fireteam works differently, and is limited to specific combinations of Skills.

Specific Skill combinations compose a Fireteam Order. These Skills are grouped into three different classifications depending on their effects: Movement Skills, Support Skills, and Evasion Skills.

When declaring an Order with a Fireteam, players can only use the specific Skill combinations shown in the Fireteam Order Chart:

FIRETEAM ORDER: SKILL COMBINATIONS
Movement Skill
Movement Skill + Movement Skill
Movement Skill + Evasion Skill / Evasion Skill + Movement Skill
Movement Skill + Support Skill / Support Skill + Movement Skill
Evasion Skill
Support Skill

MOVEMENT SKILLS

This classification includes all Short Movement Skills (except Discover), and the Entire Order Skills Cautious Movement, Climb, and Jump.

When declaring a Movement Skill, the Team Leader and all Fireteam members perform the declared Movement.

Entire Order Movement Skills cannot be combined with other Skills.

EVASION SKILLS

This classification includes the Dodge and Reset Short Skills.

When declaring an Evasion Skill in the Active Turn, the Team Leader and the Fireteam members all perform the corresponding Rolls.

SUPPORT SKILLS

This classification includes the Skills not specified in the previous classifications. Basically, this includes the Short Movement Skill Discover, all Short Skills except those stated in the Evasion classification, and all Entire Order Skills that do not have the Movement Label.

This category also includes scenario Short Skills, such as "Activate Console" or "Deploy and Activate Beacon".

When declaring Support Skills, only the Team Leader performs the Roll and applies its effects. The rest of the Fireteam members do not perform any Roll or apply any effects, but they give the Team Leader certain bonuses determined by the number of Fireteam members.



FIRETEAMS IN THE REACTIVE TURN

- In the Reactive Turn, **all the Fireteam members** (the Team Leader and the rest of the members) **have all the bonuses that being part of a Fireteam provides** (depending on the number of Trooper that compose the Fireteam).
- Also, in ARO, each Fireteam Member performs Rolls and applies their effects.
- In the Reactive Turn, all the Fireteam Members gain their own separate AROs. However, any declared AROs must be **the same for all of the reactive members, which is called the Fireteam's ARO**.
Players must consider the Fireteam's ARO to be the one declared by more than half of the Fireteam members that declare an ARO. Consequences for deviating from the **Fireteam's ARO** can be checked in **Fireteam Integrity**.
- Each Fireteam member must observe the Coherency rule in regard to the Team Leader. The player must perform a Coherency Check at the start and end of each ARO, to know how many members the Fireteam has.
If a Fireteam member fails a Coherency Check, breaking Coherency with the Team Leader, they stop being part of the Fireteam immediately.
- When facing multiple Active Troopers (Coordinated Orders, other Fireteams...), each Fireteam member must choose only one of the Troopers activated by the Order as their target, but they are not obliged to choose the same target. The ARO declared must be the same for the entire Fireteam.

FIRETEAM BONUSES

The number of Fireteam members determines the bonus that the player can apply.

TWO MEMBER FIRETEAM BONUS

- This Level applies the basic rules of Fireteams, granting no additional bonus.
- During the Active Turn, the two Troopers activate with a single Regular Order.

THREE MEMBER FIRETEAM BONUS

BURST SUPPORT BONUS	
	AUTOMATIC SKILL
Optional	
EFFECTS	
▶ In the Active Turn , the Team Leader can apply a +1 bonus to the Burst (B) value of their BS Weapons, including Throwing Weapons but excluding Technical Weapons . As a special rule, in the Active Turn, this +1 Burst bonus can be combined with other bonuses or Burst MODs provided by other rules, Special Skills, Equipment, or Hacking Programs.	
▶ In the Reactive Turn , all the Fireteam members benefit from this bonus. However, all the BS Attacks of that member's Burst must be performed against the same target.	
▶ The +1 B MOD does not apply to Entire Order Skills (Intuitive Attack, Speculative Attack...).	
▶ If the Trooper uses this bonus with Disposable Weapons with limited ammunition (for example a Panzerfaust), then benefiting from the +1 B bonus means expending one additional use. For example, a Trooper with a Panzerfaust (a weapon with B 1 and two uses) using the bonus would make an Attack with B 2, expending both of the weapon's uses in a single Order. The Panzerfaust will be unloaded, so the player would place an Unloaded State Token beside the Trooper.	
▶ In the Reactive Turn , this +1 Burst bonus can not be combined with other bonuses or Burst MODs provided by other rules, Special Skills, Equipment, or Hacking Programs, except for those that specifically state otherwise.	
▶ This bonus is cumulative with the two-member bonus.	

FOUR MEMBER FIRETEAM BONUS

- In the Active Turn, the Team Leader gains the **Sixth Sense** Special Skill.
- In the Reactive Turn, all Fireteam members benefit from this bonus.
- This bonus is cumulative with the two and three member bonuses.

FIVE MEMBER FIRETEAM BONUS

- In the Active Turn, the Team Leader applies a +3 MOD to their BS Attacks, including those made with Throwing Weapons but excluding those made with Technical Weapons. They also apply a +3 WIP MOD to Discover Rolls.
- In the Reactive Turn, all the Fireteam members benefit from the same bonus.
- This bonus is cumulative with the two, three, and four member bonuses.

FIRETEAMS AND CC

- In Close Combat, whether in the Active or Reactive Turn, when several members are engaged in the same CC, **only** the Team Leader Trooper can be chosen to perform the CC Roll, applying the Close Combat with Multiple Troopers rule.
- In the Reactive Turn, if the Team Leader is not engaged in that CC, the player must choose **one** of the Fireteam members who are engaged in that CC to perform the CC Roll, applying the Close Combat with Multiple Troopers rule.
- In ARO, the enemy will be able to target any Fireteam member engaged in the CC, but only one of them.



FIRETEAMS, FRENZY AND IMPETUOUS

- While in a Fireteam, the Frenzy and Impetuous Special Skills of a Trooper are **not** applied.
- If the Trooper leaves the Fireteam, any Frenzy and Impetuous Special Skills will apply again, in whatever state they were in when the Trooper joined the Fireteam.
- Any Fireteam that is an exception to this rule will specify this in its description.

FIRETEAMS AND SUPPRESSIVE FIRE STATE

- A Trooper stops being part of a Fireteam if they enter Suppressive Fire State.
In addition, a Trooper's Suppressive Fire State is cancelled when joining a Fireteam.

FIRETEAM INTEGRITY

In the Active Turn and Reactive Turn, a Trooper stops being part of a Fireteam in the following cases:

- The Trooper enters or is in Isolated State or any Null State.
- The Trooper breaks Coherency with the Team Leader.
- The Trooper is Irregular and uses its Irregular Order.
- The Trooper is the Lieutenant and spends the Lieutenant Special Order.
- The Trooper enters or is in a State that allows it to be substituted by a Marker (Camouflaged, Impersonation, Holocho...), unless a Special Skill, piece of Equipment or Scenario Special Rule indicates otherwise.
- The Trooper enters Suppressive Fire State.
- A Command Token or Special Skill, Equipment, or Special Scenario rule is used to move the Trooper to a different Combat Group.
- In the Reactive Turn, if the Trooper declares an ARO that is different from the **Fireteam's ARO**, the one declared by the majority of the Fireteam members. When any Fireteam member declares an ARO different from the **Fireteam's ARO**, then the players must consider the Fireteam's ARO to be the one declared by more than half of the Fireteam members.
For example, in a five member Fireteam where only three of them declare an ARO, if two members declare one kind of ARO, and the third one declares a different ARO, this member will automatically leave the Fireteam.
When there is no majority of ARO, for example, if the three members each declare a different ARO, then the player can choose which ARO is considered to be the **Fireteam's ARO**, and the other two members will automatically leave the Fireteam.

In any of the above cases, the Trooper stops being part of the Fireteam the moment the Order or ARO is declared, or when the case says. Consequently:

- In the Active Turn, that Trooper is not activated by the Fireteam's Order, so is considered inactive for ARO purposes.
- In the Reactive Turn, that Trooper is not able to benefit from the advantages of being in a Fireteam.
- When one or more members leave the Fireteam, the player must recalculate the number of members to check if a **Fireteam Cancellation** occurs, or to determine the bonus available to the members during that Order if there are still enough members for there to be a Fireteam.
- If the Fireteam has not been cancelled, then the Troopers who left will automatically be able to **rejoin** it if they are in Coherency with the Team Leader **during the Order Count step of their next Tactical Phase**

FIRETEAM CANCELLATION

In the Active and Reactive Turn, a Fireteam is automatically cancelled in the following cases:

- The Team Leader enters Isolated State or any Null State. The cancellation occurs automatically at the end of the Order in which the Team Leader entered the State.
- The Team Leader declares an ARO different from the **Fireteam's ARO**, the one declared by the rest of the Fireteam members. The cancellation occurs automatically at the end of that Order.
- The Fireteam is reduced to one member, because other members have broken Coherency with the Team Leader, entered Isolated State or any Null State, or any other gaming condition has reduced the number of Fireteam members.
- If a Retreat! situation occurs.
- If the player uses a Command Token to create another Fireteam of the same type, if that type of Fireteam is exclusive.
- The Fireteam can be cancelled voluntarily by the player, with no expenditure of Orders or Command Tokens.

FIRETEAM EXAMPLE. MOVEMENT SKILL:

During their Active Turn, as the Yu Jing player wants that two Zhanshi of their Fireteam to reach an elevated position, declares Climb as the Fireteam Order. Both Zhanshi climb, while the rest of the Fireteam members, even though activated by the same Movement Skill, don't do anything, and will instead perform an Idle.

FIRETEAM EXAMPLE. SUPPORT SKILL:

During the Active Turn, a Fireteam of five Zhanshi declares the first Short Skill of their Order: Move. The Team Leader is a Hacker, so he declares Hacking as second Short Skill of the Order. This is a Movement + Support Skills combination. In this case, the Team Leader has not declared a BS Attack, so the rest of the Fireteam members cannot provide any bonus. Moreover, the other Zhanshi are not Hackers, so they will instead perform an Idle, and the Team Leader is the only one who acts. But, even if there were another Hacker in the Fireteam, this Trooper would not act either, and the Team Leader would not receive any support.

With the next Order, the first Short Skill is declared: Move. After checking Coherency, and the adversary's ARO declarations, the player declares the Second Short Skill of the Order: BS Attack. Once again, this is a Move + Support Skills combination. The Team Leader and the members of the Team move, but the Team Leader is the only one who performs the BS Attack. As this is a Fireteam of five models, the Team Leader gets a +1 B MOD, and a +3 BS MOD.

If the Discover Skill was declared instead of BS Attack as the second Skill of the Order, the Team Leader would have been the only one to perform the WIP roll, receiving a +3 WIP MOD.

In any of these cases, the remaining Fireteam members were susceptible to AROs from enemy Troopers. In these cases, the opponent would perform Normal Rolls, because the Fireteam members could not perform any roll.

FIRETEAM EXAMPLE. EVASION SKILL #1:

In the Active Turn, a Fireteam of five Zhanshi declares the first Short Skill of their Order: Move. After the corresponding ARO declarations, the player has to decide what will be the second Short Skill of the Order.

The Fireteam is in a situation where its Team Leader does not have LoF to any of the enemy Troopers able to perform AROs against the Fireteam. Each reactive Trooper has only one ARO against the entire Fireteam. The Fireteam's player prefers to not risk declaring a BS Attack, which would allow some of the enemy Troopers to perform Normal Rolls against the Fireteam members. Instead, he chooses to declare Dodge. So, each Fireteam member performs a Face to Face Roll against the corresponding enemy Troopers.

FIRETEAM EXAMPLE. EVASION SKILL #2:

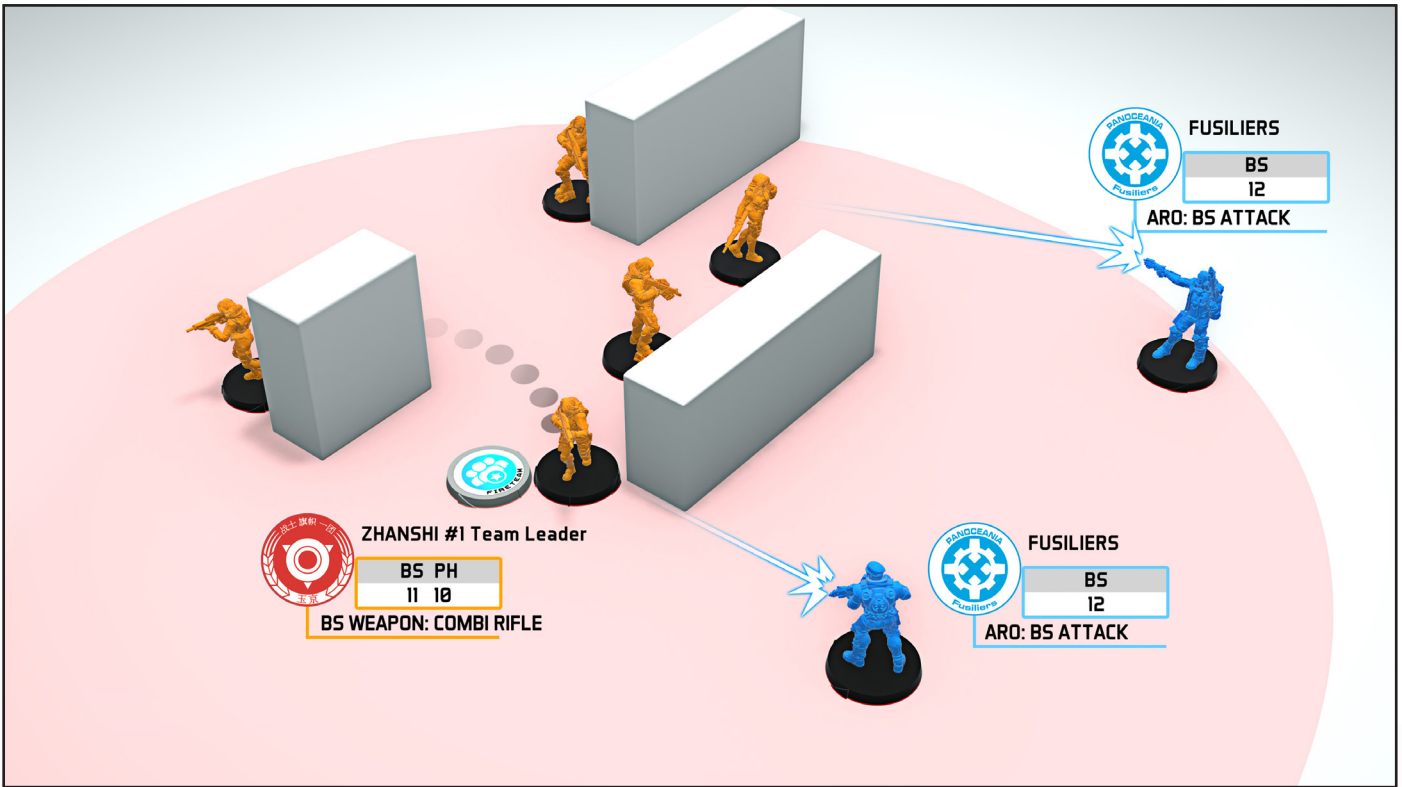
Let's suppose the Fireteam are facing two Daturazi, and one of them declares a BS Attack ARO against the Team Leader with a Chain Rifle, while the other Daturazi declares a BS Attack ARO with a Combi Rifle against another Zhanshi. In this case, the Team Leader will perform a Normal PH Roll, while the other Zhanshi will have to perform a Face to Face Roll of PH against BS.

FIRETEAM EXAMPLE. SUPPORT/EVASION SKILL:

In the situation shown in the graphic, during the Active Turn, the Zhanshi Fireteam declares Move as the first Short Skill of the Order. The opponent declares BS Attack AROs with their two Fuseliers, with the Fireteam only providing one ARO to each of them.

Here, the Team Leader has no LoF to the Fusilier on the right, so he could only declare a Face to Face Roll of BS Attack against the Fusilier on the left.

Now, the player must decide if their Team Leader declares BS Attack (Support) to face the Fusilier on the left, which would allow the other Fusilier to perform a BS Attack with a Normal Roll against one of their Zhanshi. Alternatively, he can declare Dodge (Evasion), so all Fireteam members could Dodge, performing two Face to Face Rolls (one for the Team Leader and one for the threatened Zhanshi) against the BS Attacks of the Fuseliers.



FIRETEAM EXAMPLE. TEAM LEADER CHANGE #1:

In the Active Turn, the player with the Fireteam of five Zhanshi wants to perform an attack against the enemy. So, with their new Order he declares the Team Leader will be the Zhanshi carrying the HMG, and he places the Team Leader Token beside it. Then, after declaring the first Short Skill of the Order, the player checks Coherency, verifying which other Fireteam members are in Coherency with the new Team Leader. As one of the Fireteam members is too far away, they are now out of the Fireteam, and the player can only activate four Troopers with the Order. So, the Team Leader can only apply the bonuses for a Fireteam of four members, instead of five members.

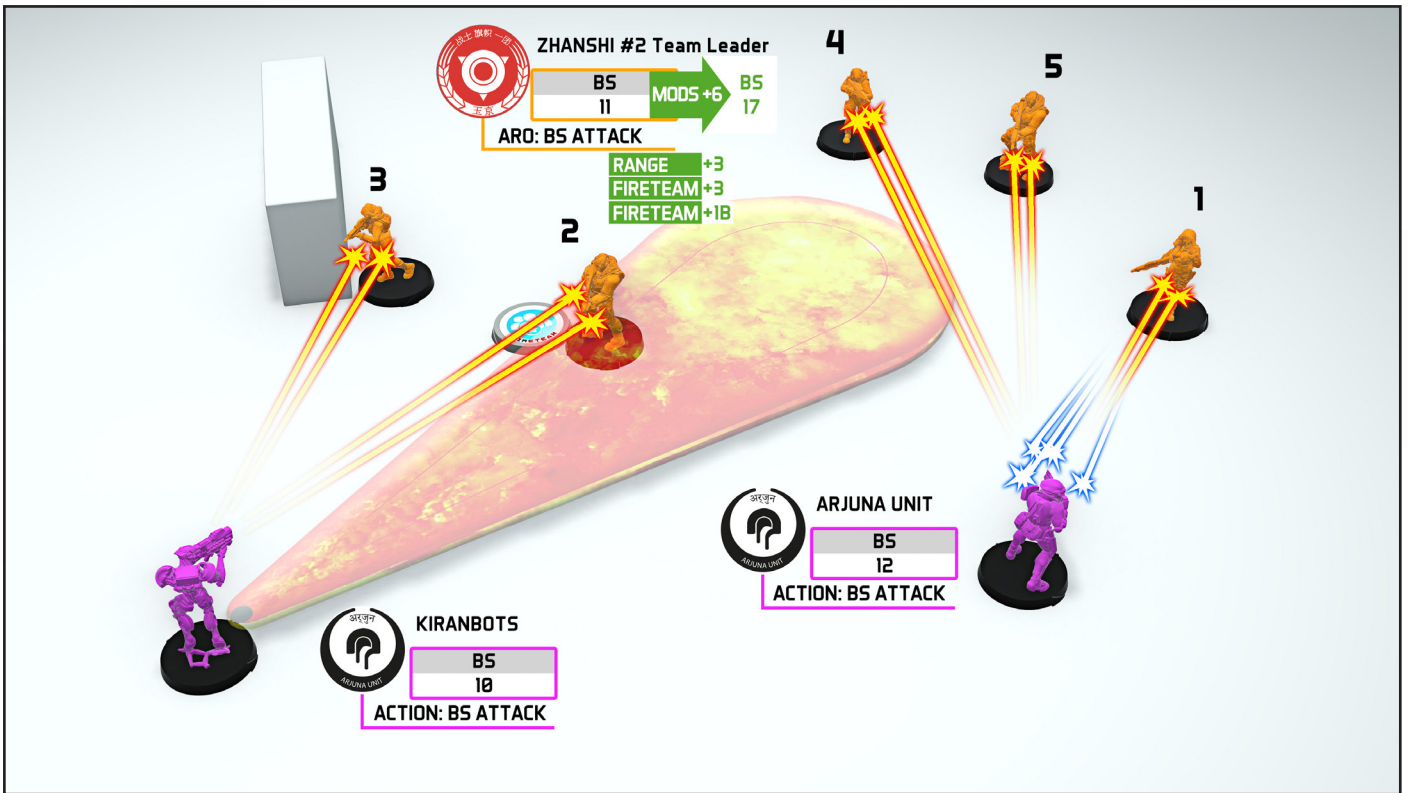
FIRETEAM EXAMPLE. TEAM LEADER CHANGE #2:

The Fireteam of five Zhanshi has suffered a casualty, who is in Unconscious State. With a new Order, the player places the Team Leader Token besides one of the Fireteam members who is a Paramedic. The player declares the first Short Skill of the Order: Move. Then, he checks Coherency, verifying that the other Fireteam members are in Coherency with the new Team Leader. All the Fireteam members move so that the Paramedic Zhanshi is in Silhouette contact with the Unconscious Trooper. With the second Short Skill of the Order, the Paramedic Zhanshi uses his MediKit. Meanwhile, the rest of the Fireteam members, although activated by that second Short Skill, do not perform any actions, and will instead perform an Idle.

FIRETEAM EXAMPLE. REACTIVE TURN #1:

In the Active Turn, a Daturazi armed with a Chain Rifle spends his Order and declares a BS Attack against the Fireteam of five Zhanshi. The Yu Jing player determines that the Large Teardrop Template of the Chain Rifle will only affect three of their Zhanshi (numbers 1, 2, and 3). If the Yu Jing player declares BS Attack as an ARO, those Zhanshi will need to perform a Saving Roll, so they decide to not risk them and declares Dodge as the ARO for those three Zhanshi, and also for Zhanshi #4. This Trooper, who is not affected by the Template, will use the Dodge Skill to move into Partial Cover. Zhanshi #5 doesn't declare an ARO as he already is in Partial Cover (See graphic).





FIRETEAM EXAMPLE. REACTIVE TURN #2:

During the Active Turn, an Arjuna and his Kiranbot declare Move as the first Short Skill of the Order, and are in LoF of the Fireteam of five Zhanshi. The five Zhanshi declare the same ARO, BS Attack, but three of them target the Arjuna and the other two the Kiranbot. Thanks to the Peripheral (Synchronized) Special Skill, the Arjuna and the Kiranbot can choose different targets. The Arjuna declares the second Short Skill of the Order: BS Attack against Zhanshi #1, and the Kiranbot declares BS Attack as well, but against Zhanshi #2. As the Zhanshi belong to a five member Fireteam, they can all apply the corresponding bonuses. Face to Face Rolls are performed between the Arjuna and Zhanshi #1, who has a bonus MOD of +3 to his BS Attribute and also +1 to the Burst of his weapon in ARO, so he will shoot twice. As the Kiranbot attacks with a Direct Template Weapon, Zhanshi #2 performs two Normal Rolls with BS, thanks to the bonus of +1 to the Burst of his weapon in ARO. Zhanshi #2 also gains a MOD of +3 to his BS, but he will have to make a Saving Roll for being hit by the Direct Template weapon. The other Zhanshi, who perform Normal Rolls as they are not being attacked, will also apply the bonuses to their BS Attack AROs (see graphic).

FIRETEAM EXAMPLE. CC VS MARTIAL ARTS L5:

During their Active Turn, a Fireteam of three Zhanshi declares a Move + CC Attack Order against Miyamoto Mushashi, who has the Martial Arts L5 Special Skill. Only the Zhanshi designated as Team Leader will be able to perform the CC Attack, receiving a +1 MOD to B for each additional allied Trooper engaged in CC. Miyamoto's Martial Arts L5 gives him B2 and he decides to target the Zhanshi designated as Team Leader, resulting in a Face to Face Roll between the Zhanshi's B3 and Miyamoto's B2.

FIRETEAM EXAMPLE. FIRETEAM INTEGRITY IN THE REACTIVE TURN:

In the Active Turn, a Fusilier armed with a Missile Launcher declares a BS Attack against a Zhanshi from the Fireteam of five Zhanshi. However, this Attack is performed in LoF of the Team Leader and three other members of that Fireteam. The Team Leader and these three Zhanshi declare BS Attack AROs (applying the support bonuses). But the targeted Zhanshi declares Dodge, so he is automatically out of the Fireteam, because his ARO is different from the Fireteam's ARO declared by the rest of the Fireteam members. Therefore, the Yu Jing player only can use the Support bonuses of a four member Fireteam. In the previous situation, if the Team Leader declared an ARO different from the Fireteam's ARO, the one declared by the other three Fireteam members, then he would automatically leave the Fireteam, and the Fireteam would be cancelled at the end of that Order.

EXAMPLE OF ORDER SPENDING AND ARO PROCEDURES (FIRETEAM IN THE ACTIVE TURN):

1. The active player places the Team Leader Token besides the Trooper they want to be the Team Leader during that Order. Then they declare the first Short Skill of the Order. Next, they check the number of members that are in Coherency with the Team Leader.
2. The reactive player declares the AROs of all their Troopers who can react to any Fireteam member. Each enemy Trooper gets only one ARO against the whole Fireteam.
3. The active player declares the second Short Skill of the Order.
4. The reactive player declares the AROs of any Troopers who gain an ARO to any Fireteam member due to the second Short Skill of the Order.
5. If the active player declared a Support Skill, then they apply the corresponding bonuses determined by the number of Fireteam members. Both players roll any required dice.
6. At the end of the Order, at the end of the Conclusion step, after having performed any movement due to a failed Guts Roll or any other rule, the active player checks Coherency again, to check if any Fireteam members leave the Fireteam, or if a Fireteam Cancellation happens.

FIRETEAM GAME EXAMPLE:

■ Fireteam Creation

In the Deployment Phase, the Yu Jing player deploys five Zhanshi on the game table, placing a Team Leader Token beside one of them. Next, he performs a Coherency Check, verifying if the other Zhanshi are inside the Team Leader's ZoC. As one of them is not, the player moves it, placing the Model inside the Team Leader's ZoC. The PanOceanian player, in their Deployment Phase, places their five Fusiliers in a cluster and places the Team Leader Token beside one of them, checking that the others are in Coherency, inside the Team Leader's ZoC. As all of them are inside the ZoC, the PanOceanian player doesn't need to move any of their Fusiliers.

■ Fireteam Order: Movement + Movement

During their Active Turn, the Yu Jing player spends one Order on their Zhanshi Fireteam to declare Move + Move, as they are outside enemy LoF. With only one Order he activates the five Zhanshi and all of them declare the same Order, performing the same two Short Movement Skills.

■ Fireteam Order: Team Leader Change; Movement (Jump)

With their next Order, the Yu Jing player changes the Fireteam's leadership, placing the Team Leader Token beside Zhanshi #1, who is armed with a HMG. In the same Order, as two members of the Fireteam are on a broken skyway, they need to declare a Jump Entire Order in order to keep moving. Their player declares Jump as the Fireteam Order and performs a Coherency Check, confirming all Zhanshi are in Coherency. All the Zhanshi will perform the Jump, advancing horizontally, even those who have no obstacle to overcome, with the player nominating the landing point of every Zhanshi. At the end of the Order, the player performs another Coherency Check.

■ Fireteam Order (Movement + Support) against Fireteam ARO (Support)

With a new Order, the Zhanshi Team Leader declares Move, but now the PanOceanian player can declare an ARO as two members from their Fireteam of Fusiliers have LoF to the Zhanshi. Both Fusiliers declare a

BS Attack ARO, but each of them can only choose one of the Zhanshi as a target. Fusilier #1 chooses Zhanshi #1 (the Team Leader, armed with a HMG) and Fusilier #2 chooses Zhanshi #2 (Combi Rifle). Both Fusiliers are armed with a Combi Rifle. Since they are part of a five member Fireteam, they get all the bonuses of a five member Fireteam in ARO. In this situation they can use the +3 BS MOD and the +1 B MOD.

The Yu Jing player now has to choose between Support or Evasion. If he declares Evasion, and wins the Face to Face Rolls, he could avoid the BS Attacks against both Troopers, but this will not remove the threat. If he uses Support and declares a BS Attack, he will apply the bonuses to the Team Leader, but Fusilier #2 will perform two Normal Rolls against Zhanshi #2, who can declare neither a BS Attack nor a Dodge as he will be providing Support to their Team Leader.

Finally, the Yu Jing player decides to risk it and declares a BS Attack, applying the Support bonuses for a five member Fireteam (+3 BS MOD and +1 B MOD). The player decides to split the Team Leader's Burst 5 (the HMG's B 4 and the Support bonus +1 B MOD) between both Fusiliers, with three Face to Face BS Attacks against Fusilier #1 and two Normal Roll BS Attacks against Fusilier #2.

Fusilier #2, thanks to the Support bonuses, can shoot in ARO with Burst 2 (Combi Rifle in ARO: B 1 and the Support bonus +1 B MOD) and with better accuracy (Support bonus +3 BS MOD). He succeeds in his two Normal Rolls against Zhanshi #2, who fails one of the Saving Rolls and enters Unconscious State.

On the other side, Zhanshi #1 wins his Face to Face Rolls against Fusilier #1, who enters Unconscious State as well after failing a Saving Roll. However, neither of Zhanshi #1's BS Attacks against Fusilier #2 are successful.

■ Fireteam Order (Movement + Support) against Fireteam ARO (Evasion)

The Yu Jing player has lost one of their Zhanshi, so he can now only use the bonuses of a four member Fireteam. With a new Order, he places the Team Leader Token beside Zhanshi #3, armed with a Combi Rifle and a Grenade Launcher. In the same Order, he declares Move as the first Short Skill of the Order, but he only moves the new Team Leader, who gains LoF to Fusilier #2.

The PanOceanian player, guessing he is going to be attacked with the Grenade Launcher (which, thanks to the Support bonuses has B 2) decides to declare Dodge. The Fireteam of Fusiliers now has only four members, so it can only apply the corresponding bonuses. The PanOceanian player declares Dodge, and thanks to the Support bonuses, the Fireteam members get the Sixth Sense Special Skill, so they will not apply the negative MOD for Dodging a Template Weapon without LoF to the attacker.

Zhanshi #3 declares a BS Attack against Fusilier #2. He does not receive the +3 BS MOD, as he now belongs to a four member Fireteam, but he still has the +1 B MOD, so his Grenade Launcher has B 2. The player places the Circular Template over Fusilier #2 and checks whether this also affects Fusiliers #4 and #5. Now it is time to make the corresponding rolls to see how the situation is resolved...

TYPES OF FIRETEAM

FIRETEAM: CORE

This is the most versatile and powerful type of Fireteam, and the one which allows the highest number of members.

FIRETEAM: CORE REQUIREMENTS

In addition to the Fireteam Common Requirements, a Fireteam: Core has to fulfill the following specific Requirements:

- ▶ Only those units specified on their Sectorial Army List can compose a Fireteam: Core.
- ▶ To compose a Fireteam: Core, the minimum number of Troopers is **two**, and the maximum number is **five**.
- ▶ The player **cannot** have more than one Fireteam: Core on the game table, unless a Special Rule, Scenario Rule, or some Special Skill indicates otherwise.



EFFECTS

- ▶ Fireteam: Core allows players to compose Fireteams of two, three, four, or five members.
- ▶ This Type of Fireteam allows players to apply the two, three, four, or five member Fireteam bonuses, depending on how many members it has.
- ▶ A Fireteam: Core is identified by the Team Leader Token (F: TEAM LEADER).

CANCELLATION

- ▶ In addition to the Cancellation conditions specified in the Infinity Fireteams rule, a Fireteam: Core is cancelled when it is reduced to less than two members.

FIRETEAM: DUO

The Fireteam: Duo is the smallest of all types of Fireteams, as it has only two members.

FIRETEAM: DUO REQUIREMENTS

In addition to the Fireteam Common Requirements, a Fireteam: Duo has to fulfill the following specific Requirements:

- ▶ A Fireteam: Duo must be composed of a maximum of two Troopers.
- ▶ Both members of the Fireteam: Duo must belong to the same unit, or those combinations of units indicated on their Sectorial Army List.
- ▶ One of the members must have the Fireteam: Duo Special Skill.



EFFECTS

- ▶ Fireteam: Duo allows players to compose two member Fireteams.
- ▶ This Type of Fireteam allows players to apply the two member Fireteam bonuses.
- ▶ A Fireteam: Duo is identified by the Duo Leader Token (F: DUO LEADER), which is the equivalent to the Team Leader of the Infinity Fireteams rule.
- ▶ A player **can have more than one Fireteam: Duo** on the game table.

CANCELLATION

- ▶ In addition to the Cancellation conditions specified in the Infinity Fireteams rule, a Fireteam: Duo is cancelled when it is reduced to less than two members.

FIRETEAM: DUO EXAMPLE. SUPPORT SKILL

In their Active Turn, a Fireteam: Duo of two Knights of Santiago declares the first Short Skill of the Order: Move. The Team Leader has a Spitfire, and declares a BS Attack as the second Short Skill of the Order. This is a combination of Movement + Support Skills. Both Knights of Santiago move, but only the Team Leader performs the BS rolls. Being a Fireteam: Duo, the Leader does not receive any MOD.

During their Reactive Turn, the Knights of Santiago Fireteam: Duo reacts in ARO declaring BS Attack against an enemy Trooper activated by an Order. Being part of a Fireteam: Duo, both Knights of Santiago apply no MOD to their B.

FIRETEAM: DUO EXAMPLE. CC

Let's now suppose that during their Active Turn, a Fireteam: Duo of two Knights of Santiago had declared a Move + CC Attack Order against an Zhanshi. Only the Knight of Santiago designated as Team Leader will be able to perform the CC Attack, receiving a +1 B MOD thanks to the other Knight of Santiago engaged in the CC.

FIRETEAM: ENOMOTARCHOS

The medium size of the Fireteam: Enomotarchos allows the deployment of several teams on the battlefield.

FIRETEAM: ENOMOTARCHOS REQUIREMENTS

In addition to the Fireteam Common Requirements, a Fireteam: Enomotarchos has to fulfill the following specific Requirements:

- ▶ Only those units specified on their Sectorial Army List can compose a Fireteam: Enomotarchos.
- ▶ At least one of the members of this Type of Fireteam must have the Fireteam: Enomotarchos Special Skill.
- ▶ To compose a Fireteam: Enomotarchos, the minimum number of Troopers is **two**, and the maximum number is **four**.



EFFECTS

- ▶ Fireteam: Enomotarchos allows players to compose two, three, or four member Fireteams.
- ▶ This type of Fireteam allows players to apply the two, three, or four member Fireteam bonuses, depending on how many members it has.
- ▶ A Fireteam: Enomotarchos is identified by the Enomotarchos Token (F: ENOMOTARCHOS), which is the equivalent to the Team Leader of the Infinity Fireteams rule.
- ▶ A player **can have more than one Fireteam: Enomotarchos** on the game table.

CANCELLATION

- ▶ In addition to the Cancellation conditions specified on the Infinity Fireteams rule, a Fireteam: Enomotarchos is cancelled when it is reduced to less than two members.

FIRETEAM: HARIS

Due its reduced size, the Fireteam: Haris is considered a support team to the main combat force. However this type of Fireteam can also take a more proactive role as an attack resource.

FIRETEAM: HARIS

REQUIREMENTS

In addition to the Fireteam Common Requirements, a Fireteam: Haris has to fulfill the following specific Requirements:

- ▶ Only those units specified on their Sectorial Army List can compose a Fireteam: Haris.
- ▶ At least one of the members of this Type of Fireteam must have the Fireteam: Haris Special Skill.
- ▶ A Fireteam: Haris is composed of **two** or **three** members.
- ▶ A player **cannot have more than one Fireteam: Haris** on the table, unless a Scenario Special Rule or some other Special Skill state otherwise.



EFFECTS

- ▶ Fireteam: Haris allows players to compose two or three member Fireteams.
- ▶ This Type of Fireteam allows players to apply the two or three member Fireteam bonuses, depending on how many members it has.
- ▶ A Fireteam: Haris is identified by the Haris Leader Token (F: HARIS LEADER), which is the equivalent to the Team Leader of the Infinity Fireteams rule.

CANCELLATION

- ▶ In addition to the Cancellation conditions specified on the Infinity Fireteams rule, a Fireteam: Haris is cancelled when it is reduced to less than two members.

FIRETEAM: TRIAD

The Fireteam: Triad is composed of highly coordinated and mixed combat units, used to perform joint operations with complementary units.

FIRETEAM: TRIAD

REQUIREMENTS

In addition to the Fireteam Common Requirements, a Fireteam: Triad has to fulfill the following specific Requirements:

- ▶ This Type of Fireteam can only be composed of Troopers that have the Fireteam: Triad Special Skill, but it is not required for them to belong the same unit.
- ▶ To compose a Fireteam: Triad **three** members are required.



EFFECTS

- ▶ Fireteam: Triad allows players to compose three member Fireteams.
- ▶ This Type of Fireteam allows players to apply the two or three member Fireteam bonuses, depending on how many members it has.
- ▶ This Type of Fireteam can be used in Generic Army Lists, in addition to Sectorial Army Lists.
- ▶ A Fireteam: Triad is identified by the Triad Leader Token (F: TRIAD LEADER), which is the equivalent to the Team Leader of the Infinity Fireteams rule.
- ▶ A player **can have more than one Fireteam: Triad** on the game table.

CANCELLATION

- ▶ In addition to the Cancellation conditions specified on the Infinity Fireteams rule, a Fireteam: Triad is cancelled when it is reduced to less than two members.

WEAPON CHART

NAME	RANGE	DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
PHEROWARE TACTICS (PT)						
PT: ENDGAME		13	2	AP	BTS	BIOWEAPON, COMMS ATTACK, NO LOF, TECHNICAL WEAPON, ZONE OF CONTROL.
PT: ERASER		14	2	DA	BTS	BIOWEAPON, COMMS ATTACK, NO LOF, NON-LETHAL, STATE: ISOLATED, TECHNICAL WEAPON, ZONE OF CONTROL.
PT: MIRRORBALL		--	1	ECLIPSE		COMMS ATTACK, NO LOF, NON-LETHAL, REFLECTIVE, TARGETLESS, TECHNICAL WEAPON, IMPACT TEMPLATE (CIRCULAR), ZONE OF CONTROL.
UNCATEGORIZED						
		8	24	40	48	96
PHERO-BOOSTER (BURST MODE)	0	+3	-3	-6		14 2 N BTS BIOWEAPON, COMMS ATTACK, STATE: TARGETED, TECHNICAL WEAPON.
PHERO-BOOSTER (HIT MODE)	0	+3	-3	-6		16 1 N BTS BIOWEAPON, COMMS ATTACK, STATE: TARGETED, TECHNICAL WEAPON.



N4

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INFINITY

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