

CORVUS BELLI
iNFiNiTY



N4

RULEBOOK

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Infinity N4

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INTRODUCTION

BEFORE YOU READ ANY FURTHER:

If this is your first contact with Infinity N4, we recommend that you begin by getting familiar with Infinity CodeOne. There you will find everything you need to know to play your first games. Then you can check the full rules present in this book.

INTRODUCTION

INFINITY N4, A MINIATURES COMBAT GAME

INFINITY N4 IS A 28 MM METAL MINIATURES GAME SIMULATING SPECIAL OPERATIONS AND SKIRMISHES IN A HIGH TECHNOLOGY SCI-FI UNIVERSE.

INFINITY N4 RECREATES DIRECT ACTION OPERATIONS, WHICH ARE QUICK, LETHAL, AND VERY RISKY. THE PLAYER ASSUMES COMMAND OF A SMALL GROUP OF ELITE TROOPERS ENGAGING IN UNDERCOVER AND CLANDESTINE OPERATIONS.

INFINITY N4 IS AN INNOVATIVE GAME SYSTEM, DYNAMIC AND ENTERTAINING, WHICH ALLOWS ALL PLAYERS TO PARTICIPATE DURING THE ENTIRE GAMING SEQUENCE. IT POSSESSES A GREAT AMOUNT OF REALISM AND FLEXIBILITY, PROVIDING PLAYERS WITH A WIDE VARIETY OF TACTICAL AND STRATEGIC MANEUVERS TO EMPLOY DURING THE GAME.

INFINITY N4: OBJECTIVE AND GAME SUMMARY

Infinity N4 is a competitive game that pits two rival armies against each other in a struggle to complete a series of tactical objectives. The game lasts three rounds, or until all a player's units are eliminated. Mission details and the different End-Game modes that determine the winner are described further below.

Once the table is set, the players start the game by deploying their miniatures and markers on the gaming table. The game is organized through a series of Game Rounds, and in each Round, each player has their own Active Turn. During their Active Turn, each player assigns Orders to the Troopers to activate and play with them, moving them about the table, attacking enemy Troopers, and accomplishing the scenario objectives. At the same time, the opponent is also playing, by reacting to the actions made by the player who has the Active Turn, thanks to Automatic Reaction Orders (ARO).

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





INTRODUCTORY GAME

INTRODUCTORY GAME

THESE RULES ARE A STREAMLINED AND SIMPLIFIED VERSION OF THE INFINITY N4 GAME SYSTEM THAT WILL ALLOW YOU TO EASILY UNDERSTAND THE BASICS OF THIS GAME.

ONCE YOU HAVE PLAYED THEM, YOU WILL KNOW THE BASIC GAME MECHANICS AND IT WILL THEN BE VERY EASY FOR YOU TO ACCESS THE COMPLETE RULES.

WITH THE COMPLETE RULESET YOU WILL HAVE A GREATER VARIETY OF TACTICAL AND GAMING POSSIBILITIES, AND YOU CAN ENJOY INFINITY N4 IN ITS TOTALITY. CONNECT TO INFINITYTHEUNIVERSE.COM TO KNOW MORE!

IMPORTANT

This Introductory Game is an abridged and streamlined version of the basic Infinity mechanic, similar to the Tutorial Games of Infinity CodeOne's Battle Packs, and has been included as a stepping stone to Infinity N4 so new players may have a general preview of the system before delving into it fully. Players who are already familiar with Infinity CodeOne may skip this Introductory Game and go directly to the "Basic Rules" section.

WHAT YOU NEED

To play Infinity N4 you will need the following things

- A measuring tape of at least 48 inches.
- Some 20-sided dice (d20).
- 6 Infinity models to represent the 3 Troopers of both players.
- Scenery. At least 4 big elements and 10 small items.
- A 24 x 32 inch gaming table.
- Unconscious State Tokens and Order Tokens.
- All of them are included in the Infinity Battle Packs and are also all available for free on the Download section of the official Infinity website at: Infinitytheuniverse.com.

UNIT PROFILE DESCRIPTION

The main Attributes are as follows:

■ MOVEMENT (MOV)

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

■ BALLISTIC SKILLS (BS)

This conveys the Trooper's prowess in ranged combat.

■ PHYSIQUE (PH)

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

■ ARMOR (ARM)







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

■ WOUNDS (W)




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

UNIT PROFILE DESCRIPTION

► ISC: Fusiliers

										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	13	12	10	12	1	0	1	2	-	
► BS Weapon: Combi Rifle										

► ISC: Zhanshi

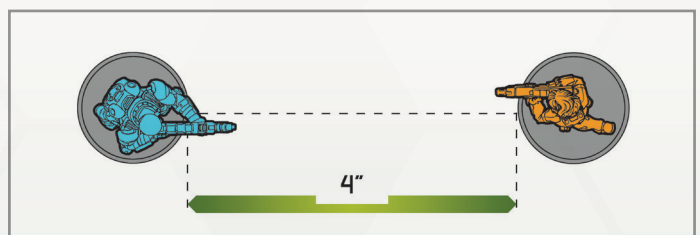
										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	15	11	10	13	1	0	1	2	-	
► BS Weapon: Combi Rifle										

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

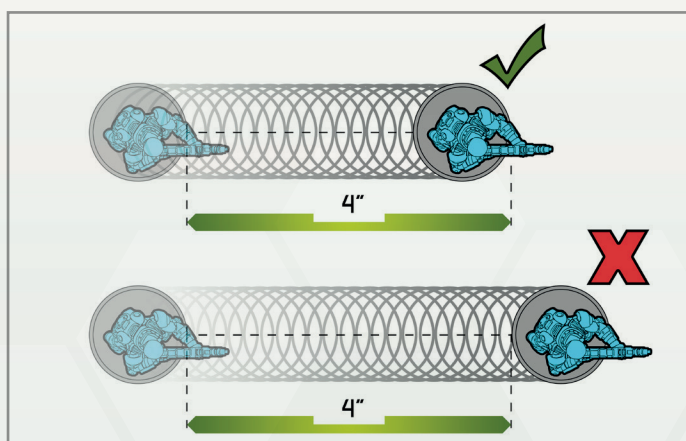
DISTANCES AND MEASUREMENTS

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

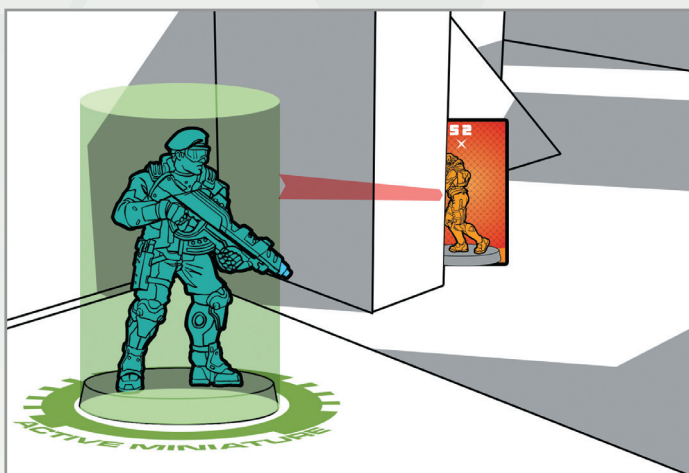
To determine what the distance is between two objects or scenery items, players must measure a straight line between them.



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



LINE OF FIRE (LOF)



Line of Fire (LoF) is the criterion by which players determine whether a Trooper can see its target.

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

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

TYPES OF ROLL AND SUCCESS VALUE

Infinity N4's game mechanics revolve around two types of d20 rolls: **Normal** Rolls (this roll is used when a Trooper is not facing off against an enemy) and **Face to Face** Rolls (when two or more Troopers act at the same time to try to thwart each other's progress).

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

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

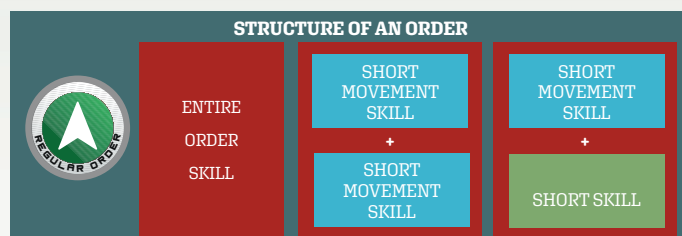
GAME SEQUENCE



Each Player Turn is divided into these steps:

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

TROOPER ACTIVATION



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

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

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

IMPORTANT

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

ARO: AUTOMATIC REACTION ORDER

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

no limit to the number of Troopers that can react to the activation of a single enemy Trooper. The ARO declarations of the Reactive Player's Troopers are considered valid when an enemy Trooper activates within its Line of Fire (LoF).

ALL AT ONCE

In Infinity N4, Orders and AROs are simultaneous regardless of the Skills declared.

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, chooses the route, 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.

COMMON SKILLS

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

MOVE

SHORT MOVEMENT SKILL

REQUIREMENTS

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

EFFECTS

- By declaring Move, the user may move up to the first value of his MOV Attribute in inches.

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

BS ATTACK

SHORT SKILL / ARO

REQUIREMENTS

- 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 from the point where the Attack is performed, unless the BS Weapon, Skill or piece of Equipment used doesn't require LoF. Such LoF cannot be gotten by Silhouette contact.
- Not be in base contact with any enemy Trooper, unless they are in a Null State (Unconscious, Dead...).

EFFECTS

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

COMBI RIFLE



COMBI RIFLE	Traits:		
Damage: 13	B: 3		
Ammo: N	Saving Roll Attribute: ARM		
RANGE MODIFIERS			
16"	32"	48"	96"
+3	-3	-6	

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

The Active Player rolls as many d20s as their Combi Rifle's Burst (B) value indicates, while the Reactive Player's Burst (B) is always reduced to 1.

RANGE

Combi Rifles have the following values:

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

COVER

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

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

DODGE

SHORT SKILL / ARO

REQUIREMENTS

- ▶ The Trooper must be in base contact or have LoF to an enemy Trooper.

EFFECTS

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

ARMOR AND DAMAGE

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

To measure an Attack's Damage, the player must subtract from the Weapon's Damage:

- The target's ARM Attribute.
- The (-3) MOD due to Partial Cover, if applicable.

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

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

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

INITIATIVE AND DEPLOYMENT ROLL

Before the game begins, players make a Face to Face Roll using their respective Lieutenant's WIP Attributes (select one Fusilier and one Zhanshi respectively). So, both players roll a D20 and compare their results and the one with the higher result (that does not exceed their Lieutenant's WIP Attribute) is the winner of the Initiative Roll.

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

KEEPING INITIATIVE

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

KEEPING DEPLOYMENT

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

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

The Deployment Phase is divided into the following steps:

- Player One Deployment.
- Player Two Deployment.

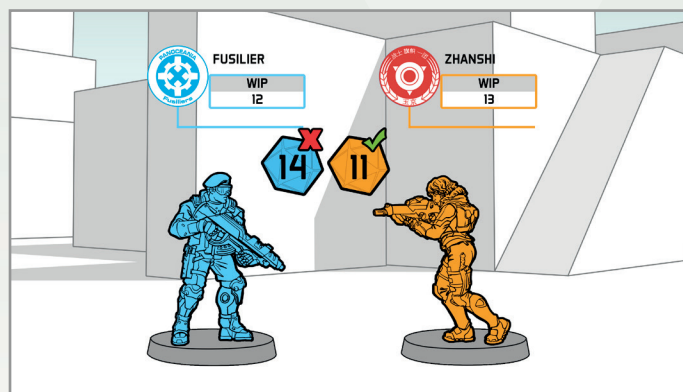
DEPLOYMENT RULES

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

- The base of each Trooper must be entirely within the Deployment Zone.
- Troopers cannot deploy in a location without enough space to fit their entire base.

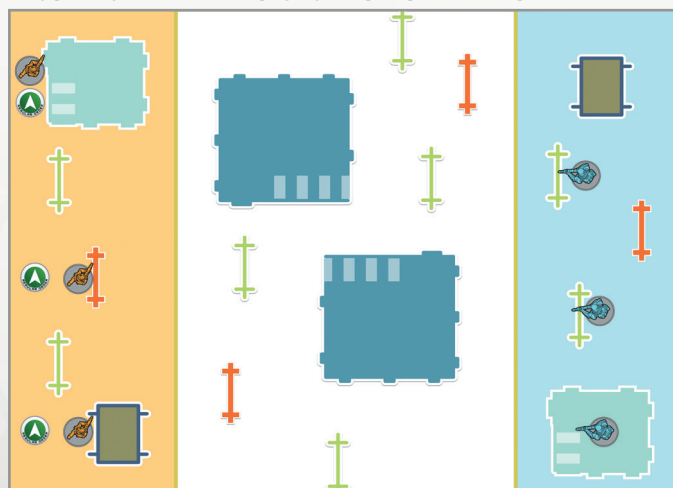
GAME ROUND EXAMPLE

Both players secretly pick one of their 3 Troopers as Lieutenant and make the Initiative Roll between their Lieutenants' WIP.



The Yu Jing Player wins the Initiative Roll and decides to keep the Initiative (to be Player 1) and begin first. The PanOceanian Player (Player 2) therefore decides that Yu Jing should deploy their Troopers first. The Yu Jing Player decides to place them as indicated on the map. Next, the PanOceanian Player does the same, knowing Yu Jing's starting positions in advance.

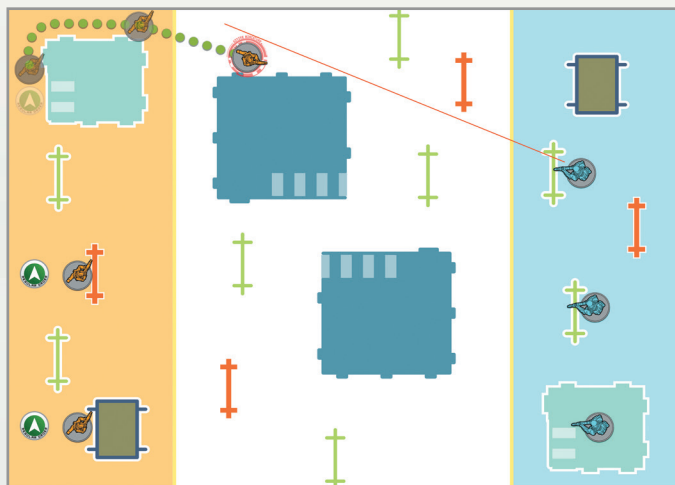
1. START OF THE TURN: TACTICAL PHASE



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



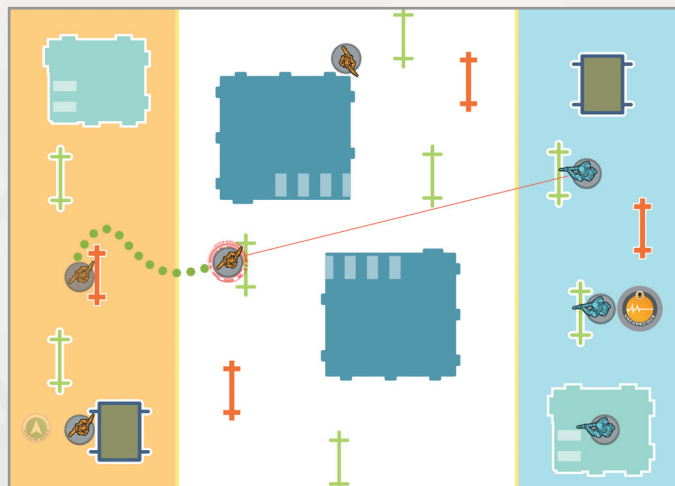
2. ORDER PHASE



Player 1 declares who Active Trooper the is, removes the Order from the table and declares the first Short Skill: Move.

Player 2 does not declare any AROs because the buildings cover the Yu Jing Trooper's advance.

For the second Skill of the Order, Player 1 declares Move once again and moves 4 inches. Again, there are no AROs.



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

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

They roll the Dice and the results are:

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

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

3. STATES PHASE

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

4. END OF THE TURN

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

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

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

With the second Order, Player 1 declares Move yet again, reaching the corner of the building, and staying in cover. Player 2 declares the ARO BS Attack with the two Troopers that now have LOF. Player 1 also declares BS Attack and distributes their Combi Rifle's B3 (2 dice against one target and 1 die against the other).

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

In this case, the Success Value will therefore be:

- **Yu Jing:**
BS=11, +3 due to Range, -3 due to Cover. SV=11.
- **PanOceania:**
BS=12, +3 due to Range, -3 due to Cover. SV=12 for both Troopers that declared an ARO.

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

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

IMAGE 1

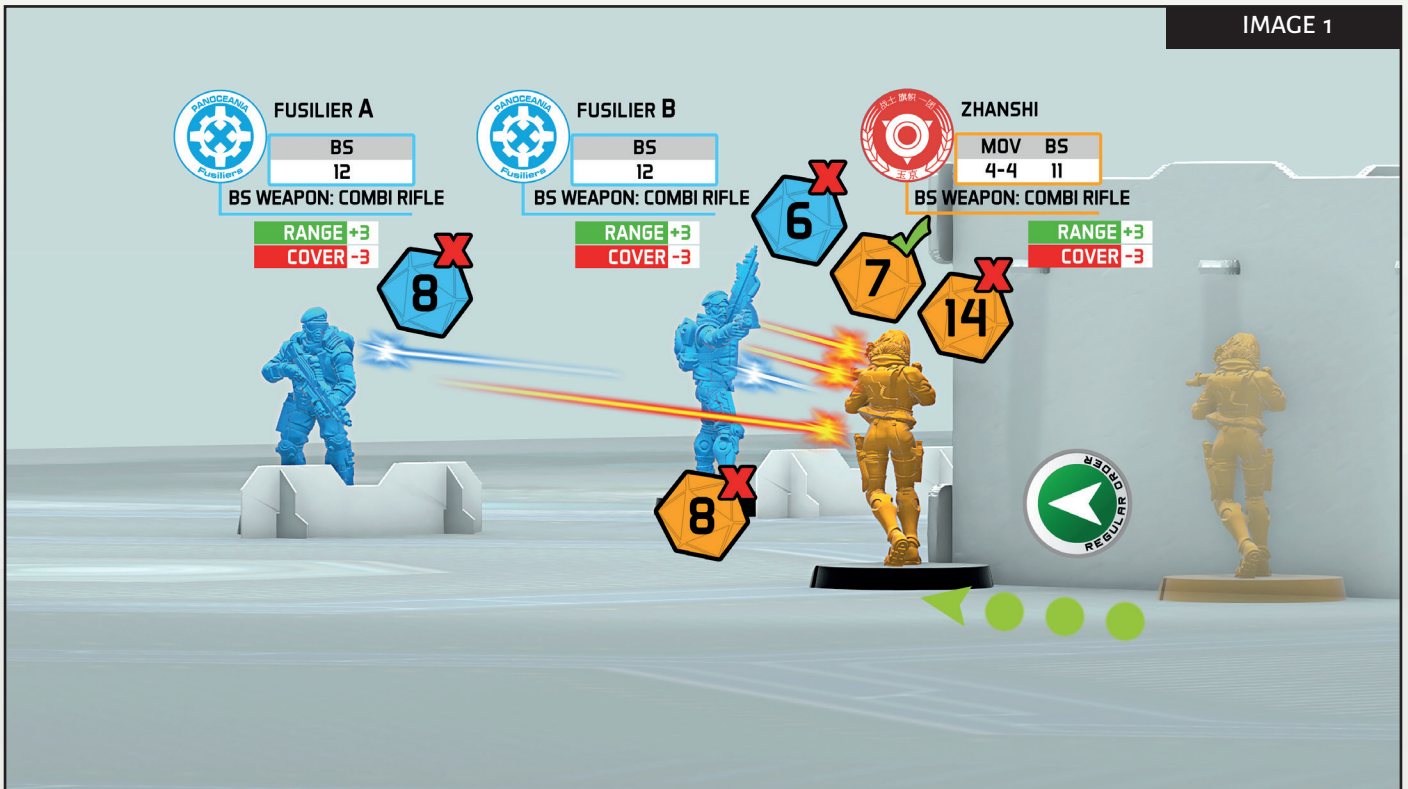


IMAGEN 2





BASIC RULES

BASIC RULES

THE BASIC RULES ARE ONE OF THE PILLARS OF THE GENERAL GAME MECHANICS; THESE ARE THE RULES ALL PLAYERS MUST KNOW IN ORDER TO PLAY. THIS CHAPTER CREATES THE GAME ENGINE THAT ESTABLISHES INFINITY N4 AS AN EXCELLENT MODERN TACTICAL COMBAT SIMULATOR. BASIC RULES ESTABLISH THE CHARACTERISTICS OF INFINITY N4 TROOPERS AND THE WAY IN WHICH THEY BEHAVE INSIDE THE GAME ENVIRONMENT. THEY ALSO DETERMINE HOW TO CREATE COMBAT FORCES AND THE RULES NEEDED TO BEGIN PLAYING, AS WELL AS THE GAME STRUCTURE. THE FUNDAMENTAL SECTION OF THIS CHAPTER IS THE EXPLANATION OF THE ORDERS SYSTEM, THE CENTRAL CORE OF THE GAME MODEL THAT PLAYERS WILL BE USING CONSTANTLY. IT IS THE SYSTEM THAT ENABLES PLAYERS TO PARTICIPATE DURING THE ENTIRE GAME, WITHOUT HAVING TO STOP PLAYING AT ANY POINT.

WHAT YOU NEED

To play Infinity N4 you will need the following things:

- A measuring tape of at least 48 inches.
- Some 20-sided dice (d20).
- Corvus Belli miniatures to represent the Troopers of both players.
- Scenery. At least 4 big elements and 10 small items. As it will be soon become apparent, scenery and terrain are a very important part of Infinity N4.
- A 48 x 48-inch gaming table. Although the game can be played on smaller surfaces, this is the ideal gaming table size to player larger games of Infinity N4.
- Markers, Tokens and templates. All of them available for free on the Download section of the official Infinity website at: infinitytheuniverse.com

OPEN AND PRIVATE INFORMATION

Information in an Infinity N4 game can be either Open or Private.

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

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

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

These pieces of information are Private in Infinity N4:

- Your Troopers' Cost and SWC.
- The presence of Troopers possessing the Combat Jump or Parachutist Special Skill.
- The presence of Hidden Deployment Troopers.
- The presence of troopers disguised by HoloMask.
- The identity of Troops with Chain of Command or Counterintelligence.
- The contents of your Markers.
- The identity of your Lieutenant.

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

LABELS AND TRAITS IN INFINITY N4

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

LABELS

Labels indicate a series of defining aspects of a Skill, Special Skill or piece of Equipment for quick reference. You can find all Infinity N4 Labels in the Glossary found on page 151.

TRAITS

Most weapons and Equipment have special features, called Traits.

Traits usually relate to Common Skills or Special Skills, or to specific effects that make these items special. Some of them are self-explanatory. You can find all Infinity N4 Traits in the Glossary found on page 152.

GAME MODES

During a game of Infinity N4, depending on how familiar you are with the game, we recommend the following Game Modes:

TYPE OF GAME	TABLE SIZE	DEPLOYMENT ZONE	ARMY POINTS	SWC	GAME DURATION
Initial Matches	24 x 32 inches	8 x 24 inches	150	3	40 min
Raid Matches	32 x 48 inches	8 x 32 inches	200	4	50 min
Intermediate Matches	32 x 48 inches	8 x 32 inches	250	5	60 min
Standard Matches	48 x 48 inches	12 x 48 inches	300	6	90 min
Large Matches	48 x 48 inches	12 x 48 inches	400	8	120 min

GAME ELEMENTS: TERMINOLOGY AND ALIGNMENT

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

You can find all Infinity N4 Terminology and Alignment in the Glossary found on page 151.

BASIC CONCEPTS IN INFINITY N4

ARMIES

In Infinity N4 there are several Factions that represent the different Armies of the Human Sphere and the alien forces of the Combined Army.



UNIT PROFILE

"Soldiers" in Infinity N4 are called Troopers and are grouped into Units belonging to each Army.

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

EXAMPLE OF DIFFERENT UNITS BELONGING TO O-12:



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

ISC: Delta Unit

1. MI

DELTA UNIT

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	12	13	3	0	1	2	4

Special Skills: Combat Jump • Parachutist • Terrain (Total)

Name	Weaponry Equipment Peripheral	Melée Weapons	SWC	C
DELTA	Boarding Shotgun, Panzerfaust	Pistol, CC Weapon	0	26
DELTA	Spitfire	Pistol, CC Weapon	1	31
DELTA Doctor	Boarding Shotgun Medikit	Pistol, CC Weapon	0	29
DELTA Doctor	Boarding Shotgun Medikit YUDBOT-B	Pistol, CC Weapon	0	34
DELTA Forward Observer	Combi Rifle, Light Riotstopper, Pulse Flash, D-Charges	Pistol, CC Weapon	0	26
DELTA Hacker (Killer Hacking Device)	Combi Rifle, Light Riotstopper, D-Charges	Pistol, CC Weapon	0	28

ISC: Yudbot-B

6. REM

YUDBOT-B

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

Special Skills: Mimeticism (-3) • Peripheral (Servant) • Combat Jump • Parachutist • Courage • Immunity (Shock) • Terrain (Total)

Name	Armament Equipment Peripheral	Melée Weapons	SWC	C
YUDBOT		PARA CC Weapon (-3)	0	5

- Common Characteristics of the Unit.
- International Standard Code.
- Attributes.
- Common Equipment and Special Skills for the Unit.
- Name and different combinations of Special Skill, Equipment, and Weapons and their Cost for each Trooper.
- Peripheral.

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




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

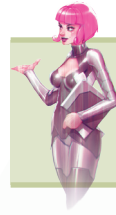
The contents and features specific to each Trooper are shown in different ways:

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

TROOPER CHARACTERISTICS

The following terms are important for playing:

-  **Training:** Type of Order contributed by the Trooper to the Order Pool.
- **Troop Type:**
 - LI – Light Infantry
 - MI – Medium Infantry
 - HI – Heavy Infantry
 - REM – Remote
 - TAG – Tactical Armored Gear.
 - WB – Warband
 - SK – Skirmisher
 -  Peripheral
- **Trooper Classification:** Trooper classification identifies the unit's function within the army and its most salient operational features. It can determine army compositions in missions and scenarios.
 - Garrison Troopers
 - Line Troopers
 - Specially Trained Troopers
 - Veteran Troopers
 - Elite Troopers
 - Headquarters Troopers
 - Mechanized Troopers
 - Support Troopers
 - Mercenary Troopers
 - Character
- **ISC (International Standard Code):** To avoid confusion, O-12 has created an international nomenclature, for its intelligence reports and analysis, which stays constant across different languages.
-  **Hackable:** This Characteristic identifies those Troopers technologically advanced enough to suffer attacks from or be aided by infowar and hacking systems. A Trooper with the Hackable Characteristic can be targeted by both allies and enemies using certain Hacking Programs. HI, REM, and TAG Troopers are Hackable unless otherwise stated. Hackers, regardless of Troop Type, are also Hackable.



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

ATTRIBUTES

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

MOVEMENT (MOV)

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

CLOSE COMBAT (CC)

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

BALLISTIC SKILLS (BS)

This conveys the Trooper's prowess in ranged combat.

PHYSIQUE (PH)

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

WILLPOWER (WIP)

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

ARMOR (ARM)

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

BIO-TECHNOLOGICAL SHIELD (BTS)

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

WOUNDS (W)

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

STRUCTURE (STR)

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

AVAILABILITY (AVA)

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

SILHOUETTE (S)

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

SUPPORT WEAPONS COST (SWC)

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

COST (C)

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

SKILLS AND EQUIPMENT

In the corresponding sections of this rulebook you will find each Common Skill, Special Skill, and piece of Equipment in Infinity N4 explained in detail.

WEAPONRY

In the Combat Module section you will find all the information needed to use Weapon Charts in Infinity N4, and in the Weaponry section you will find those weapons that require further explanation.

GAME STATES

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

Each State has a specific game effect, as well as individual methods of activation and cancellation. States in Infinity N4 are cumulative, and are indicated by placing State Tokens next to an affected Trooper.

ARMY LIST

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

In order to play a game of Infinity N4, the first step will be to determine the number of Army Points with which the Army Lists will be created. This number will be decided by mutual agreement between the players, or it could be determined by the organizer in the case of an event.

An Army List may include a maximum of 15 Troopers.

A standard Infinity N4 game is organized with 300 Points and 6 SWC, which would let players include up to 15 Troopers for an average duration game.

REMEMBER

Only those Troopers who contribute or spend Orders take up space in the Army List. Peripherals do not contribute or spend Orders, so they do not count towards the maximum limit of 15 Troopers in an Army List.

SECTORIAL ARMY LISTS

The Sectorial Armies are specific sections of a faction, or small territorial armies from a specific area, region, or planet of the faction to which they belong. Each faction in Infinity N4 may have one or more Sectorial Armies.

The Sectorial Armies have their own distinct Army Lists with Trooper Availabilities that are different from the generic Army of the faction they belong to. They will often have greater access to specific units, at the cost of not being able to access other units from their generic Armies, which in turn belong to other Sectorial Armies of the same faction.

A player who uses a Sectorial Army List will only be able to field Troopers listed in the Sectorial Army, and will not be able to field Troopers from the Generic Army List that are not specifically listed in the Sectorial Army.

At the same time, if a Generic Army List is used, players may not field Sectorial Army Troopers that are not included in the Generic Army List, or field the troopers using the Availabilities listed for the Sectorial Army.

ARMY POINTS AND VALUE

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

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

COMBAT GROUP

A Combat Group is a closed group of Troopers with a maximum number of members no greater than 10.

When the total number of Troopers making up an **Army List** is more than 10, the player must organize the Troopers into separate Combat Groups.

When creating the **Army List**, the player must assign each Trooper to a Combat Group; he can create extra Combat Groups as needed, as long as the total number of Troopers in each one is no greater than 10.

A Combat Group cannot normally be reorganized during the game. Because of this, players are not allowed to transfer Troopers or their Orders from one Combat Group to another.

REMEMBER

Only those Troopers who contribute or spend Orders take up space in the Army List. Peripherals do not contribute or spend Orders, so they do not count towards the maximum limit of 10 Troopers in a Combat Group.

IMPORTANT

Although the content of a Marker is Private Information, which Combat Group they belong to is Open Information.

If the Marker is a Deployable Weapon or piece of Equipment, it belongs to the Combat Group of the Trooper that deployed it.

AVAILABILITY (AVA)

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

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

SUPPORT WEAPONS COST (SWC)

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

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

In game terms, each 50 Army Points will provide 1 point of SWC to spend on Troopers with Support Weapons.

For example, in a standard 300 Point game, players will have 6 SWC points available to spend on Troopers with Support Weapons.

EXTRA SWC:

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

LIEUTENANT

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

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

INFINITY ARMY

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

- An easy and intuitive interface. The software of this application assesses the legality of each Army List the player creates, keeping in consideration the guidelines for the creation of Army Lists, both for standard games and for participating in Infinity events.
- Infinity Army has all the updated Unit Profiles available for Infinity N4. Infinity Army is the quickest and easiest way to create Army Lists, and it is available for free on the official Infinity website: <http://infinitytheuniverse.com>

ORDERS AND THE ORDER POOL

In Infinity N4, the capacity of an army to maneuver and take actions is measured in **Orders**. An Order is a game concept, a sort of currency spent to **activate a Trooper** so that it can take part in the battle. The higher the number of Orders at its disposal, the more an army can do.

TYPES OF ORDERS

REGULAR ORDER



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

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

IRREGULAR ORDER



Irregular Orders are those contributed by Troopers who have learned to fight in an undisciplined, disorganized way, who can be expected to worry first and foremost about themselves.

Irregular Troopers do not add their Orders to the Order Pool of their Combat Group, but instead keep them for their own use. Bear in mind that these Troopers can still receive Orders from the Order Pool.

SPECIAL LIEUTENANT ORDER



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

IMPORTANT

The status and expenditure of every Order is Open Information. Players must place the Tokens for each Order, including the Lieutenant's, where all players can see them. Moreover, they must warn their opponent when they are going to using it to activate their Troopers, including the Lieutenant.

ORDER POOL

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

- Each Combat Group has its own Order Pool, that cannot be transferred from one Combat Group to another.
- Only Regular Orders go into the Order Pool. The Irregular Orders and the Lieutenant Special Order are not part of any Order Pool.
- Players recalculate Order Pools at the beginning of each of their Active Turns, during the Tactical Phase. (further detailed in the Game Sequence section, on page 22).
- Each Regular Trooper on the battlefield, not in any Null State, and whether in the form of a Model or represented by a Marker, contributes an Order to their Order Pool.
- Regular Troopers that are not on the battlefield in the form of a Model or Marker, due to Special Skills, do not add their Order to their Order Pool until they start their Active Turn on the battlefield as a Model or Marker. The status



and existence of Orders provided by these Troopers is Private Information. Regular Orders provided by these Troopers can be kept secret and out of sight of the opponent.

- There is no limit to the number of times Regular Orders can activate the same Trooper during its Active Turn; the only limit is the size of the Order Pool.
- You can spend Regular Orders from your Order Pools in any order. When you activate a Trooper, you do not need to spend all Orders you plan to use on that Trooper consecutively, but can alternate between Troopers.
- Irregular Orders can also be interspersed with Regular Orders from your Order Pools, in any order.
- Players are not required to spend all the Regular Orders in their Order Pools.

ORDER POOL EXAMPLE

ARMY LIST EXAMPLE

List composed of:

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

Players have several ways to consume said Orders:

The 10 Regular Orders may be consumed as seen fit. Whether to activate up to 10 Troopers once each, to activate a single Trooper up to 10 times, or to activate different Troopers alternatively. 4 Regular Orders to one Trooper, 4 Regular Orders to another Trooper, and 2 Regular Orders to a different one, for example.

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

REMEMBER:

In an Infinity N4 Army List, players must assign each Trooper to a Combat Group; they can create extra Combat Groups as needed, as long as the total number of Troopers in each one is no greater than 10, each with its own Order Pool.

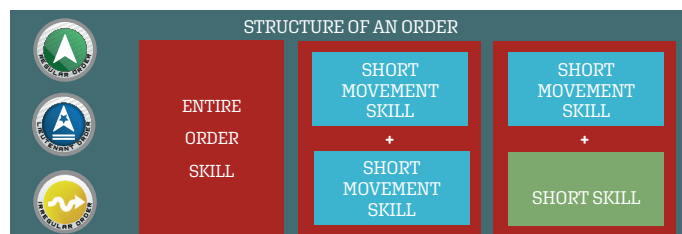
TROOPER ACTIVATION STRUCTURE OF AN ORDER

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

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

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

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



In other words, the expenditure of an Order allows the activated Trooper to declare one of the following combinations of Skills:

- Any one Entire Order Skill.
- Any one Short Movement Skill plus any one Short Movement Skill.
- Any one Short Movement Skill plus any one Short Skill (and vice versa).

IMPORTANT

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

ARO: AUTOMATIC REACTION ORDER

In Infinity 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.

The ARO declarations of the Reactive Player's Troopers are considered valid in the following situations:

- An enemy Trooper activates within its Line of Fire (LoF).
- An enemy Trooper activates within its Zone of Control (ZoC) 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.

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

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

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

IMPORTANT

Using an ARO, the Reactive Player can only declare Skills that specifically State they are usable in ARO. (check the Summary Chart on page 173).

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

ALL AT ONCE

In Infinity N4, Orders and AROs are simultaneous regardless of the Skills declared.

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

IMPORTANT

All AROs are also simultaneous. This means that, if a Camouflage Marker declares a Move, the opponent can declare Discover with Troopers that have LoF to it, but they cannot declare Discover with one of the Troopers and BS Attack with the rest, waiting for the Discover Roll to be successful (see: Camouflaged State, page 90).

ORDER EXPENDITURE SEQUENCE

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

1. **Activation:** The Active Player declares which Trooper will activate.
 - 1.1. **Order expenditure:** The Active Player removes from the table, or otherwise marks as spent, the Order he uses to activate the Trooper.
 - 1.2. **Declaration of the First Skill:** The Active Player declares the first Short Skill of the Order, or the Entire Order he wants to use.
If movements are declared, the player measures where the Trooper can move, chooses the route, and places the Trooper at the final point of its movement.

2. 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.

IMPORTANT

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

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

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

INFINITY N4. FAIR PLAY

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

Finally, some Special Skills may alter the Deployment rules for both players.

INITIATIVE AND DEPLOYMENT

INITIATIVE ROLL

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

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

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

KEEPING INITIATIVE

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

KEEPING DEPLOYMENT

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

DEPLOYMENT PHASE

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

The Deployment Phase is divided into the following steps:

1. **Player One Deployment:** Following the order established in the Initiative Roll, as decided by the player who kept Deployment, the first player places **all but one** of his Troopers totally inside his Deployment Zone.
2. **Player Two Deployment:** Once Player One is done, Player Two places **all but one** of her Troopers totally inside her Deployment Zone.
3. **Player One Last Trooper:** Then, Player One places the Trooper he kept back during step one.
4. **Player Two Last Trooper:** Finally, Player Two places the Trooper she kept back during step two.

NOTE:

Some Special Skills, such as Forward Deployment, allow players to place certain Troopers outside their Deployment Zones.

Other Special Skills, like Combat Jump, allow players not to place certain Troopers on the battlefield at all during the Deployment Phase.

DEPLOYMENT RULES

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

- The base of each Trooper must be totally inside the Deployment Zone.
- Troopers cannot be deployed in contact with enemy and neutral Models, Markers, or Tokens, or in contact with any mission objective, no matter the Special Skills they have.
- When a Trooper deploys, its owner can choose to deploy it Prone. To do so, simply place a Prone State Token beside the Trooper.
- Unless previously agreed upon, Troopers cannot deploy in a location without enough space to fit their entire base.
- Players can measure the size of the Deployment Zones, those areas where Troopers possessing the Forward Deployment Special Skill can deploy, the central line of the game table and any Exclusion Zone the game scenario specifies.

GAME SEQUENCE

GAME ROUND

Infinity N4 games are divided into Game Rounds, or **Rounds**, during which both players have the chance to take an active role. This means each Round is divided into two Player Turns, or **Turns**, one for each player.

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



PLAYER TURN

During each Turn there is an **Active Player** and a **Reactive Player**. The Active Player can activate his Troopers and execute actions, while the Reactive Player can react to the activation of the Active Player's Troopers (see ARO: Automatic Reaction Order, page 21).

Each Player Turn is divided into these steps:

1. Start of the Turn: Tactical Phase
 - 1.1. Executive Use of Command Tokens
 - 1.2. Retreat! Check
 - 1.3. Loss of Lieutenant check
 - 1.4. Order count
2. Impetuous Phase
3. Orders Phase
4. States Phase
5. End of the Turn

START OF THE TURN: TACTICAL PHASE

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

EXECUTIVE USE OF COMMAND TOKENS

The Active Player may make Executive Use of their Command Tokens.

RETREAT! CHECK

The Active Player counts his Victory Points to see if he enters a Retreat! situation (see End-Game Conditions, page 137).

LOSS OF LIEUTENANT CHECK

The Active Player checks whether he is in Loss of Lieutenant (see page 23).

ORDER COUNT

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

REGULAR ORDERS



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

IRREGULAR ORDERS



Then, for each Irregular Trooper deployed on the table, as a Model or Marker, that is not in a Null State, the Active Player places an Irregular Order Token on the table, making it clear which Combat Group the Irregular Order belongs to

LIEUTENANT SPECIAL ORDER



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

REMEMBER

Each Combat Group has its own independent Order Pool and Irregular Orders.

REMEMBER

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

IMPETUOUS PHASE

During this phase, the Active Player may activate each Trooper with the Impetuous Special Skill once, without spending an Order.

ORDERS PHASE

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

STATES PHASE

Once the Active Player runs out of Orders, or decides not to use the remaining ones, both players will carry out any checks for those States or Skills that require it. These rolls

do not generate AROs.

All Order Tokens still on the table are removed.

END OF THE TURN

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

LOSS OF LIEUTENANT

Despite their training and their constant connection with Mission Control, losing a team leader to enemy fire or system failure can wreak havoc on the discipline of soldiers, creating a moment of confusion in which everyone is left to their own devices, without a coordinated tactical approach. This situation is usually temporary, and order reigns again once the next rung in the chain of command steps up or Mission Control chooses a new leader.

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.

EFFECTS

- While an army is in a Loss of Lieutenant situation, all Troopers in its Army List are **Irregular**.

CANCELLATION

- At the end of the player's Turn, they must appoint a new Lieutenant, at no cost, which cancels the Loss of Lieutenant situation. The new Lieutenant gains the Lieutenant Special Skill, with no additional abilities. The identity of this new Lieutenant is still considered Private Information.

IMPORTANT

Troopers whose Unit Profile has the Irregular Characteristic or the REM Troop Type cannot be appointed as Lieutenant.

SILHOUETTE TEMPLATES, LINE OF FIRE AND ZONE OF CONTROL

SILHOUETTE

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

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

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

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

SILHOUETTE TEMPLATES

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

Note *: While in Prone State, the width of the base corresponds with the Trooper's Silhouette Attribute.

LINE OF FIRE (LOF)

In Infinity, Troopers have a Line of Fire (LoF) angle of 180°, matching the front half of their base, as shown on the base of the miniatures.

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

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

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

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

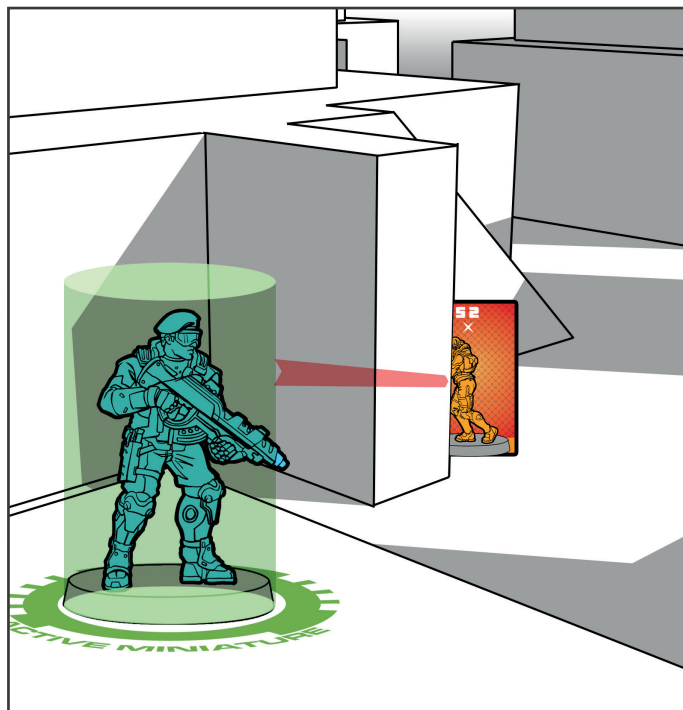
To facilitate movement and interactions during game, we must consider the following exceptions when drawing LoF.

- 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 front 180° arc.
- Troopers that declared any Skill with the Movement Label can draw a 360° LoF all along their route.
- Troopers do not obstruct LoF all along their route.
- Markers do not obstruct LoF.
- Unless specified otherwise, Markers have a 360° LoF.
- Troopers engaged in CC have a 360° LoF, but only to whatever they are in Silhouette contact with. Therefore, Troopers engaged in CC cannot draw LoF to Troopers or game elements that they are not in Silhouette contact with.

LOF: GAME AIDS

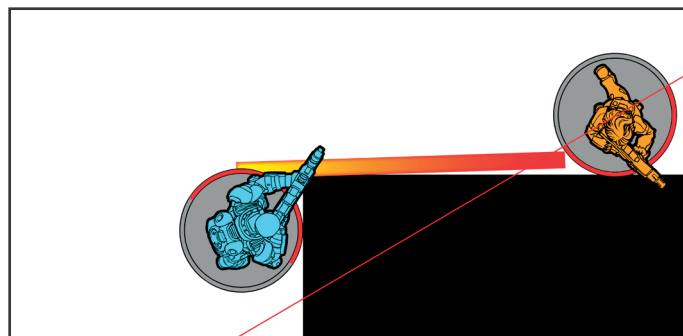
Miniature poses and irregular scenery can make LoF hard to determine. In those cases, it is up to the players to reach an agreement. Trying to look at the target from the miniature's point of view can be useful. To make checking LoF easier it is advised to make use of Silhouette Templates, rulers, laser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

VOLUME AND LINE OF FIRE (LOF)

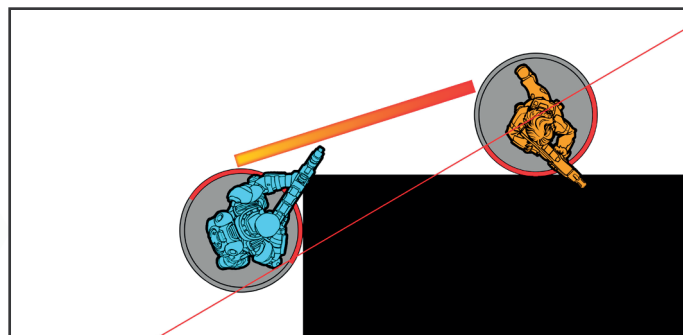


Volume of a Miniature and use of the Silhouette Template to check the LoF.

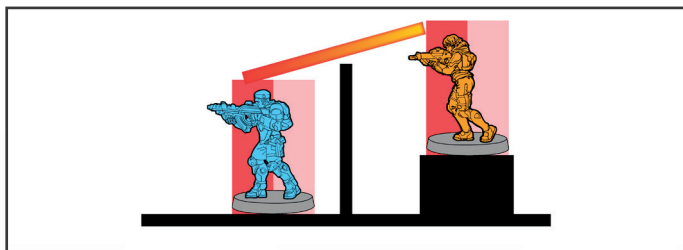
LOF EXAMPLES



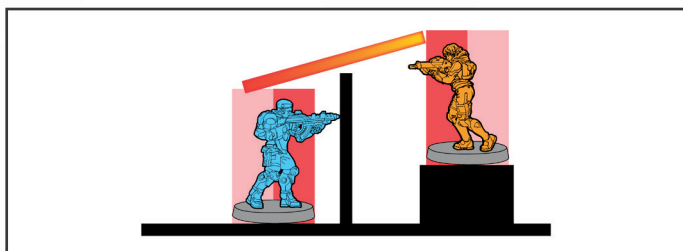
The orange Trooper has no LoF, but the blue Trooper does.



Both Troopers have a LoF



The blue Trooper has no LoF, but the orange Trooper does.



Both Troopers have LoF.

ZONE OF CONTROL (ZOC)

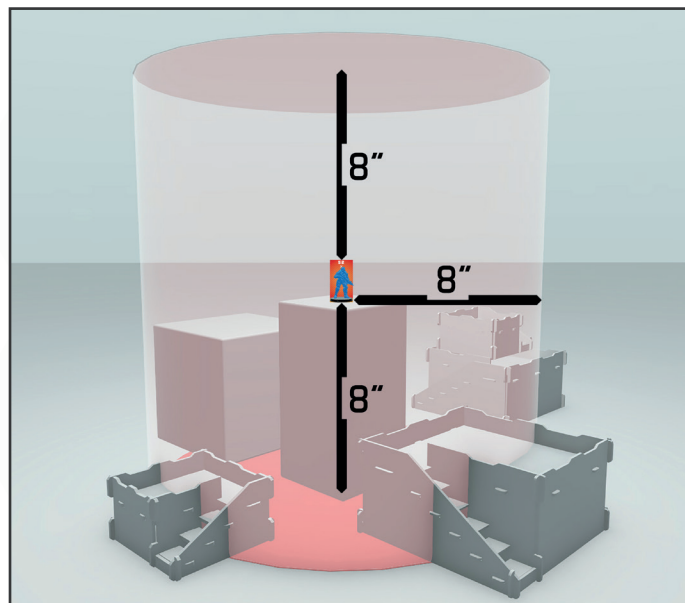
Troopers have an awareness of their surroundings. **Zone of Control (ZoC)** is defined as an imaginary cylinder with a radius of 8 inches from the outer edge of the Trooper's Silhouette, extending 8 inches up from the top of the Silhouette and 8 inches down from the bottom of the Silhouette.

ZONE OF CONTROL AND AROS

Enemies entering or acting inside the Zone of Control of a Trooper while remaining outside that Trooper's LoF can be reacted to.

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.

ZONE OF CONTROL



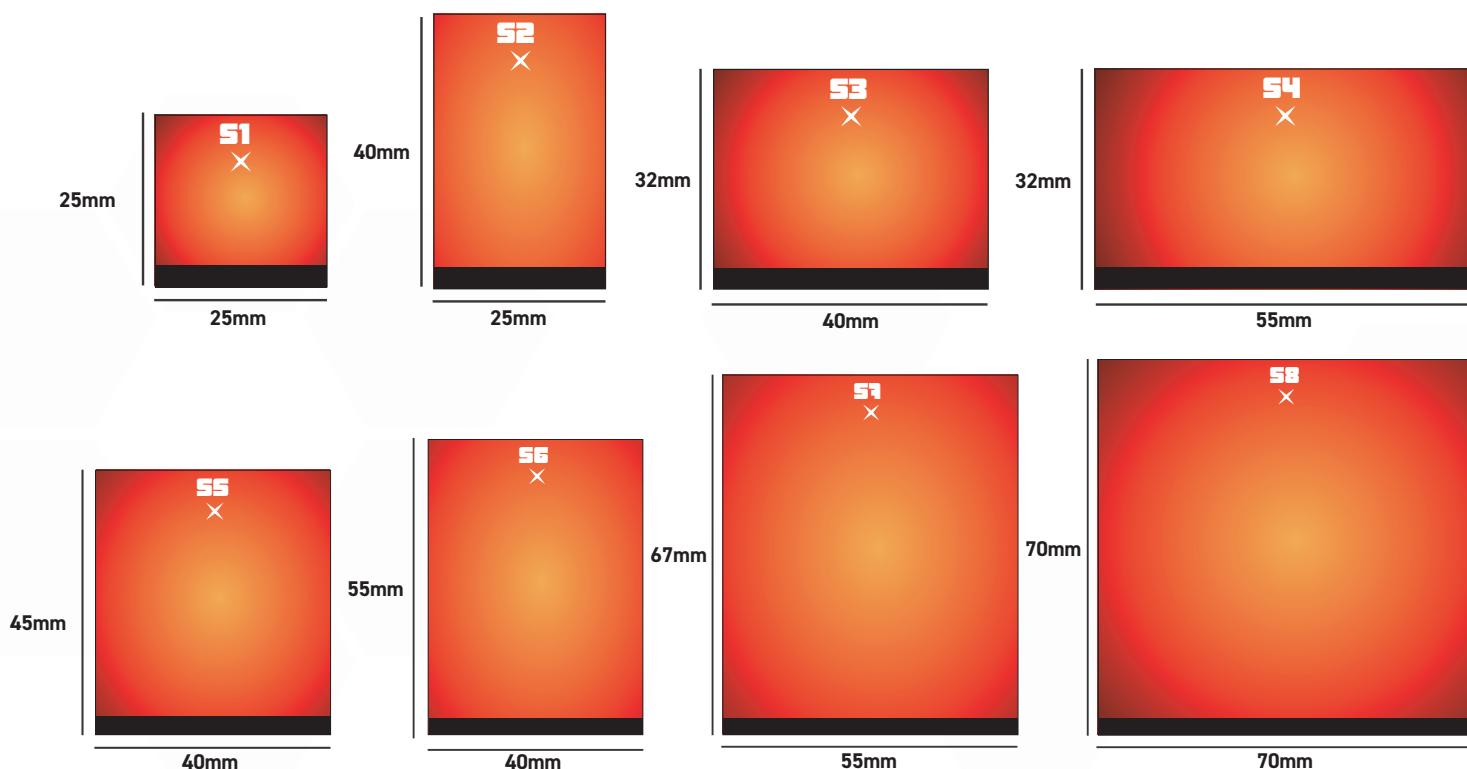
INTERACTION BETWEEN ZONES, BASES AND SILHOUETTES

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

BASE CONTACT/ SILHOUETTE CONTACT

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

A Trooper is always in Silhouette contact with themselves.





COHERENCY

Coherency is the game mechanic which allows management of several linked troopers acting together and simultaneously in the same Order while applying a rule, Special Skill, piece of Equipment, Game State... that requires those troopers to stay in close proximity.

Coherency is determined by the Zone of Control of a specific trooper known as the Reference Trooper. The Reference Trooper can vary and is defined by each rule, Special Skill, piece of Equipment... which requires Coherency (for example, the Team Leader in the Fireteam rule, the Controller in the G: Synchronized Special Skill, the Controller of a Peripheral (Synchronized)...).

To be in Coherency, the rest of the linked troopers must be inside the Zone of Control of the Reference Trooper.

COHERENCY CHECK

- During the Deployment Phase

The player can check Coherency, measuring the Zone of Control of the Reference Trooper to be sure the rest of the linked troopers are inside it.

After having checked Coherency, the player can adjust the placement of those troopers so they are all inside the Zone of Control.

However, this adjustment is not allowed regarding the last figure kept back as reserve, nor during the deployment of that Trooper (or Troopers if any rule, Special Skill, piece of Equipment... allows several to kept back in reserve).
- At the start or end of an Order

The player must check Coherency at the start of the Order, after having declared the first Short Skill of the Order, or an Entire Order, or an ARO, but before measuring movement, if any has been declared.

The player must also check Coherency at the end of the Order, at the end of the Conclusion, after having performed any movement due to a failed Guts Roll or any other rule.

BREAKING COHERENCY

When a Coherency Check is failed, if a trooper is out of the Reference Trooper's ZoC, then Coherency is broken and its consequences are applied immediately, as Stated by the rule, Special Skill, piece of Equipment... the player is applying.

BREAKING COHERENCY GAME EXAMPLE

In the Active Turn, after declaring a Fireteam's first Short Skill of the Order, or Entire Order, any members out of Coherency with the Team Leader would leave the Fireteam and not be activated. Fireteam Bonuses would then be recalculated.



To make the game faster, in those situations in which it is clear and evident that Coherency is kept (when the troopers are close to the Reference Trooper, and clearly inside his Zone of Control), it is not necessary to perform a Coherency Check, unless the adversary asks for it.

Sibylla Advice

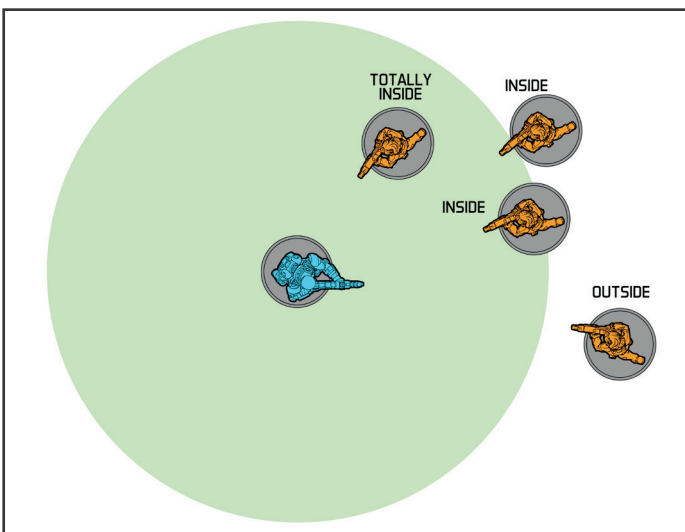
INSIDE

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

TOTALLY INSIDE

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

INTERACTING WITH ZONES



DISTANCES AND MEASUREMENTS

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

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

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



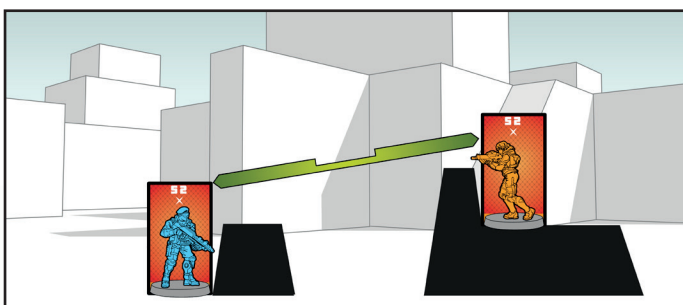
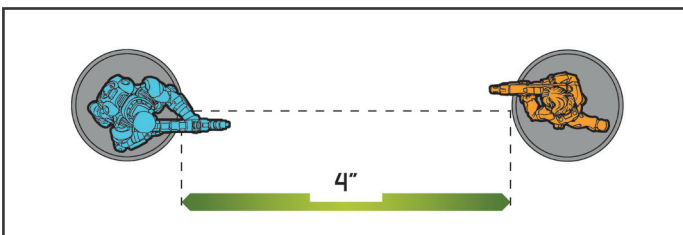
In Infinity N4, it is advised to use the base for measuring distances. By doing so, it is easier to determine the reference point for the distance and speed up the game. Only on rare occasions it will be necessary to use the Silhouette Template to know the exact range between two Troopers.

Sibylla Advice

REMEMBER

As a general rule, the Skills that compose an Order must be declared before measuring (see Order Sequence, page 21).

DISTANCE BETWEEN 2 MINIATURES



REPLACING MODELS AND MARKERS

Occasionally, during a game, it is necessary to replace a Game Element like a Trooper, or a piece of Equipment, with another Model or Marker due to a Special Skill, piece of Equipment, game condition, or scenario condition. For simplicity, these definitions always refer to the term Trooper.

MATCHING DIAMETERS

If the replacement Trooper possesses the same base size, then the base of the replacement Trooper must match the position of the original Trooper's base

DIFFERENT DIAMETERS

However, some Special Skills, pieces of Equipment, game conditions, or scenario conditions require that the replacement Trooper have a different Silhouette Attribute value and base size.

In this case, the player has two options to choose from:

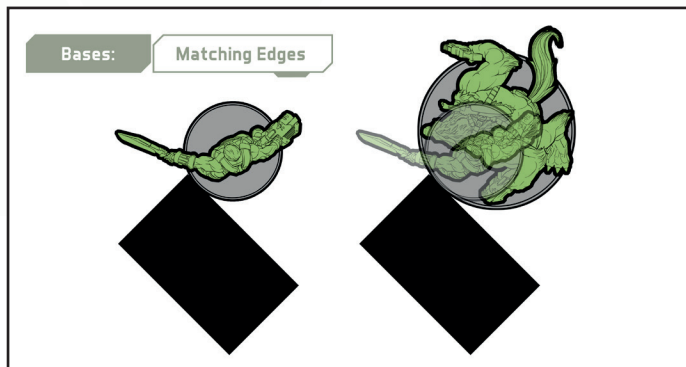
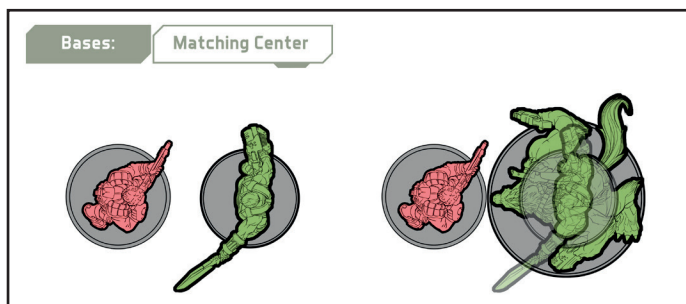
- The player can match the center of the replacement Trooper's base with the center of the original Trooper's base.
- The player can make the edge of the replacement Trooper's base match the edge of the original Trooper's base. As seen in the graphic, the arc of the circumference of the borders must coincide.

This allows, for example, the replacement Trooper to gain contact with Cover that the original Trooper didn't have. In a similar way, this allows the replacement Trooper to enter Engaged State.

However, this rule cannot be used to cancel the Engaged State.

Where the replacement is mandatory and inevitable, because of a rule, Special Skill, or piece of Equipment that has the Obligatory Label, the following must be taken into account:

- If the space available is less than the volume determined by the silhouette template, the replacement Trooper will enter the Immobilized-A State. This State can only be cancelled by the conditions of the space containing the Trooper changing, and may not be cancelled in the usual manner defined by the State itself. Pieces of Equipment will be removed from the gaming table instead of entering the Immobilized-A State.



ROLLS

Infinity N4 uses 20-sided dice (commonly known as **d20**) to determine whether specific actions are successful. For example, players roll dice to find out whether their Troopers succeed in hitting their target in ranged combat, hacking into enemy systems, discovering a hidden enemy, etc.

Infinity N4's game mechanics revolve around two types of d20 rolls: **Normal Rolls** and **Face to Face Rolls**.

SUCCESSFUL ROLL

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

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

MODIFIERS (MOD)

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

IMPORTANT

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

MAXIMUM MODIFIER:

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

The most commonly used MODs are:

- **Range** (see page 47): can modify the BS, PH and WIP Attributes.
- **Cover** (see page 48): can modify the BS, PH, WIP, and Saving Rolls.
- **Skills, Weapons and Equipment** (see page 81): can modify several different Attributes.

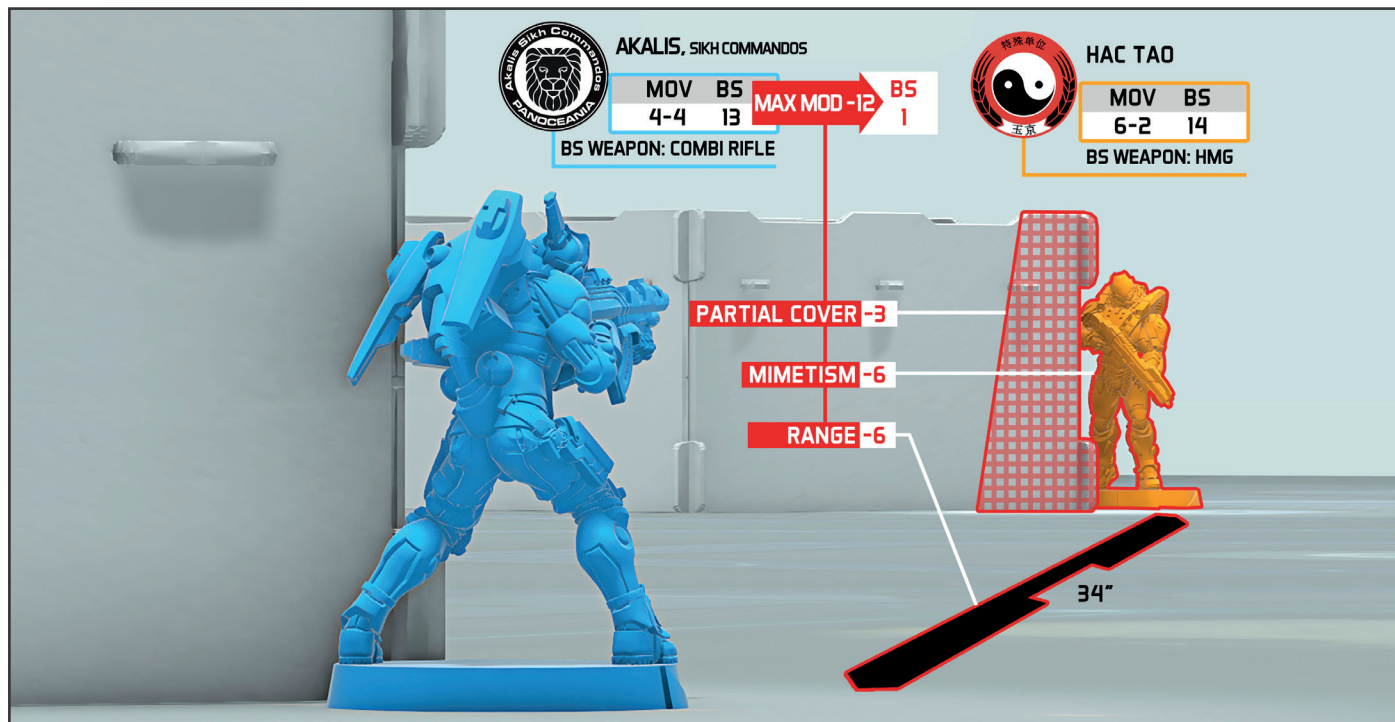
Positive [+] or negative [-] Modifiers (MOD) may appear in the Unit Profiles:

- A **positive MOD** [+] in round brackets next to a Skill, Weapon, or Equipment will be applied only to the user of that Skill, Weapon, or Equipment (for a more detailed explanation, see page 81).
- A **negative MOD** [-] in round brackets next to a Skill, Weapon, or Equipment will be applied only to enemies (for a more detailed explanation, see page 81).
- The value of an Attribute, Burst, Damage, Ammunition, number of uses... in round brackets next to a Special Skill, Weapon, or Equipment will be used, applying its effects if necessary, only when using that Skill, Weapon or Equipment.
- "ReRoll" in round brackets next to a Skill, Weapon, or Equipment will allow the user to reroll one die from the Roll, only when using that Skill, Weapon, or Equipment.

REMEMBER—ROUNDING

In Infinity N4, any time a number (a result on a die, an Attribute, a MOD...) is divided and rounded to an integer, **it is always rounded up**. For example, half of 5 ($5 / 2 = 2.5$) would be 3.

MAXIMUM MODIFIER EXAMPLE



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

The Akal Commando declares: Move + BS Attack with his Combi Rifle.
 His BS Attack will apply the following MODs:

- -6 for the Hac Tao's Mimetism.
- -3 for Cover.
- -6 for Range.

The total sum of Modifiers is -15.

Given that the maximum MOD is -12, the Success Value (SV) will be
 $13 - 12 = 1$.

CRITICALS

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

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

SUCCESS VALUES BELOW 1

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

SUCCESS VALUES ABOVE 20

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

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

EXAMPLE OF A SUCCESS VALUE/ ATTRIBUTE OVER 20:

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

NORMAL ROLL

Normal Rolls are the most common, basic dice rolls in Infinity N4. This roll is used when a Trooper is not facing off against an enemy, but instead must check if they successfully use an uncontested or passively contested Skill (such as trying to Discover a camouflaged enemy or healing an ally by means of the Doctor Special Skill).

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

NORMAL ROLL EXAMPLE:

The Fusilier's BS Attribute is 12 and he has to make a Normal BS Roll with a -3 MOD, with a BS Success Value of 9, so he rolls a d20 and gets an 8. Since the Success Value is 9, the roll is a success. Later on, the Fusilier tries another Normal BS Roll, but this time he gets a 12. As the Success Value is 9, he fails the roll.

FACE TO FACE ROLLS

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

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

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

IMPORTANT

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

BREAKING TIES

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

HERE IS A RUNDOWN OF POSSIBLE OUTCOMES:

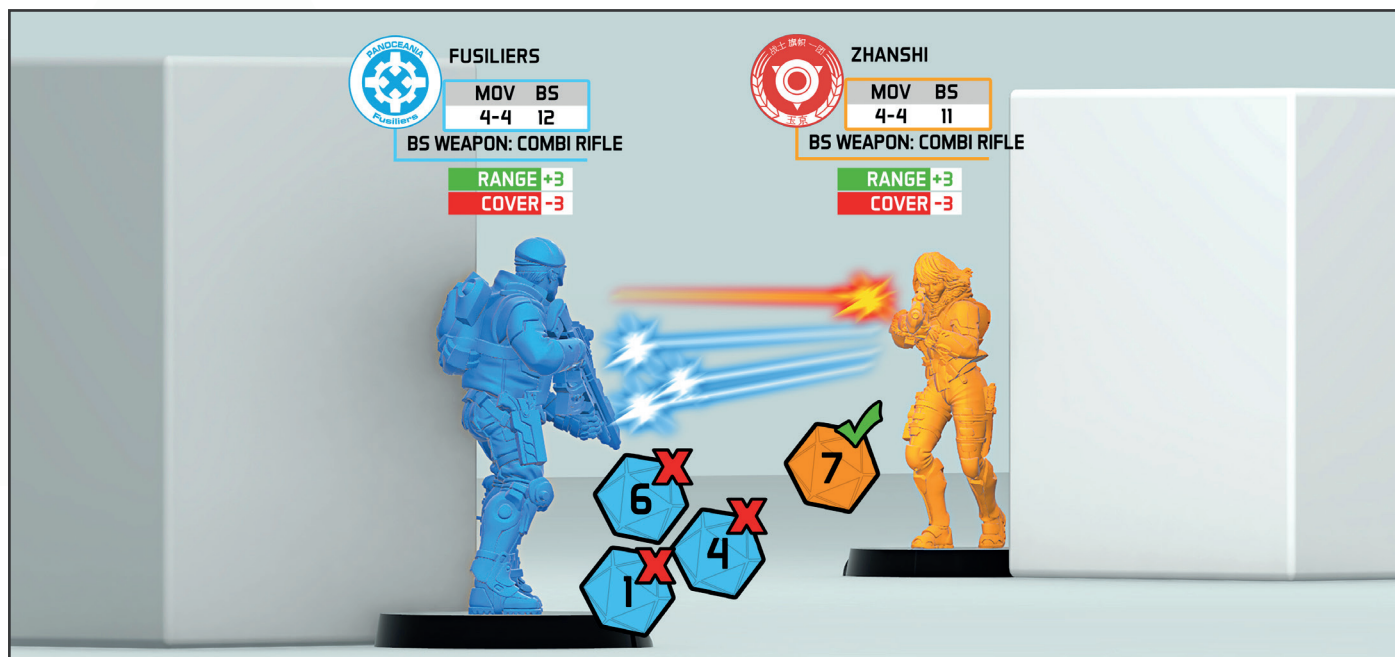
- **Both fail.** No one achieved their goal.
- **One fails and the other passes.** The Trooper that succeeded wins the Face to Face Roll and achieves its goal.
- **Both pass.** The Trooper with the higher successful roll cancels the enemy successes, wins the Face to Face Roll and achieves its goal.
-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

FACE TO FACE ROLL: DODGE AND RESET

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



EXAMPLE OF FACE TO FACE 1 VS 1 ROLLS



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

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

Range 15 inches

He will apply the following MODs to his BS Attack:

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

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

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

She will apply the following MODs to her BS Attack:

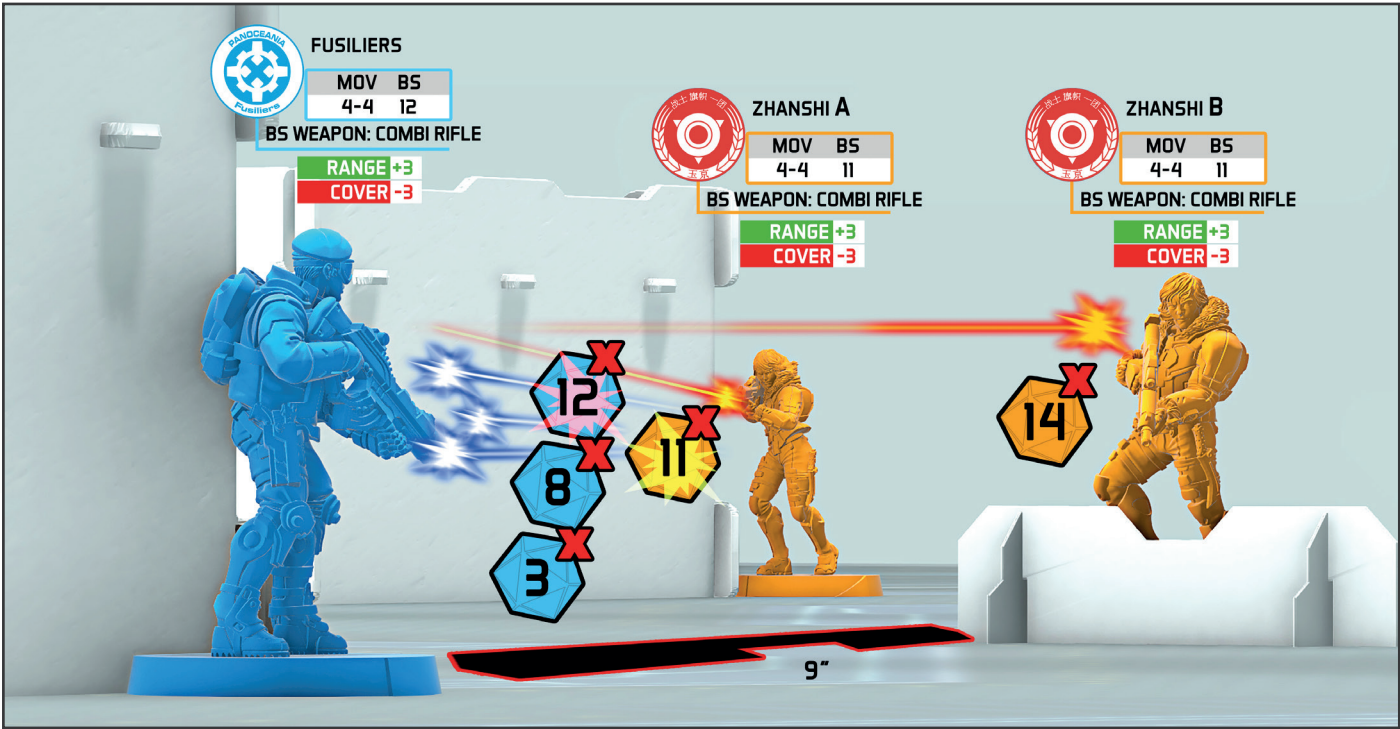
- +3 for Range.
- -3 for Cover.

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

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

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

EXAMPLE OF FACE TO FACE ROLL AND NORMAL ROLL



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

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

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

- Range 15 inches
- Range 9 inches

He will apply the following MODs to his BS Attack

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

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

Both Zhan Shi will apply the following MODs to their BS Attacks:

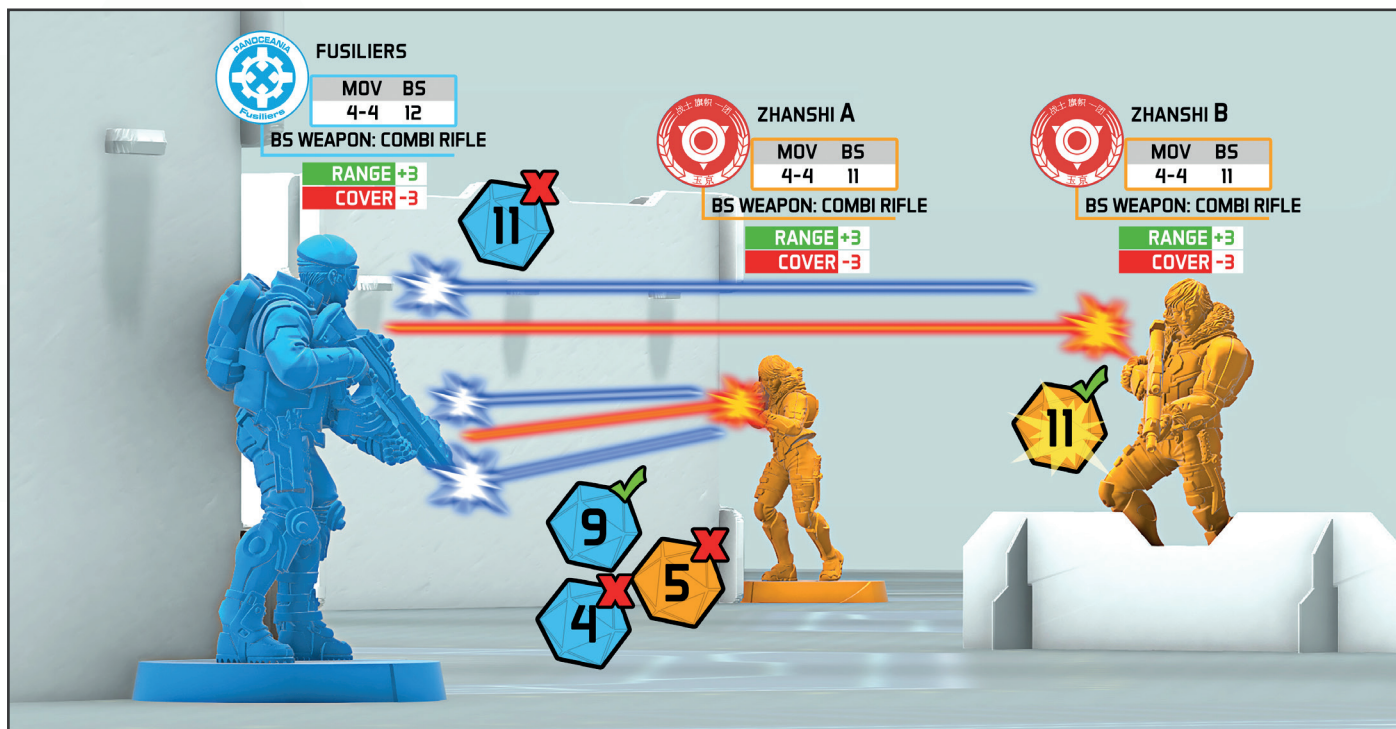
- +3 for Range.
- -3 for Cover.

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

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

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

EXAMPLE OF TWO FACE TO FACE ROLLS



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

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

He will apply the following MODs to his BS Attack:

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

His Success Value (SV) will be $12 + 3 - 3 = 12$

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

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

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

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

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



MOVEMENT

MOVEMENT IN INFINITY N4 (MOVEMENT MODULE)

IN INFINITY N4, MOVEMENT ALLOWS TROOPERS TO GET AROUND THE GAME BOARD. THIS SECTION DETAILS ALL NECESSARY RULES TO PERFORM SUCH MOVEMENTS.

MOVEMENT TAKES PLACE WITHIN THE NORMAL ORDER EXPENDITURE SEQUENCE.

THE MOVEMENT ATTRIBUTE (MOV) FROM THE UNIT PROFILE (PAGE 16) INDICATES THE NUMBER OF INCHES THIS TROOPER CAN MOVE WITH AN ORDER. THE MOV ATTRIBUTE USUALLY HAS TWO VALUES: THE FIRST TIME THE TROOPER MOVES IN AN ORDER, AND THE SECOND.

MOVING AND MEASURING

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

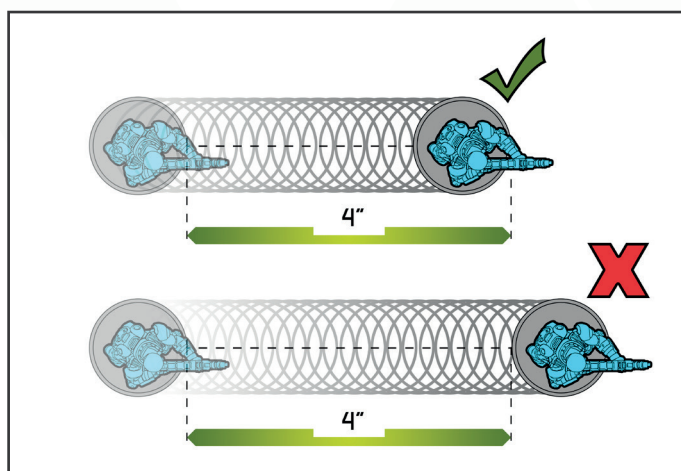
The sequence of events is:

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

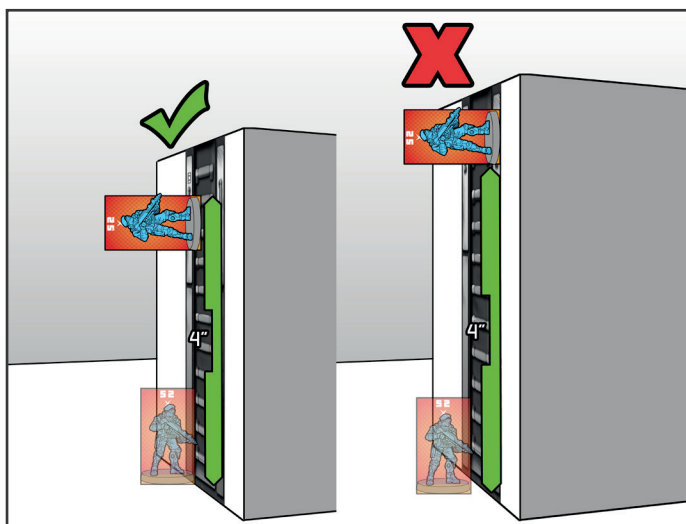
IMPORTANT

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

HORIZONTAL MEASUREMENT



VERTICAL MEASUREMENT (LADDERS AND VERTICAL SURFACES)



MOVE

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

MOVE

SHORT MOVEMENT SKILL

Movement, No LoF, No Roll.

REQUIREMENTS

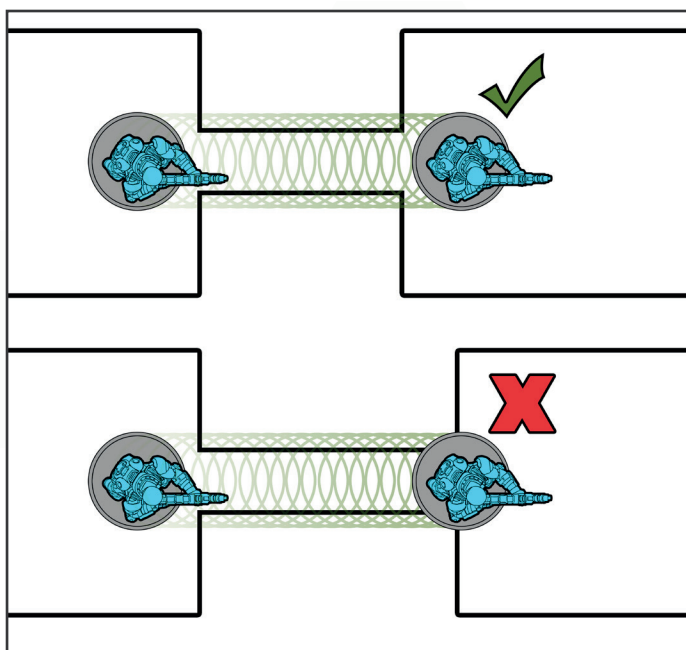
- ▶ Players will check the Requirements of this Skill when declaring it.
- ▶ The Trooper's base must always be in contact with the surface on which they intend to move.
- ▶ Any surface they move on must be at least half as wide as their base.
- ▶ The Trooper must be able to finish their movement on a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

EFFECTS

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

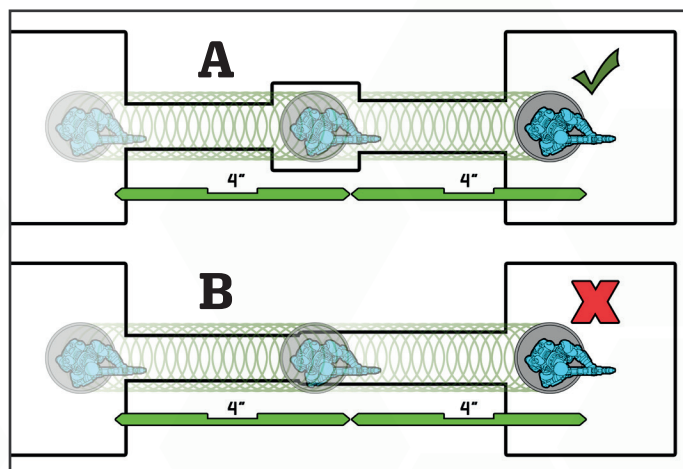
EXAMPLE 1

Move over catwalks and narrow corridors.



EXAMPLE 2

Order (Move + Move) on surfaces that are smaller than the base.



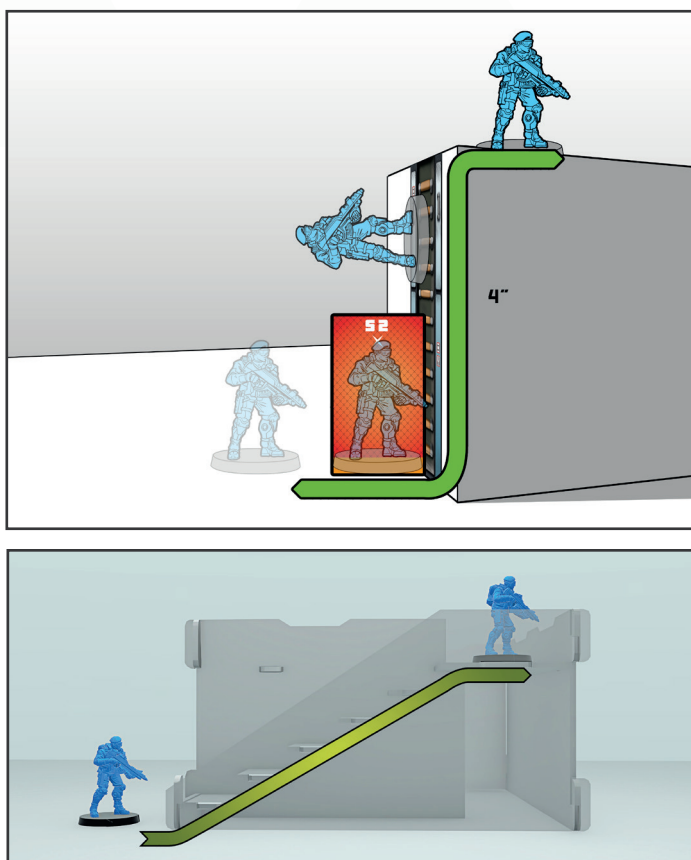
Although in both cases the Distance covered is 8 inches, in case B, it is not possible to carry out the movement because there is no valid surface at the end of the first Movement value.

GENERAL MOVEMENT RULES

- When moving Troopers around the battlefield, players must measure the complete route (including, for example, any detour to avoid obstacles) and must **always use the same part of the base** for their measurements.
- MOV values indicate the maximum distance the unit can move, but there is no minimum. Troopers do not have to exhaust their movement when they declare Move.
- A Trooper can move over any scenery item whose height is equal to or lower than the height of the Trooper's Silhouette Template, with no need to declare Climb or Jump.
- This vertical movement is not taken into account when measuring how far the Trooper moves, but the Trooper counts as moving up and over the obstacle for the purposes of LoF.
- A Trooper can move through allied Models, Markers, and Tokens, whose Silhouette Template height is equal to or lower than the height of the Trooper's Silhouette Template. The Trooper cannot end their movement within the allied Model, Marker, or Token.
- Troopers have a LoF arc of 360° while they are moving.
- After Moving one of your models, you can leave it facing any direction.
- A Trooper's Movement ends automatically whenever he enters Silhouette contact with an enemy, even if the specified movement route is cut short as a result.
- By performing any Skill or ARO with the Movement Label, or moving as the result of a failed Guts Roll, a Trooper may enter or leave **Prone State at the start of his Movement** at no cost. Remember that Troopers have reduced mobility while Prone.
- Independently of the type of movement performed (Move, Jump, Climb, etc.), the movement cannot, in any way, cause the Trooper to fall. If the Trooper cannot reach a new location with their Move, Jump, Climb... they do not perform the movement and perform an Idle instead.
- Once declared, Troopers always reach the end of their Movement, even if they enter a Null or Immobilized State due to successful enemy Attacks along the way.
- **Mounting and dismounting:** By declaring the Move Skill as the first Skill of the Order, a Trooper may mount or dismount a Motorcycle, TAG, Vehicle, etc.
 - The Trooper must mount or dismount at the start of the Order, after having declared Move as the first Short Skill of the Order, but before measuring any movement.

- The new Troop Profile (Mounted/Dismounted) is applied for the entire Order Sequence, while the original profile will not be considered.
- The Trooper's original profile must be able to declare the Move Skill. For example if the Trooper is in Engaged State or an IMM State at the start of the Order, they cannot declare Move to mount or dismount.
- Mounting or dismounting will cancel the Hidden Deployment State, and any Marker State, of both profiles.
- When a TAG is in Possessed State, its Pilot cannot Dismount. If a TAG's Escape System takes effect while the TAG is in Possessed State, the Operator profile will not be in such State.

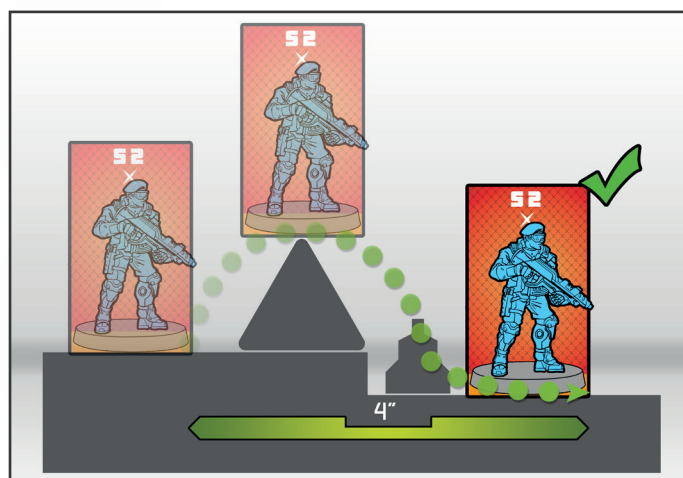
MOVE: LADDERS AND STAIRS



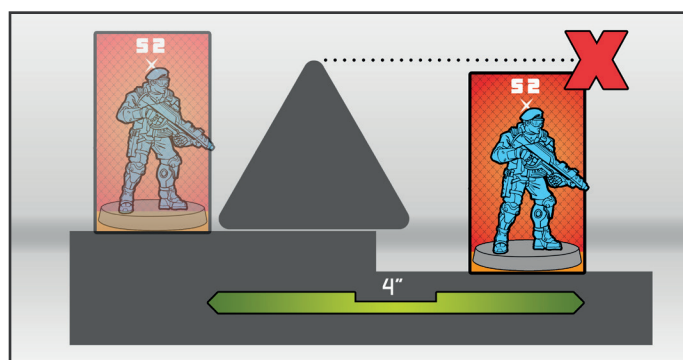
Those pieces of scenery representing stairs and ladders allow Troopers to treat those vertical or diagonal surfaces as a horizontal surface. Therefore, the Trooper can use any Skill or ARO with the Movement label without needing to declare Jump or Climb, and without applying restrictions for Jump or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

MOVE AND OBSTACLES

Example of Movement over an obstacle lower than the height of the Silhouette.



The Trooper may bypass the obstacle without declaring Jump or Climb, since the obstacle's height is equal to or lower than the height of the Trooper's Silhouette Template, on both sides.



Conversely, in the second picture, the Trooper may not pass over the obstacle without declaring Jump or Climb, since the obstacle is higher than the height of the Trooper's Silhouette Template on one side.

REMEMBER

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

PRONE ACTIVATION

- During the Deployment Phase, players may deploy one or more of their Troopers Prone by placing a Prone Token beside them.
- When a Trooper performs a Skill or ARO with the Movement label, or moves as the result of a failed Guts Roll, its player may indicate that it will go Prone. By doing so, any Movement performed will be executed while Prone, with the resulting reduction to the Trooper's MOV and Silhouette values. Note that a Trooper that was in LoF before going Prone will still count as being in LoF at the start of the Skill or ARO.



- If a Trooper enters the Unconscious State, it automatically becomes Prone unless it is mounted on a Motorcycle, or it is a TAG, a Troop Type that is unable to go Prone.

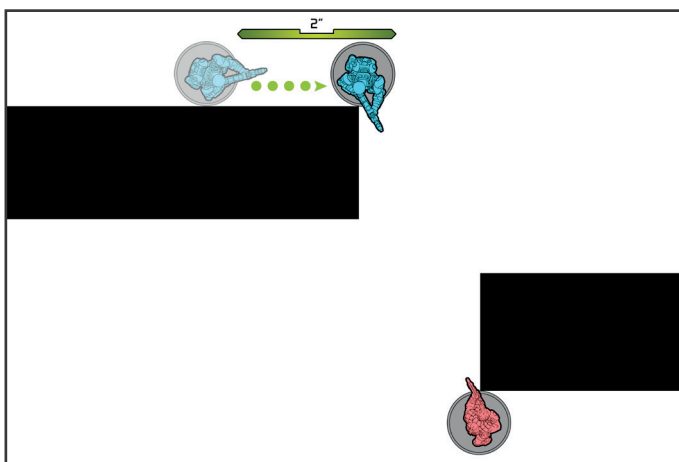
EFFECTS

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

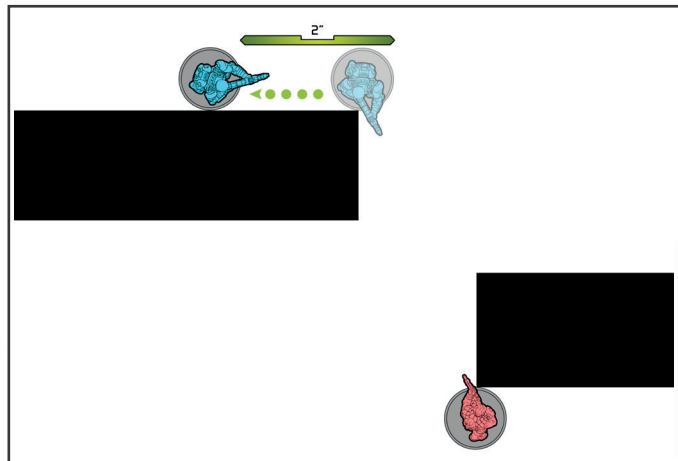
CANCELLATION

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

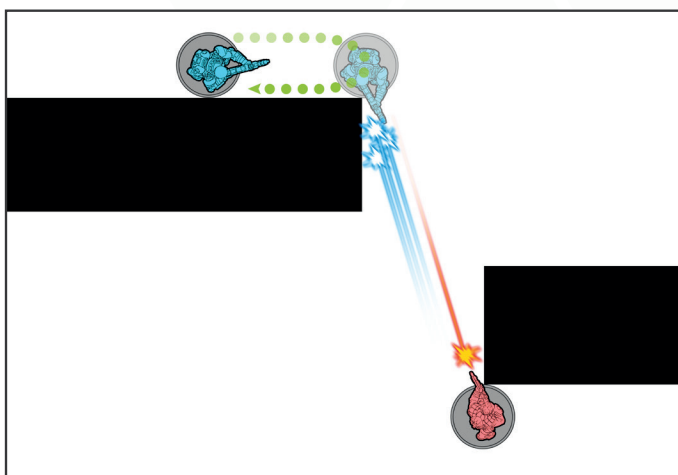
EXAMPLE OF MOVEMENT



In his Active Turn, the Fusilier is leaning against a wall in Total Cover. He does not have LoF to the Zhanshi, on the other side of the building. The Fusilier declares his first Short Skill: Move. Therefore, the Player will measure the trajectory's distance, determine his direction and path, then move the Fusilier's base so that his base peeks around the corner to gain LoF to his target while still in Partial Cover.



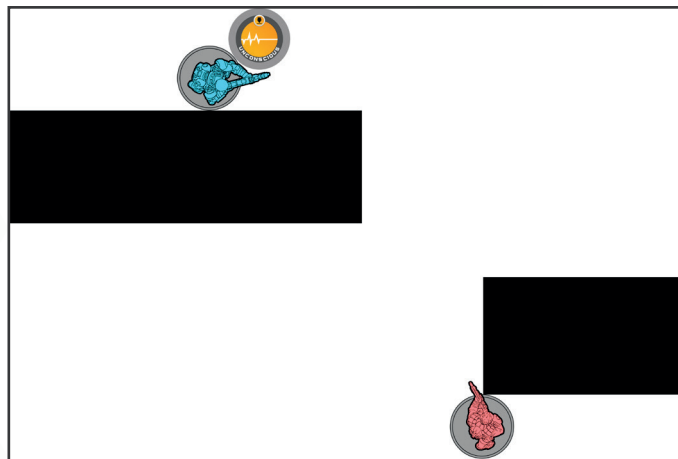
Once he has seen the Zhanshi, the Fusilier's model returns to his original position in Total Cover. His Move declaration will take him to the corner and back.



Since the Zhanshi also gains LoF to the Fusilier, he declares his ARO: BS Attack.

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

In the subsequent Face to Face Roll, the Zhanshi must apply the Partial Cover MODs.



However, he wins the Face to Face Roll, while the Fusilier fails his Saving Roll. Then, the Fusilier would end his Order in Unconscious State behind Total Cover, where he finished his movement.

CAUTIOUS MOVEMENT

Under certain circumstances, Troopers can declare this Common Skill to move about the battlefield without attracting enemy AROs.

CAUTIOUS MOVEMENT

ENTIRE ORDER

Movement, No LoF, No Roll.

REQUIREMENTS

- At the moment of declaration, the Trooper must be outside the LoF and ZoC of all enemy Models and Markers.

EFFECTS

- Allows the Trooper to move up to the first value of his MOV Attribute, generating no enemy AROs in the process. For this Cautious Movement to generate no AROs, it must begin and end outside the LoF and ZoC of all enemy Models and Markers.
- If the Cautious Movement begins or ends within the LoF or ZoC of any enemy Models or Markers, the Trooper will generate AROs as usual.
- Cautious Movement must follow the General Movement Rules as well as the Moving and Measuring rules.

IMPORTANT

TAGs, Remotes, Vehicles, and Troopers on Motorcycles can never declare Cautious Movement.

REMEMBER

Troopers in Hidden Deployment are neither Models nor Markers, so they cannot react to a Cautious Movement even if they have LoF.

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 of 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.

JUMP

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

JUMP

ENTIRE ORDER

Movement, No LoF, No Roll.

REQUIREMENTS

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

EFFECTS

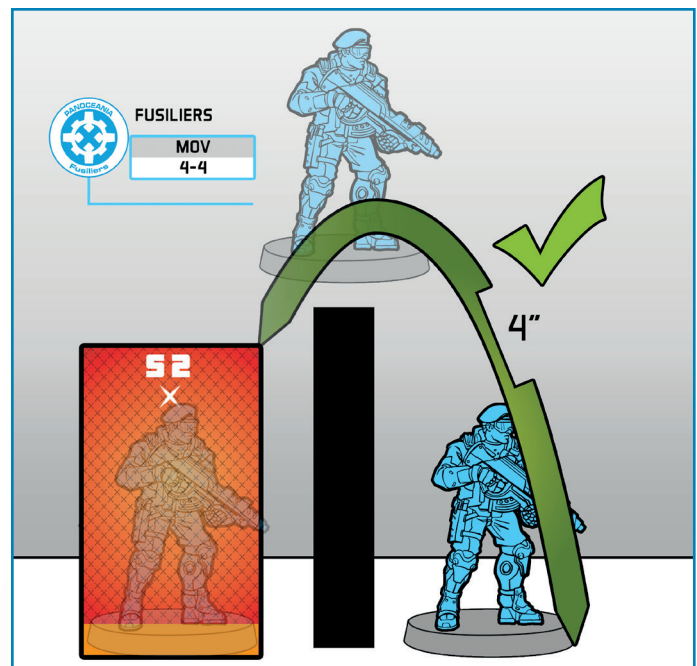
- Allows the user to move horizontally (to clear a gap), vertically (to reach a higher or lower surface), diagonally or tracing a parabola, up to his **first MOV Attribute** value in inches.
- Jump is a Common Skill that does not require a Roll.
- When Jumping, measure the horizontal, vertical, diagonal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



Sibylla explains:

Measuring parabolas: The easiest way to measure a parabolic route is using a flexible tape measure, bending it for convenience.

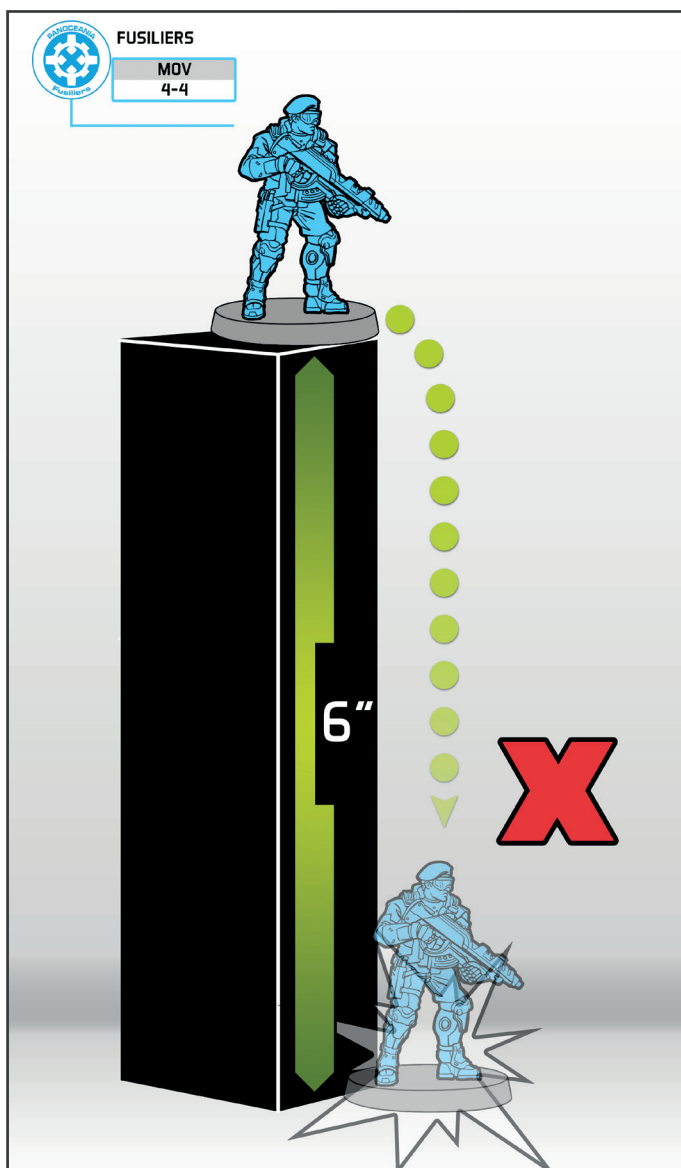
EXAMPLE 1



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

EXAMPLE 2

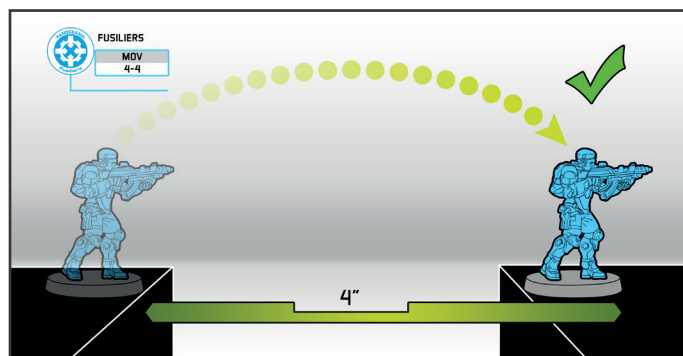
As a maximum, they can jump their first MOV Attribute value: 4 inches.



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

EXAMPLE 3

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



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

CLIMB

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

CLIMB

ENTIRE ORDER

Movement, No LoF, No Roll.

REQUIREMENTS

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

EFFECTS

- ▶ The user may climb vertically up to the first value of his MOV Attribute in inches, measuring from the base's outer edge and underside.
- ▶ Climbing does not require a Roll.
- ▶ For visualization purposes, Troopers using the Climb Skill move with at least half of their base's underside in contact with the vertical surface.
- ▶ **Climb only allows movement on vertical surfaces. Therefore, the Troop will end its Climbing movement the moment the whole of its base is in contact with a horizontal surface (see example).**
When measuring 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 (see example).
- ▶ Climbing movement must follow the General Movement rules as well as the Moving and Measuring rules

IMPORTANT

- Troopers cannot be deployed on a vertical surface, neither during the Deployment Phase nor during the game.
- As long as the user is holding on to a vertical surface, he cannot declare any Skills other than Climb.

- Troopers who are Climbing or holding on to a vertical surface cannot benefit from **Partial Cover** MODs.
- A Trooper that is on a vertical surface and becomes **Unconscious** will place the corresponding State Token beside them as usual. Even while climbing, **Unconscious** Troopers are still in **Prone** State, except for those Unit Types that cannot enter **Prone** State.

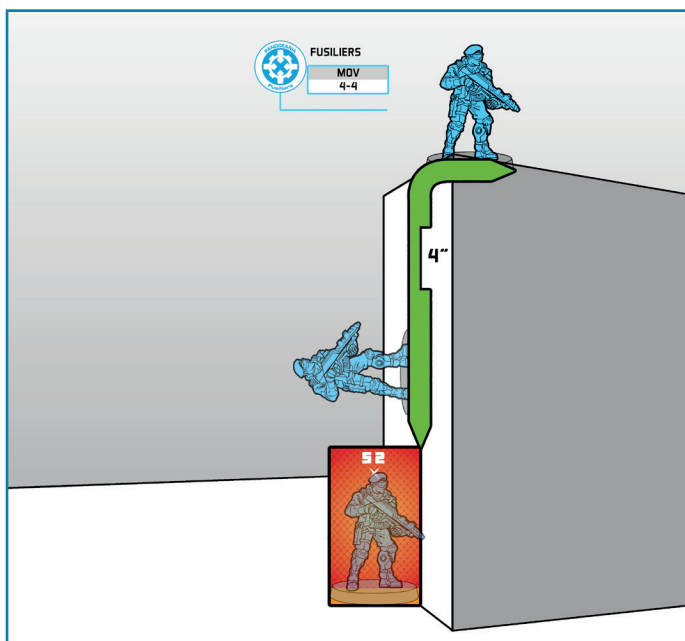
REMEMBER

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

REMEMBER

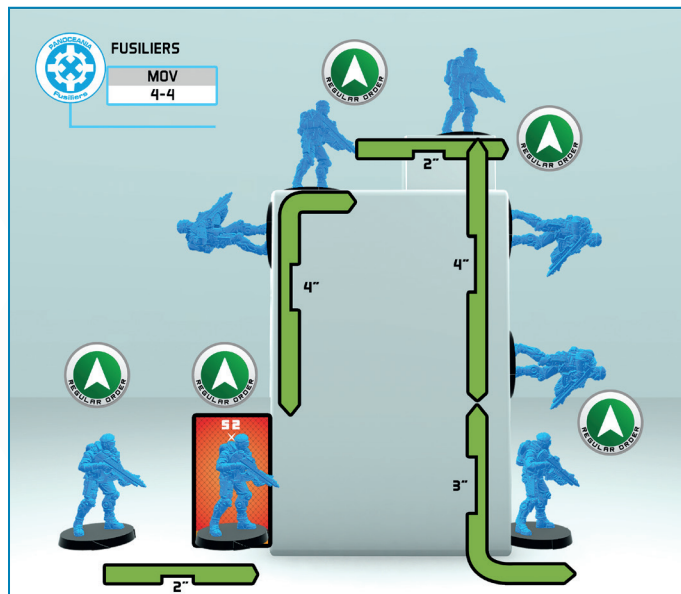
Any height on the game table that is **higher** than the height of a Trooper's **Silhouette Template**—determined by the Trooper's Silhouette Attribute—requires declaring the **Jump** or **Climb** Common Skills to pass it.

EXAMPLE OF CLIMB 1



A Trooper that is in Silhouette contact with an obstacle declares the **Climb** Skill. When measuring, the first MOV value of the Trooper (4,5 inches) is enough to climb the 3 inch tall obstacle and move onto the upper surface.

EXAMPLE OF CLIMB 2



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

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

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

If at some point the player had decided not to consume more Orders for said Trooper, they would have remained in the horizontal or vertical position in which they were until they consume more Orders, or they end up **Dead**.



COMBAT

COMBAT IN INFINITY N4 (COMBAT MODULE)

IN INFINITY N4, COMBAT ALLOWS TROOPERS TO PERFORM ATTACKS. THERE ARE THREE KINDS OF ATTACKS: BALLISTIC SKILLS (BS), CLOSE COMBAT (CC) AND QUANTRONIC COMBAT (HACKING). THIS SECTION DETAILS EVERY RULE NECESSARY TO RESOLVE ATTACKS. BS, CC, OR HACKING COMBAT TAKES PLACE WITHIN THE NORMAL ORDER EXPENDITURE SEQUENCE AND IT IS BASED ON THE DIFFERENT ROLLS IN INFINITY N4.

TYPES OF WEAPONS

Each weapon in Infinity N4 has its own game profile, and some of them have special rules that are explained in the Ammunition and Weaponry chapter (see page 69). This rulebook also contains a Weapons Chart (see page 179) for you to refer to during games.

Weapons in Infinity N4 are divided as follows:

- **BS Weapons:** Those weapons having Ranges and Range MODs or using a Template to affect an area of the game table.
- **Melee Weapons:** Those that can only be used in CC and possess the CC Trait.
- **Mixed Weapons:** Those weapons having Ranges and Range MODs but also the CC Trait. So, they have a Use Mode as a Melee Weapons and another Use Mode as a BS Weapon.
- **Deployable Weapons:** Those weapons that can be placed on the game table whereupon they become an independent element. They possess the Deployable Weapon Trait.
- **Technical Weapon:** These weapons are considered BS Weapons for all intents and purposes, but they use the WIP Attribute instead of BS. When using this weapon, consider all rules and MODs that would affect the trooper's BS as affecting his WIP Attribute instead.
- **Throwing Weapon:** These weapons are considered BS Weapons for all intents and purposes, but they use the PH Attribute instead of BS. When using this weapon, consider all rules and MODs that would affect the trooper's BS as affecting his PH Attribute instead.

BURST (B)

In Infinity N4, when a Trooper performs an Attack during their Active Turn they must roll as many dice as indicated by their Weapon, Skill or piece of Equipment.

During their Active Turn, Troopers must use their full Burst (B) value including all Modifiers (MODs). However, 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.

When declaring the Attack, the player must specify:

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

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

BURST DURING REACTIVE TURN (ARO)

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

MODIFIERS (MOD)

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

ATTACK ROLL

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

NORMAL ROLL

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

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

FACE TO FACE ROLL

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

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

CRITICALS

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

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

NOTE:

Some weapons use certain Types of Ammunition capable of altering the effects of an Attack, causing more than one Saving Roll for each success, reducing the ARM or BTS of the target, etc. This can also alter the way Criticals work.

The additional roll gained by scoring a Critical Hit will retain both the attribute used to make a saving throw and the traits of the weapon used in the attack.

REMEMBER

In a Face to Face Roll, **Criticals** always win, trumping any non-critical result rolled by the opponent. If both players roll one or more Criticals, the Face to Face Roll is a tie and both Troopers fail.

DAMAGE

In Infinity N4, Damage is the capacity of a weapon, Attack, Special Skill, piece of Equipment, Hacking Program, etc. to harm or impair its target. The Damage value, represented by a number, is indicated on the weapon's profile or in the rules for the specific Special Skill, Equipment, etc.

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

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

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

SAVING ROLL

Saving Rolls work like any other Roll in the Infinity N4 game mechanics.

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

To calculate the Attack Damage, the player must subtract the following from the Weapon's Damage:

- The ARM/BTS Attribute as appropriate.
- (-3) MOD due to Partial Cover, if applicable.
- Apply other MODs (+ or -) due to Special Skills or rules, if any.

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

- Saving Roll failed:
 - If the final result is equal to or lower than the Attack Damage, the hit is successful. When this happens, the most common consequence is the loss of one point from the target's Wounds/STR, or is affected by a detrimental state.
- Saving Roll passed:
 - If the final result is higher than the Attack Damage, the target receives no Damage and suffers no alteration to its Attribute profile or state.

WOUNDS AND STRUCTURE

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

**REMEMBER**

Certain types of Ammunition, Attacks, Equipment, Hacking Programs, etc. force the target to make more than one Saving Roll for each success in the Attack Roll (for example, DA ammunition forces the target to perform 2 Saving Rolls for each successful Attack). Others cause the target to lose more than 1 point of Wounds/STR when a Saving Roll is failed, or cause a change in the state of the target. In these cases, the special effects are explained in the rule, or in the Weapon Chart itself.

UNCONSCIOUSNESS AND DEATH

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

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

UNCONSCIOUS STATE**UNCONSCIOUS**

Null

ACTIVATION

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

EFFECTS

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

CANCELLATION

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

**DEAD STATE****DEAD**

Null

ACTIVATION

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

EFFECTS

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

CANCELLATION

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

GUTS ROLL

When Troopers survive a successful Attack, it means their body armor took the brunt of the impact, keeping them from serious injury. This triggers a primal fear of death, and survival instincts kick in. The Troopers' survival instincts can force them to recoil from danger and dive for cover.

GUTS ROLL

REQUIREMENTS

- ▶ The Trooper is not in an Engaged, Null or IMM State.
- ▶ The Trooper had suffered one or more successful Attacks that cause the Trooper to enter any States or to perform any Saving Rolls.
- ▶ The Guts Roll is performed even if all the attackers are in a Null State at the end of the Order.

EFFECTS

- ▶ A Guts Roll consists in a single Normal WIP Roll, always performed at the very end of the Order, after performing any Saving Rolls.
- ▶ If the Guts Roll is successful, the Trooper must stand its ground and must do nothing else.
- ▶ If a Trooper would have to make a Guts Roll, its owner can instead choose to fail it automatically.
- ▶ If the WIP Roll is failed, it is compulsory to perform the first of these options that the Trooper can complete:
 - ▶ The Trooper must move up to 2 inches to **completely leave**:
 - ▶ The LoF of the Enemy or Enemies (for example, in the case of a Coordinated Order, or multiple AROs) that have performed Attacks against the Trooper.
 - ▶ The danger zone or Area of Effect of Attacks that did not require LoF
 - ▶ If this is not possible, the Trooper must move up to 2 inches to gain Total or Partial Cover from all attackers.
 - ▶ If the two previous options are not possible, the Trooper must go Prone, facing in any direction its player chooses
- ▶ This movement of a failed Guts Roll:
 - ▶ Does not generate AROs or activate Deployable Weapons or Equipment.
 - ▶ Must follow the General Movement Rules as well as the Moving and Measuring rules.
 - ▶ Does **not** allow the Trooper to enter Silhouette contact with enemy Troopers, or with Mission Objectives.

REMEMBER

Troopers in Engaged state do not make Guts Rolls.

BALLISTIC SKILLS (BS)

Ranged combat and firefights are the foundation of modern warfare and play an equally pivotal role in Infinity N4.

BS ATTACK

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

BS ATTACK

SHORT SKILL / ARO

Attack.

REQUIREMENTS

- ▶ Be using a BS Weapon, or a Skill or piece of Equipment capable of making a BS Attack.
- ▶ Be able to draw Line of Fire (LoF) from the position of your Attack to the position of the target, unless the BS Weapon, Skill or piece of Equipment used doesn't require LoF. Please note that 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.

EFFECTS

- ▶ The user employs his BS Attribute (or Attribute specified by the weapon) to fire upon one or more enemies.
- ▶ When declaring a BS Attack, the user must choose which of his BS Weapons, Special Skills or pieces of Equipment to use, from those available in his Unit Profile.
- ▶ If the attacker has more than one target and a BS Weapon, Special Skill or piece of Equipment with a **Burst** value higher than 1, they must distribute their attacks as part of the BS Attack declaration.
- ▶ All shots must be declared from the same point.
- ▶ If the chosen weapon has more than one Type of Ammunition available, you must choose one for the entire Burst, as part of the BS Attack declaration.
- ▶ Troopers with the **BS Attack (Guided)** Skill listed on their Unit Profile:
 - ▶ During the **Active Turn**, they may perform a BS Attack against a target in **Targeted** State, without requiring LoF. They will perform a **BS Roll** with a +6 MOD, ignoring all other MODs except those imposed by ECM or TinBots to Guided Attacks.
 - ▶ Unless the Skill itself indicates otherwise, **the B will always be 1** regardless of the actual B value of the Weapon or any MODs applied to the B.
 - ▶ This BS Attack always applies the Impact Template (Circular) Trait, even if the weapon used does not have the Trait.
 - ▶ The distance to the target cannot exceed the weapon's maximum Range.
 - ▶ The target cannot be in an enclosed room, a possible trajectory for the Attack must always exist.
 - ▶ BS Attack (Guided) has a **limit of 5 Attacks** per Turn for the Active Player.
 - ▶ Only weapons that use the BS Attribute may be used with the BS Attack (Guided) Skill.

MOVE + BS ATTACK (OR VICE VERSA)

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

BS ATTACK INTO A CLOSE COMBAT

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

Every failed BS Attack Roll will hit the Allied Trooper, forcing them to perform a Saving Roll. If there are several Allied Troopers locked in that Close Combat, then the Trooper's player chooses which one of them receives each hit.

BS ATTACK MODIFIERS (MOD)

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

- Cover
- Range
- Special Skills, Weapons, pieces of Equipment, or States.

COVER

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

EFFECTS

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

TYPES OF COVER:

TOTAL COVER

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

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

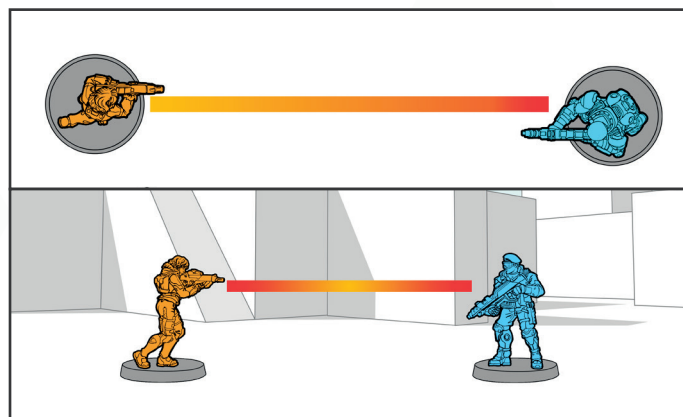
PARTIAL COVER

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

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

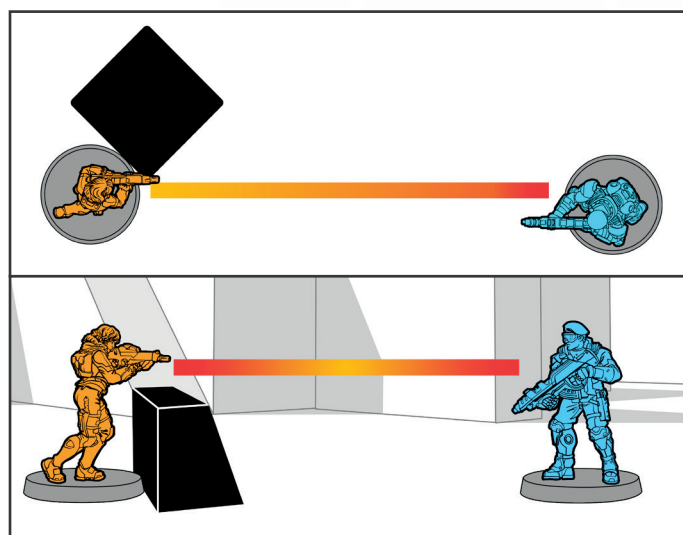
LINE OF FIRE AND COVER

NO COVER

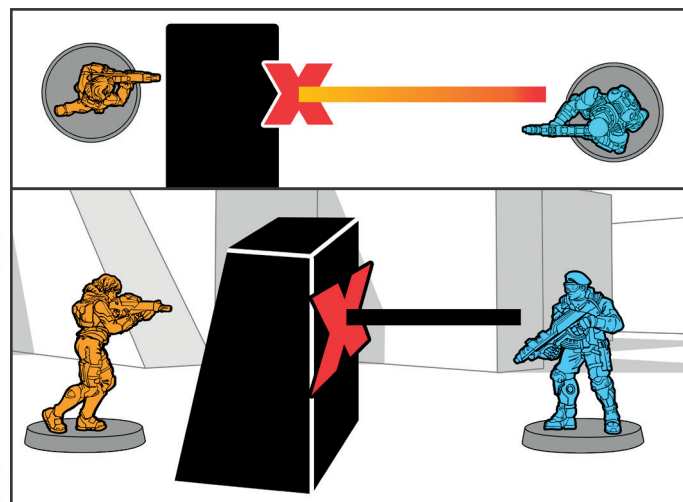


PARTIAL COVER

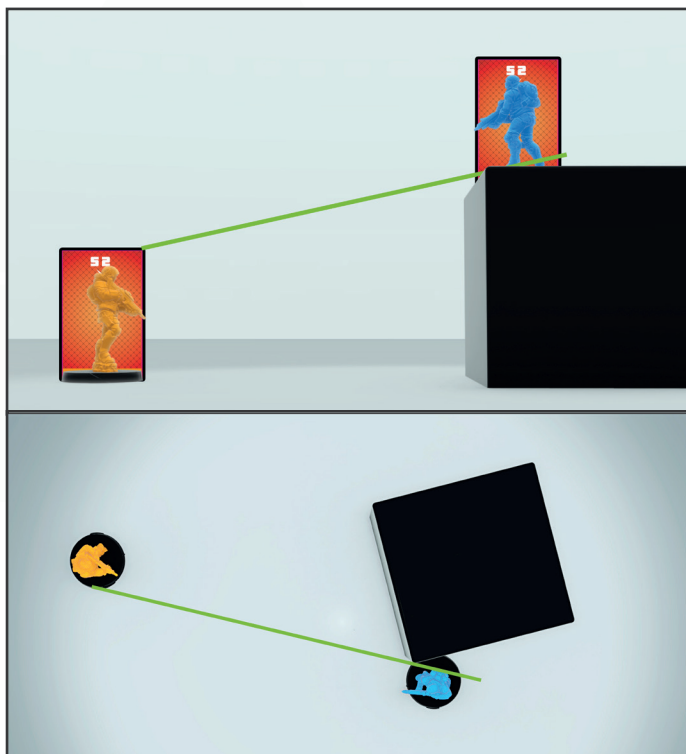
Partial Cover due to being in contact with a scenery element that covers part of the target's Silhouette.



TOTAL COVER



COVER AND GAME SITUATIONS



In both situations the Blue Trooper has Cover from the Orange Trooper.

RANGE

All BS Weapons, pieces of Equipment, and Special Skills that can make BS Attacks apply a Range MOD that depends on the distance between the attacker and the target (see Range, page 47).

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

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

COMBI RIFLE			
Combi Rifle		Traits: Suppressive Fire	
Damage: 13		B: 3	
Ammo: N		Saving Roll Attribute: ARM	
RANGE			
16"	32"	48"	96"
+3	-3	-6	

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

SPECIAL SKILLS, WEAPONS, EQUIPMENT OR STATES

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

TEMPLATE WEAPONS AND EQUIPMENT

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

The **Main Target** of a Template Weapon or Equipment is a Game Element that must be able designated as a valid target for the BS Attack, from which the MODs applied to the Roll are determined, if a Roll is required. This Roll will be opposed separately, one by one, by the rest of the Enemies affected by the template.

There are two types of Weapons and Equipment Templates:

- Direct Template.
- Impact Template

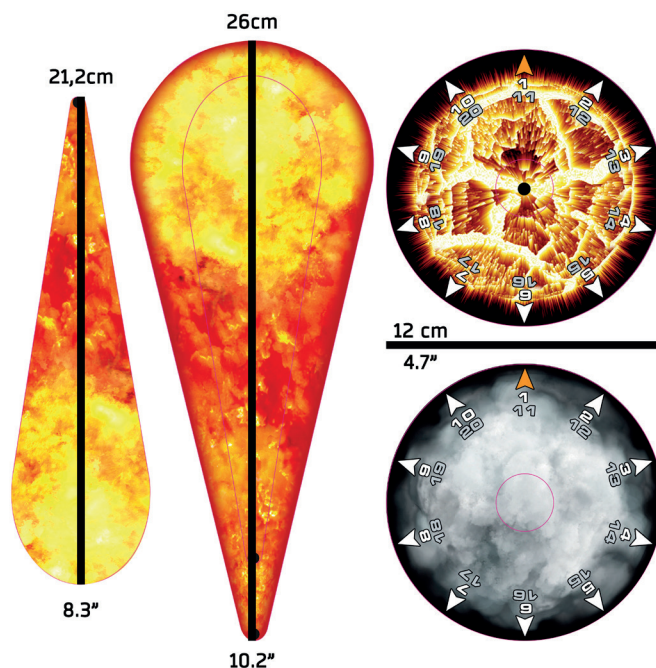
IMPORTANT

If the Main Target is outside the Area of Effect of the Template Weapon or Equipment, the BS Attack is automatically considered a failure and no Game Element will be affected by the Template.

TYPES OF TEMPLATES

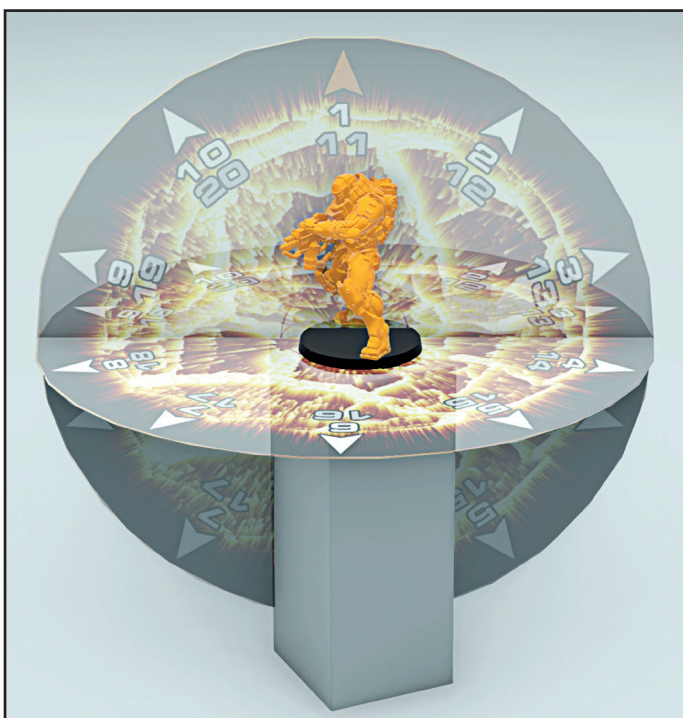
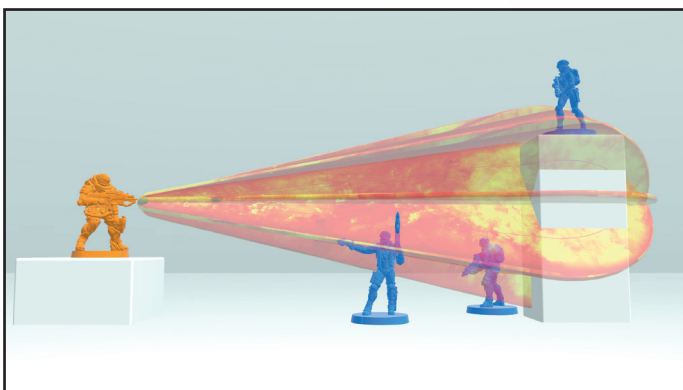
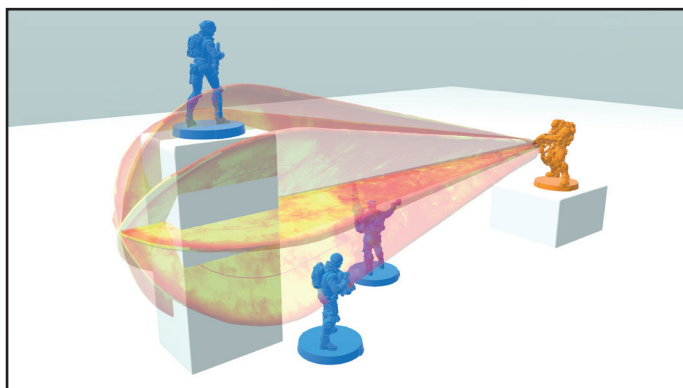
In this rulebook, there are three kinds of Templates used by Weapons and pieces of Equipment: the Circular Template, the Large Teardrop Template and the Small Teardrop Template.

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



AREA OF EFFECT

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



AREA OF EFFECT OF TEMPLATE WEAPONS AND EQUIPMENT

EFFECTS

- ▶ When using a Template Weapon or Equipment, any Trooper whose base or Silhouette Template is in contact with the Template, or is partially or fully inside it, is affected by the Weapon or Equipment.
- ▶ Any Trooper affected by a Template Weapon or Equipment can declare **Dodge** as their second Short Skill or ARO, **even if they do not have LoF** to the Trooper declaring the Attack.
- ▶ As a general rule, **Dodging** an Attack with a Template requires a successful **PH Roll**.
- ▶ As an exception to this, in the following cases the **Dodge** requires a **PH-3 Roll** to avoid an Attack with a Template Weapon:
 - ▶ If the Trooper affected by the Template Weapon Attack **has no LoF** to the attacker.
 - ▶ If the Template Weapon Attack is from a **Deployable Weapon** (a Mine, for example).
- ▶ **Once placed, the Template remains on the game table until the Resolution step of the Order.**
- ▶ The Area of Effect of a Template can affect Allied Troopers as long as the Template has no Damage Attribute and does not inflict any State.
- ▶ When several Troopers are activated at the same time (a Coordinated Order or Fireteam, for example), the Template affects every Trooper that was in Silhouette contact with its Area of Effect at any time during that Order, since everything happens simultaneously during the Order.
- ▶ **Critical Hits with Template Weapons:**
 - ▶ When a Critical is rolled when using a Template Weapon, it counts as a Critical against the Main Target of the attack, and only the Main Target. Against other targets affected by the Template, it is a successful Roll instead of a Critical.
- ▶ **Responding to a Template Weapon Roll:**
 - ▶ Against an Attack with a Template Weapon that required a Roll to hit—whether it was an Impact Template Weapon or an Intuitive Attack, etc.—, each affected enemy may make a separate Face to Face Roll against the attacker.

IMPORTANT

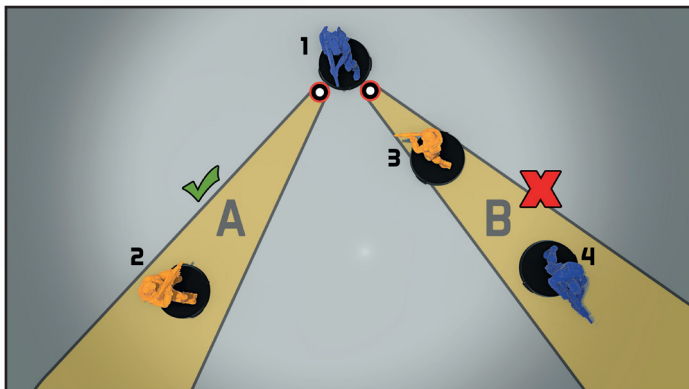
Troopers affected by a Template Weapon do not benefit from the -3 Attack Damage MOD for **Partial Cover**.

TEMPLATE WEAPONS, AND ALLIED AND NEUTRAL TROOPERS

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

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

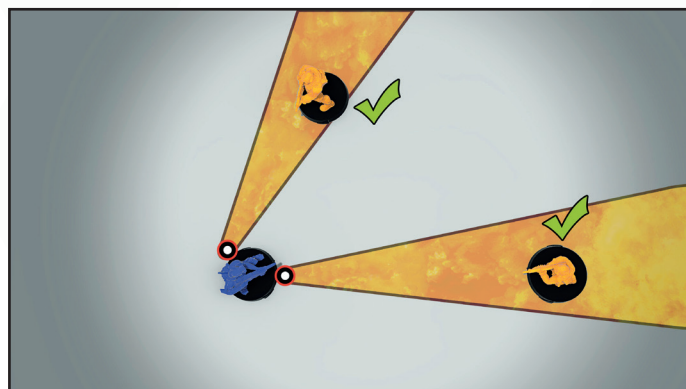
DIRECT TEMPLATE WEAPONS, ALLIED AND NEUTRAL TROOPERS



Trooper 1 has B2 with their Chain-colt, when declaring BS Attack against Troopers 2 and 3 it is checked that the B Template affects Trooper 4 (Allied or Neutral). Template B is therefore cancelled. Troopers 2 and 3 may declare ARO normally.

- 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.
- Those Direct Template Weapons that have a Burst (B) value higher than 1, allow the Template to be placed as many times per Order as their Burst (B) value indicates, and to distribute this B among different targets if so wished.

DIRECT TEMPLATE PLACEMENT EXAMPLES



Direct Template Weapon, Blast Focus and placement of the Template.

TEMPLATE WEAPONS INTO CLOSE COMBAT

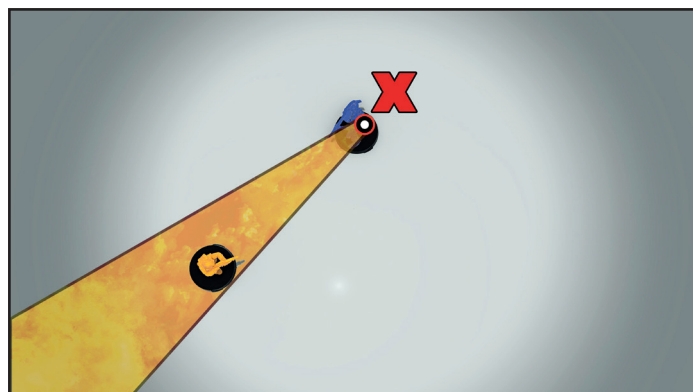
Template Weapons placed on a group of Troopers engaged in Close Combat will always affect every Trooper involved, even if, due to the Template's placement, it contacts only some of them. Players must take this into account, since Attacks cannot be performed against Allied Troopers.

DIRECT TEMPLATE WEAPONS

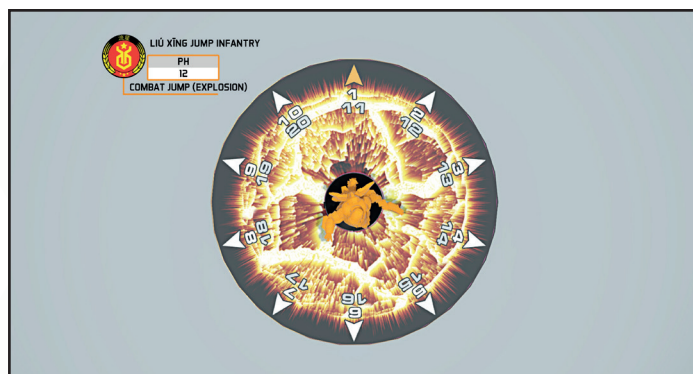
As their name implies, these are the ones where the Template is placed directly touching the edge of the attacking Trooper's Silhouette, or centered on the attacker for the Circular Template.

DIRECT TEMPLATE WEAPONS EFFECTS

- They do not require a BS Roll to hit.
- The Template must be placed **when declaring the Attack** in order to determine if the Main Target is inside in the Area of Effect and which Troopers and Game Elements (Markers, Deployable weapons or Equipment...) will be affected by the Attack, as this may influence their possible ARO, or second Short Skill of their Order.
- **Direct Teardrop Template (Chain Rifle, Flamethrower, etc.):** The narrow end of the Teardrop Template (Blast Focus) must be placed in contact with the edge of the Silhouette of the Trooper declaring the Attack. Every Trooper affected by the Template will suffer the Attack. The Template cannot be placed so that it would go through the Silhouette of the Trooper that is declaring the Attack (see example).
- **Direct Circular Template** The center of the Circular Template (Blast Focus) must be placed over the center of the base of the Trooper declaring the Attack, and every Trooper affected by the Template will suffer the Attack.
- Dodging a Direct Template Weapon requires a **Normal PH Roll** (or PH-3 as mentioned previously).
- If a Trooper affected by a Direct Template Weapon declares an Attack against the user of the Direct Template Weapon, their Attack will be a Normal Roll (if the Weapon, Special Skill, etc., requires a Roll). In the Resolution step of the Order, the Trooper will need to make a Saving Roll, since this type of Template Weapon affects targets directly, without needing to Roll to hit.

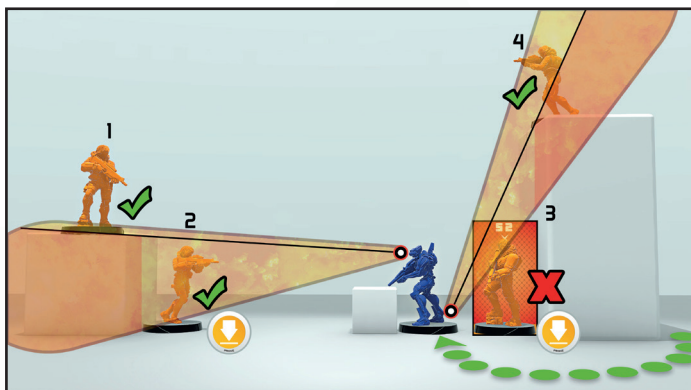


The Teardrop Template's placement cannot pass through the own Trooper's Silhouette.



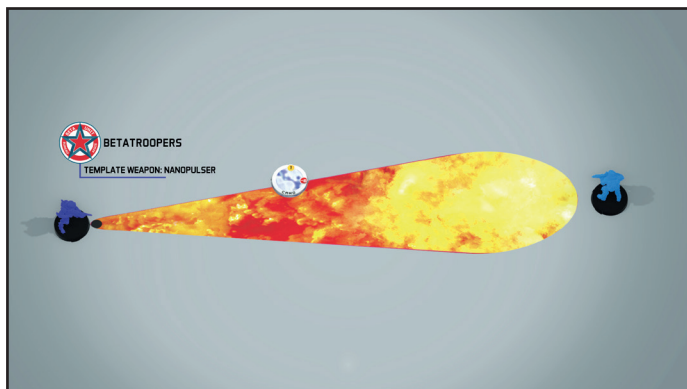
The center of the Circular Template (Blast Focus) must match the center of the underside of the Trooper's base.

EXAMPLE OF DIRECT TEMPLATE WITH BURST (B2): AREA OF EFFECT, PLACEMENT, AND TROOPERS AT DIFFERENT LEVELS



During his Active Turn, a Betatrooper with Nanopulser (B+1), Direct Template BS Weapon, declares Move and BS Attack with B2 from the point he has chosen to perform the BS Attack, the Betatrooper may place each Template freely, affecting different targets if he so chooses. The Betatrooper affects 3 out of 4 enemies in range. Being Direct Templates, Attacks declared as ARO will not be Face to Face Rolls. Being in Prone state, Trooper n°3 will remain unaffected by the Template, since it does not touch their base.

EXAMPLE OF A DIRECT TEARDROP TEMPLATE WEAPON. SHOT CANCELLED.



In this picture, we have a Betatrooper who declares a BS Attack against a Fusilier with his Direct Template Weapon (a Nanopulser). He places it in such a way that it affects an enemy Camouflage Marker (CAMO). Since the Fusilier is not in the Area of Effect of the Teardrop Template, the Attack is cancelled and the Marker remains unaffected.

IMPORTANT

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

IMPORTANT

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

IMPACT TEMPLATE WEAPONS

These weapons place a Template at the point of impact.

IMPACT TEMPLATE WEAPONS

REQUIREMENTS

- Impact Template Weapons require an Attack Roll, using BS, PH or the appropriate Attribute, to hit.
- It is obligatory to declare a valid Main Target who will be the reference to place the Circular Template. The Main Target must be in LoF when declaring the Attack.
- The Template must be placed when declaring the Attack in order to determine which Troopers and Game Elements (Markers, Deployable weapons or Equipment...) will be affected by the Attack, as this may influence their possible ARO, or second Short Skill of their Order.

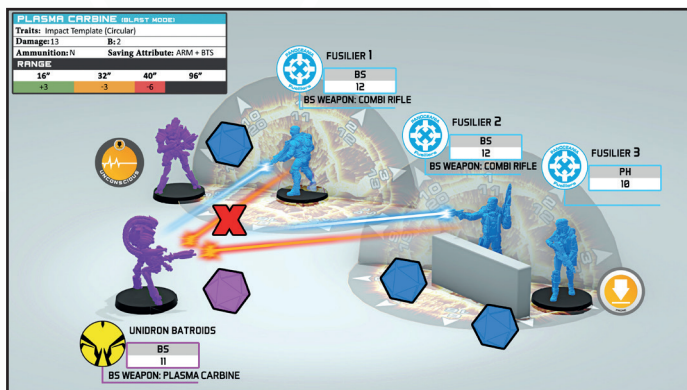
EFFECTS

- The Circular Template only applies its effect on each affected Trooper if the Normal or Face to Face Roll is successful.
- The Trooper who declared the Attack compares this Roll against each enemy trooper affected by the Template individually. Each enemy Trooper affected by the template resolves their Face to Face Roll completely independently of each other. The Face to Face Roll of one affected enemy Trooper cannot affect the Face to Face Rolls of the others (see the example below).
- All MODs applied to the attacker's Roll are determined by the Main Target. As stated above, this Roll will be compared separately against the Rolls of each enemy Trooper affected by the Template.
- The center of the Circular Template (Blast Focus) must match the center of the underside of the Main Target's base. All other Troopers affected by the Circular Template suffer the Attack as well.
- In order to Dodge an Attack with an Impact Template Weapon, the Main Target or any other affected Trooper can make a Face to Face Roll with their PH (or PH-3 in the cases mentioned under Effects) against the attacker's Attack Roll.
- Impact Template, Special Cases:
 - When using an Impact Template Weapon with the Targetless Trait (such those using Smoke Ammunition), you do not need to declare an enemy Trooper as the target; the target can be an area on the game table.
 - When declaring Speculative Attack with an Impact Template Weapon, you do not have to place the Circular Template under the center of the target's base.

IMPORTANT

To Dodge an Attack with several Impact Templates in the same Order, every Face to Face Roll must be performed separately against the PH Roll (or PH-3 Roll, according to the case) of the target Trooper, allowing the Trooper to dodge all Templates with a single Roll.

EXAMPLE OF IMPACT TEMPLATE WEAPON. TARGETS REACT WITH BS ATTACK AND DODGE WITHOUT LOF. SHOT CANCELLED.



The Unidron declares BS Attack with his Plasma Carbine in Blast Mode, targeting Fusiliers 1 and 2, hoping that the template would also affect Fusilier 3.

After declaring the BS Attack, the Circular Templates are centered on the Fusiliers and it is indeed checked that they also affect Fusilier 3, as well as the Unconscious Unidron next to Fusilier 1.

Therefore, Fusilier 3 gains the right to ARO, since he was affected by a Template Weapon and the other Attack, declared against Fusilier 1, was cancelled because it affected an Allied Trooper.

In that moment, Fusiliers 1 and 2 declare their AROs: BS Attack. Fusilier 3 declares Dodge (PH-3 due to the lack of LoF to his attacker).

Thus, the following Rolls are performed:

One Normal Roll from Fusilier 1 against the Unidron.

Two Face to Face Rolls from the Unidron against Fusiliers 2 and 3. The result obtained by the Unidron after applying all relevant MODs will be compared separately with the BS Attack of Fusilier 2 and the Dodge of Fusilier 3.

SPECULATIVE ATTACK

This Common Skill allows the user to execute a BS Attack against a target outside LoF or, if he has a suitable weapon, to choose a location other than the target as the center of the attack.

SPECULATIVE ATTACK

ENTIRE ORDER

BS Attack

REQUIREMENTS

- The user must employ a BS Weapon with the Speculative Attack Trait.
- It must be possible to draw a trajectory between the Trooper and the impact point.

EFFECTS

- The user may make a single BS Attack against a target outside their LoF.
- **The B will always be 1**, regardless of the actual B value of the Weapon or any MODs applied to the B.
- If the user employs a BS Weapon with the **Circular Impact Template** Trait, this Skill allows them to place the center of the Circular Template somewhere other than centered on the Main Target of the attack. However, the Main Target must be inside the Area of Effect of the Circular Template.
- In that case, both the target of the attack and the impact point may be chosen without needing LoF.
- Place the Template directly on the game table or horizontally over a piece of terrain, and never on a vertical surface or in the air.
- The user must apply a -6 MOD to BS, or the corresponding Attribute, for Speculative Attack, and also any Range MODs. Other negative MODs (for example Mimeticism, Partial Cover, Visibility Zones...) are not applied.

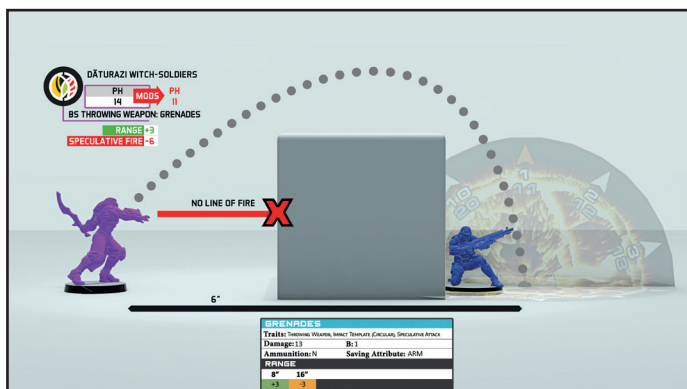


Sibylla Explains

This is the procedure to perform a Speculative Attack:

- 1° Designate the Main Target of the Attack.
- 2° Place the Circular Template to designate the impact point of the Attack (it may be a target outside LoF, or a point on the table as long as the Circular Template affects the target).
- 3° Then, a check is made to ascertain which other Troopers are affected to determine all AROs.
- 4° Measure the distance between the Trooper and the impact point, all relevant MODs are applied, and the Rolls are made.

EXAMPLE OF SPECULATIVE ATTACK



During his Active Turn, a Daturazi intends to attack the Gangbuster located behind a wall. To prevent the Gangbuster from shooting him during his advance, the Daturazi decides to throw a Grenade at him. Since Grenades have the Speculative Attack Trait, the Daturazi declares a Speculative Attack without requiring LoF. To do so, the Morat player follows these steps:

- 1° They remove one Order from their Order Pool and declare a Speculative Attack Entire Order, designating the Gangbuster as their Main Target.
- 2° They place the Circular Template on the gaming table so that it affects the Gangbuster, and designate the impact point.
- 3° Once the Circular Template is placed and centered on that point, a check is made to ascertain which other Troopers are affected.
- The Gangbuster declares his ARO. In this case, as he is being affected by a Template Weapon, he may declare Dodge.
- 4° The distance between the Daturazi and the designated impact point is measured. A Face to Face Roll ensues between the Daturazi and the Gangbuster.
- The following MODs will be applied to the Gangbuster's Dodge Roll:
 - -3 to Dodge a Template without LoF to the attacker
- The following MODs will be applied to the Daturazi's Speculative Attack Roll:
 - +3 for Range.
 - -6 for Speculative Attack.

Given that it is a Speculative Attack, the Daturazi does not need to apply the Mimeticism MOD (-3) of the Gangbuster, or any MOD due to Cover.

INTUITIVE ATTACK

Intuitive Attack represents those times when a soldier perceives movement through the corner of his eye and instinctively sprays the area with his weapon in the hopes of unearthing a hidden enemy.

INTUITIVE ATTACK

ENTIRE ORDER

BS Attack

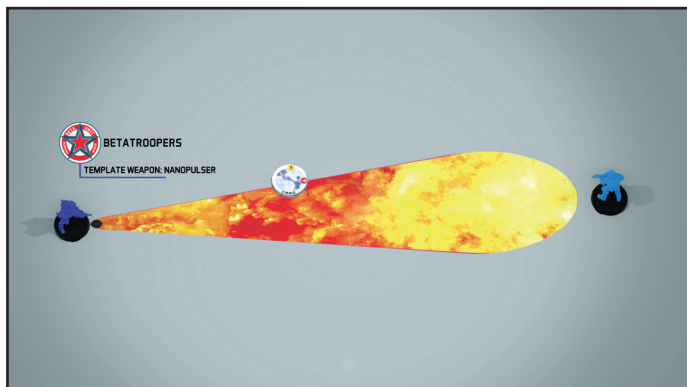
REQUIREMENTS

- ▶ The user must employ a BS Weapon with the Intuitive Attack Trait.
- ▶ The target of the Intuitive Attack (or Main Target if using a Template Weapon) must be **outside the user's LoF** due to a Zero Visibility Zone, or be in a State that would normally prevent Attacks from being performed against them without previously being Discovered, such as the Camouflaged State.

EFFECTS

- ▶ The user may perform a single BS Attack Roll against the target.
 - ▶ **The B will always be 1** regardless of the actual B value of the Weapon or any MODs applied to the B.
 - ▶ In order to make an Intuitive Attack, the user must pass an unmodified WIP Roll. MODs from Partial Cover, Special Skills, pieces of Equipment or any other source do not apply to this Roll.
 - ▶ If the target reacts by declaring an Attack or Dodge, his reaction is simultaneous and resolved by a Face to Face Roll, if applicable.
 - ▶ If the user fails his WIP Roll, he cannot attempt to make another Intuitive Attack against the same target until his next Active Turn.
 - ▶ If more than one enemy would be affected by the Intuitive Attack, the shooter must choose only one of them as the Main Target.
 - ▶ If the WIP Roll is a Critical, it counts as a Critical against the Main Target of the attack, and only the Main Target. Against other targets affected by the Intuitive Attack, it is a successful Roll instead of a Critical.
 - ▶ An Intuitive Attack must be declared in order to place a Deployable Weapon on the gaming table if there is an enemy Camouflaged Marker (CAMO) inside its Trigger Area. This restriction does not apply if there is a valid, non-camouflaged enemy Model inside the Trigger Area.
- If the WIP Roll is failed, the Deployable Weapon is not placed on the table and, if it also has the Disposable Trait, one use must be considered spent.

EXAMPLE OF INTUITIVE ATTACK



The Betatrooper declares Intuitive Attack against the Camouflaged Marker [CAMO].

The Marker [CAMO] has two options:

- Declare nothing and not reveal itself unless the Betatrooper passes the required WIP Roll, in which case it will be hit by the template and be forced to make the corresponding Saving Roll, which would reveal it.
- Declare Dodge, BS Attack, etc. and oppose the Betatrooper's WIP Roll with it's ARO.

In this situation, if the Fusilier was affected by the Template, his Roll would oppose the Betatrooper's WIP Roll.

TEMPLATE WEAPONS, SCENERY ELEMENTS AND TOTAL COVER

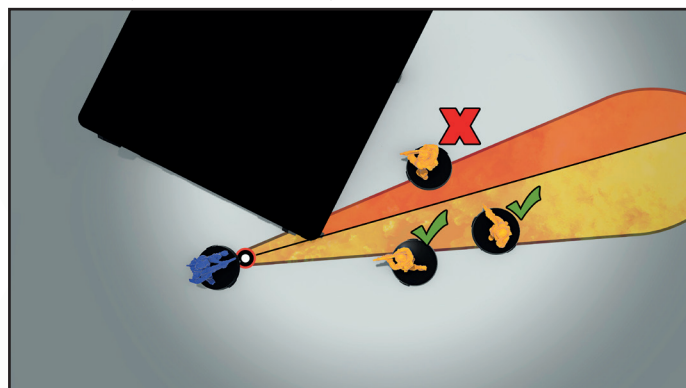
A Template's Area of Effect may be determined by the presence of scenery elements on the game board, as seen in the graphics.

In Infinity N4, different Templates have a Blast Focus, which is used to determine if a Trooper is affected by the Template, or if the Template's Area of Effect has been blocked by Total Cover from intervening scenery elements. For a Trooper to be affected by the Template, it must be possible to trace a LoF from the Template's Blast Focus to the Trooper, without being blocked by Total Cover.

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

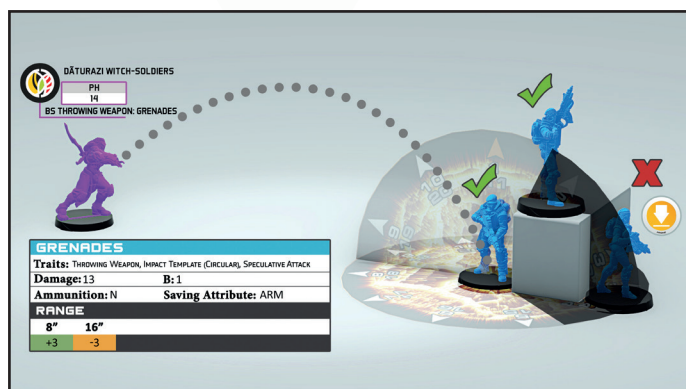
LoF from the Blast Focus to a Trooper may only be drawn within the Area of Effect of the Template itself.

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



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

EXAMPLE



By performing an Attack with an Impact Template, the Circular Template is centered on the underside of the Main Target's Base, regardless of the impact point on the target. Any Game Element in contact or within the Area of Effect of the Circular Template will also be affected by the Attack. As we see in the picture, thanks to the scenery element, it is not possible to draw a LoF from the Blast Focus to Trooper 3, who is therefore unaffected.

WEAPON PROFILE (BS WEAPONS AND TEMPLATE WEAPONS)

In Infinity N4, every Weapon has its own game profile and some of them even have special usage rules. This chapter describes how to read such a profile, and each Weapon is detailed individually in the Weapons Chart, p. 163. The MULTI Rifle will be used as an example to explain how to read a BS Weapon profile.



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

Sibylla's Advice

MULTI RIFLE (ANTI-MATERIEL)

Multi Rifle	Traits:	Anti-Materiel
Damage: 13	B: 1	
Ammo: DA	Saving Roll Attribute: ARM	
RANGE		
16"	32"	48"
+3	-3	-6
		96"

MULTI RIFLE (BURST MODE)

Multi Rifle	Traits:	Suppressive Fire
Damage: 13	B: 3	
Ammo: AP/SHOCK	Saving Roll Attribute: ARM	
RANGE		
16"	32"	48"
+3	-3	-6
		96"

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

Range indicates the Weapon's reach in inches. In this case the MULTI Rifle has a reach of 0 to 48 inches, this reach is divided in different ranges that imply different MODs to the BS Attack Roll, as explained in the Range Modifier section (see p. 47).

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

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

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

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

EXAMPLE 1

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

EXAMPLE 2

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

The Saving Attribute column for the Saving Roll will indicate the necessary Attribute or Attributes (ARM, BTS, PH, ARM+BTS, etc.) to know whether each received impact's Damage or Effect is avoided or not. As with Ammunition, saving with different Attributes or their combination may be necessary (see Damage p. 44).

Traits are special features some Weapons and pieces of Equipment possess. They are all explained in the Labels and Traits Section (see p. 151). An asterisk (*) in this section indicates that the Weapon or piece of Equipment has extra rules in the corresponding section of the rulebook.

Next, two more examples on how to read the Weapons Chart (available in full on p. 163) are shown.

EXAMPLE 3

BREAKER COMBI RIFLE

Breaker Combi Rifle	Traits:	Suppressive Fire
Damage: 13	B: 3	
Ammo: AP	Saving Roll Attribute: BTS	
RANGE		
16"	32"	48"
+3	-3	-6
		96"

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

EXAMPLE 4

MEDIKIT

MediKit	Traits:	Non Lethal, [***]
Damage:	B: 1	
Ammo:	Saving Roll Attribute:	
RANGE		
8"	16"	24"
+3	0	-6
		96"

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

CLOSE COMBAT (CC)

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

CC ATTACK

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

CC ATTACK

SHORT SKILL / ARO

Attack

REQUIREMENTS

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

EFFECTS

- Allows use of the CC Attribute to fight in Close Combat (CC).
- By declaring a CC Attack, Troopers may only use those Weapons with the CCTrait.
- If a Trooper has several targets and a Burst value that is higher than 1, the player must clarify how they are dividing the Burst when declaring the CC Attack.
- In the Resolution step, check which MODs to apply, and make the CC Attack Rolls using the corresponding Attribute.

- For each success obtained in CC Attack Rolls, the target must perform a Saving Roll (See Damage p. 44).
- **Coup de Grâce:** If the Enemy Target is in Unconscious or Shasvastii-Embryo State when declaring the CC Attack, then, without needing to perform a roll, the target automatically goes from Unconscious to Dead State without the possibility of making a Saving Roll.

INTERACTING WITH A CLOSE COMBAT

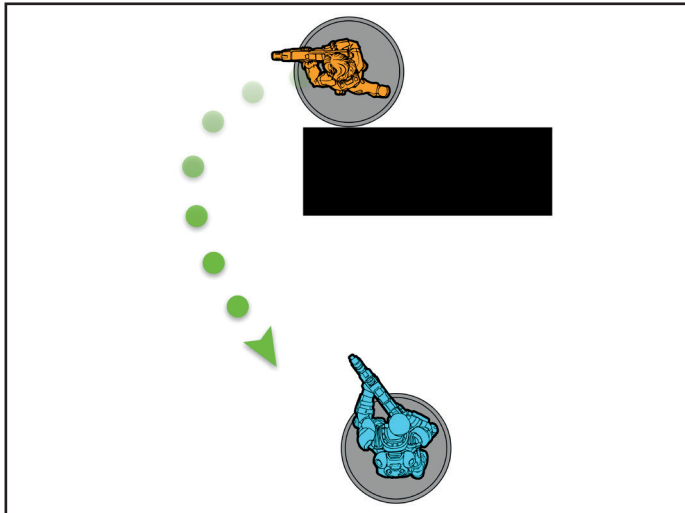
Any Trooper in Silhouette contact with an Allied Model that is in the Engaged State may only declare CC Attack, Dodge or other related Skills that may be used in CC. For example, in these circumstances declaring Skills such as Doctor or Engineer on a Trooper in Engaged State is not allowed.

MOVEMENT SEQUENCE AND CC

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

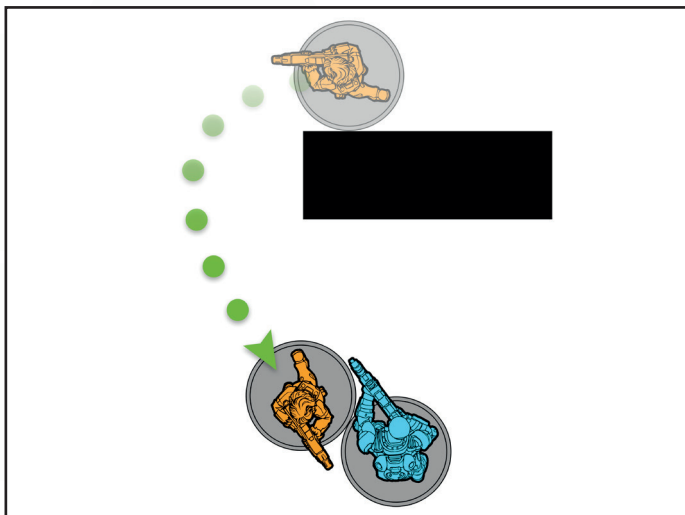
Step 1:

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



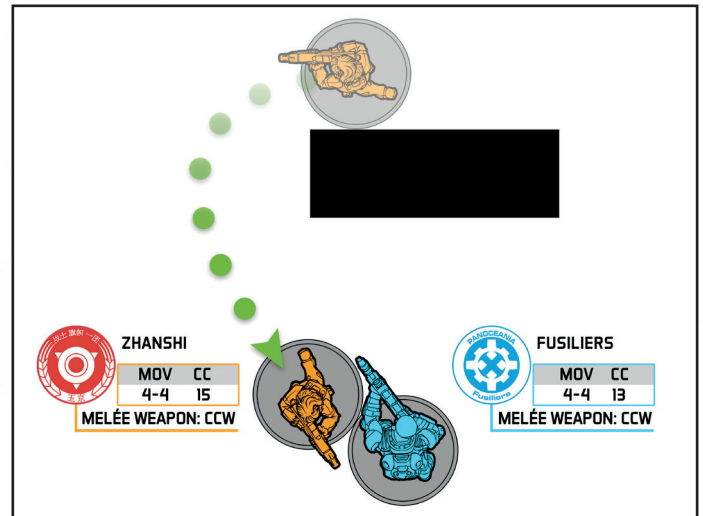
Step 2:

The Reactive Player (Blue) declares CC Attack as their ARO.



Step 3:

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

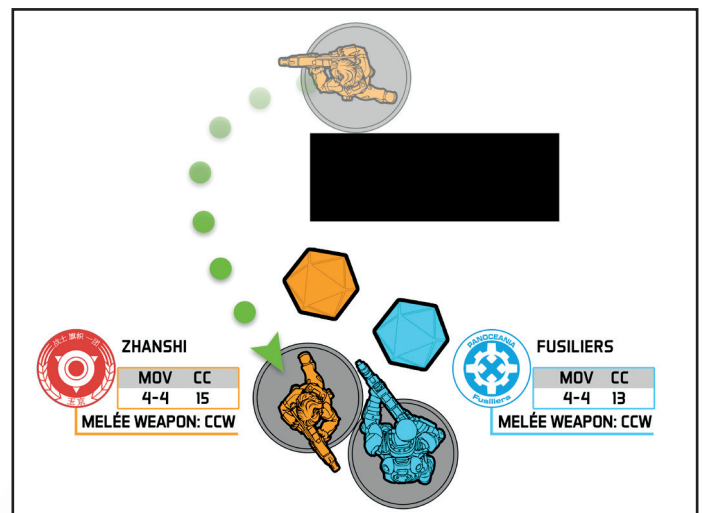


Step 4:

The corresponding Face to Face Roll is performed.

Face to Face Roll:

- Active Player: 1 Die in CC.
- Reactive Player: 1 Die in CC.



CC ATTACK MODIFIERS (MOD)

Before performing the CC Attack Roll (or Rolls), the player must check every MOD they must apply. The MODs are:

- Close Combat against several enemies.
- Special Skills, Weapons and Equipment.

CLOSE COMBAT WITH MULTIPLE TROOPERS

This rule is applied when more than 2 Troopers are in Silhouette contact with the objective and any of them is activated.

During the Active Turn:

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

During the Reactive Turn:

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

Other restrictions:

When in Close Combat it is only possible to declare CC Attack, Dodge, Idle or Reset. The maximum number of Models that may be in Silhouette contact with a Model on a 25 mm base is 4.

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

EXAMPLE OF CLOSE COMBAT AGAINST SEVERAL ENEMIES

Active Turn:

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

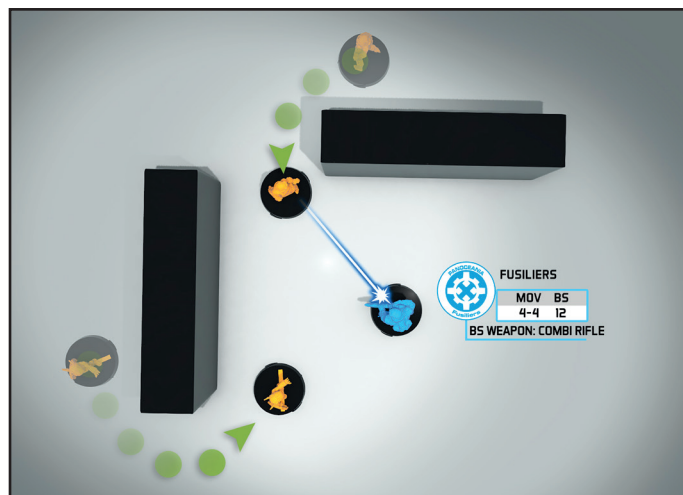
Step 1:

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



Step 2:

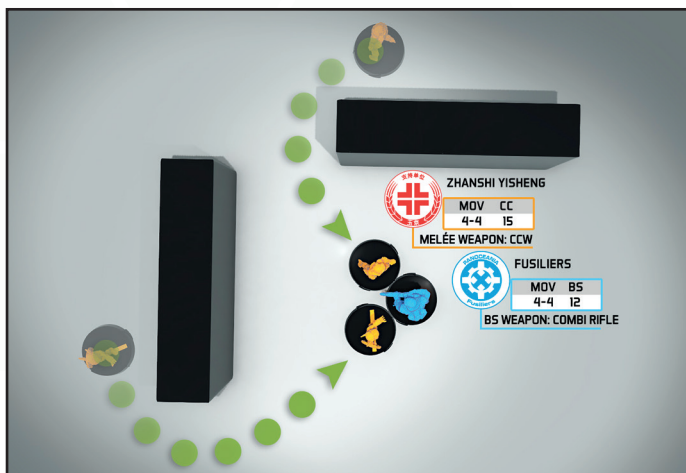
The Reactive Player (Blue) declares BS Attack against the Doctor as ARO.



Step 3:

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

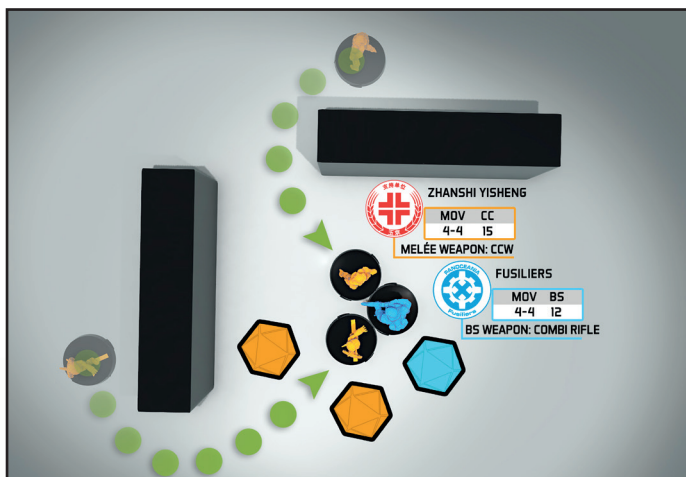
The Doctor obtains a +1B MOD for having his Peripheral (Servant) in contact with his target.

**Step 4:**

Measurements for the BS Attack are made and the dice are rolled.

Face to Face Roll:

- Active Player: 2 Dice in CC.
- Reactive Player: 1 Die in BS.

**EXAMPLE OF CLOSE COMBAT AGAINST SEVERAL ENEMIES****Reactive Turn:**

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

Step 1:

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

**Step 2:**

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

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

Step 3:

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

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

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

**Step 4:**

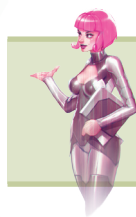
The corresponding Rolls are performed.

Face to Face Roll:

- Active Player: 2 Dice in CC.
- Reactive Player: 1 Die in CC.



- ▶ A Trooper's Engaged State is automatically cancelled if, in the 5.1 Effects step of any Order, all enemies in Silhouette contact are in an Immobilized or Null (except Sepsitorized or Possessed) State.
- ▶ A Trooper may also cancel the Engaged State if they pass a Dodge Roll, either Normal or Face to Face. In this case, the Trooper must leave Silhouette contact, moving up to 2 inches to separate themselves from the enemy.
If they cannot move to a valid position that is outside Silhouette contact, the Trooper will remain in Engaged State without moving.



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Sibylla's Advice.

WEAPON PROFILE (MELÉE WEAPONS)

In Infinity N4, every Weapon has its own game profile and some of them even have special usage rules. This chapter describes how to read such a profile and details each Weapon individually. The CC Weapon will be used as an example to explain how to read a Melee Weapon profile.

CC WEAPON

CC WEAPON	Traits:	CC
Damage: PH	B:	1
Ammo: N	Saving Roll Attribute:	ARM

PARA CC WEAPON

Para CC Weapon	Traits:	CC, Non Lethal, State: Immobilized-A
Damage: --	B:	1
Ammo: PARA	Saving Roll Attribute:	PH-6

SPECIAL SKILLS AND EQUIPMENT

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

ENGAGED STATE

ENGAGED STATE

ACTIVATION

- ▶ The Trooper is in Silhouette contact with an Enemy Trooper, and neither are in an Immobilized or Null (except Sepsitorized or Possessed) State.

EFFECTS

- ▶ Troopers in Engaged State are considered to be in Close Combat.
- ▶ Troopers in this State can only declare **Berserk**, **CC Attack**, **Dodge**, **Idle**, **Reset**, and Skills that specify that they can be used in Close Combat or in Engaged State.
- ▶ Troopers that are in Engaged State may not trace LoF outside their Close Combat.
- ▶ By declaring BS Attack on a Trooper in Engaged State, the BS Attack against a Close Combat rule must be applied (see p. 46).
- ▶ Template Weapons placed on a group of Troopers in Engaged state will always affect all participating Troopers, even if the placement of the Template would only affect one of them.

CANCELLATION

- ▶ This State is cancelled when the Trooper in question ceases to be in Silhouette contact with any Enemy Troopers.

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

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

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

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

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

The **Saving Attribute** column for the Saving Roll will indicate the necessary Attribute or Attributes (ARM, BTS, PH, ARM+BTS, etc.) to know whether each received impact's Damage or Effect is avoided or not. As with Ammunition, saving with different Attributes or their combination may be necessary (see Damage p. 44).

Traits are special features some Weapons and Equipment pieces possess. They are all explained in the Labels and Traits Section (see p. 151).

REMEMBER

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

EXAMPLE

MONOFILAMENT CC WEAPON

Monofilament CC Weapon	Traits:	CC, ARM=0, State: Dead
Damage: 12	B:	1
Ammo: N	Saving Roll Attribute:	ARM

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

QUANTRONIC COMBAT (HACKING)

In Infinity N4, infowar and cyberwarfare tasks, defined as Hacking, are shouldered by the Hackers, specialized Troopers who can use the different Hacking Programs which define quantronic combat.

GETTING STARTED WITH HACKING

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

REMEMBER

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

HACKER

The term Hacker designates a set of Troopers who have received specific training in Infowar. This training allows them to make use both of Hacking Devices, and the programs specifically designed for them.

HACKER

AUTOMATIC SKILL

Obligatory

EFFECTS

- Hackers may be equipped with a Hacking Device that will grant them access to certain Hacking Programs, depending on the type of Device they are using, or to make direct use of certain Programs without requiring a device.
- Hackers may have Upgrade Programs assigned to them.

UPGRADE PROGRAMS (UPGRADE)

Custom-made software tailored to the style and preference of specific infowar operatives. If available, they will be listed in the Unit Profile, in round brackets next to the name of the Hacker or the Device.

SUPPORTWARE PROGRAMS

These are programs of extended duration which are mainly designed to support allied Troopers on the battlefield by granting them bonuses to improve their combat capabilities. Likewise, they may also be designed to hinder enemy Troopers, applying negative MODs to them.

IMPORTANT

- A Trooper can benefit from the effects of only one Program with the Supportware Label at a time.
- Each Hacker can only sustain one active Supportware Program at a time.
- A Hacker can cancel an active Supportware Program by declaring another Program and expending the corresponding Order or ARO.
- A Supportware Program is automatically cancelled if the target of the Supportware is targeted by a new Supportware Program, or if the Hacker running the Program enters Isolated State or any Null States.

FIREWALLS

Some Troopers or Hacking Devices have pieces of Equipment which provide extra protection against Comms Attacks. These defenses are codified in the Firewall rule, which applies a series of MODs to hinder the Attack and enhance the target's protection.

FIREWALL

EQUIPMENT

Obligatory

EFFECTS

- Any enemy that declares a Comms Attack against a Trooper benefitting from a Firewall will have to apply a negative MOD to his WIP Attribute, as indicated between brackets: Firewall (-3), Firewall (-6)...
- A Trooper benefitting from a Firewall will apply a MOD of -3 to the Attack Damage of Comms Attacks if they have to perform a Saving Roll.
- Troopers can only benefit from one Firewall at a time. If a Trooper can benefit from more than one Firewall, their player will decide which one to apply.

Sibylla Explains



The Firewall in a Comms Attack is the equivalent of Cover in a BS Attack, it hinders the Attack and aids the target's Saving Roll. Although the MOD to the Attack varies (-3, -6...), the MOD to the Saving Roll is always fixed (-3), unless a specific rule indicates otherwise.

HACKING DEVICES AND HACKING PROGRAMS: CHARACTERISTICS

Hacking Devices and Hacking Programs have the following characteristics:

- They act in the user's Hacking Area.
- They do not require LoF to act, unless the Hacking Program's own description states otherwise.
- Only Troopers in Model form may be targeted by Hacking Programs.
- They benefit, if applicable, from the target's Targeted State.

HACKING AREA

This term refers to the Area of Effect of Hacking Programs. In Infinity 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.

HACKING AREA IN ARO

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

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 an ARO.

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**.

REPEATER

This is a range amplifier for Hackers.

REPEATER

AUTOMATIC EQUIPMENT

Comms Equipment, Obligatory, Zone of Control.

EFFECTS

- Repeaters extend the Hacking Area of all Hackers in the same Army List.
- Hackers **within the Zone of Control** of an **enemy Repeater** may use it to apply Hacking Programs against any enemy Hacker, but **applying Firewall MODs (-3)**.
- There can be no reaction against a Repeater that is being used by an enemy Hacker, **only against the Hacker**, if possible.

IMPORTANT

This piece of Equipment is automatically active and cannot be deactivated by its owner, unless its carrier is in **Isolated State** or any **Null States**.

DEPLOYABLE REPEATER

This is a hacking range amplifier designed for deployment onto the battlefield.

DEPLOYABLE REPEATER

EQUIPMENT

Comms Equipment, Deployable, Disposable (3), Indiscriminate,

Zone of Control.



EFFECTS

- When the player declares the **Place Deployable Common Skill**, the Trooper places a **Deployable Repeater Token (REPEATER)** on the game table.
- The **Deployable Repeater** is a piece of Equipment that contains a **Repeater**.

DEPLOYABLE REPEATER

Deployable Repeater

Traits:

Comms Equipment, Disposable (3), Deployable, Zone of Control.

DEPLOYABLE REPEATER			
ARM	BTS	STR	S
0	0	1	X

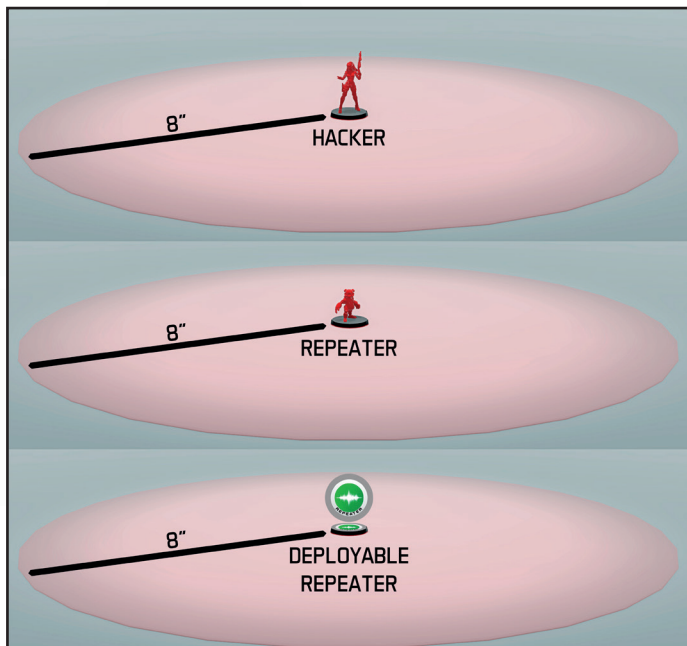
REMEMBER

Firewall imposes an additional MOD (-3, -6...) to the WIP Roll of the Trooper that declared the Comms Attack against a Trooper that benefits from a Firewall, for example if attacking through an enemy Repeater.

The Trooper benefitting from a Firewall applies a -3 MOD to the Damage of the Attack Damage of the Comms Attack, if a Saving Roll needs to be made.

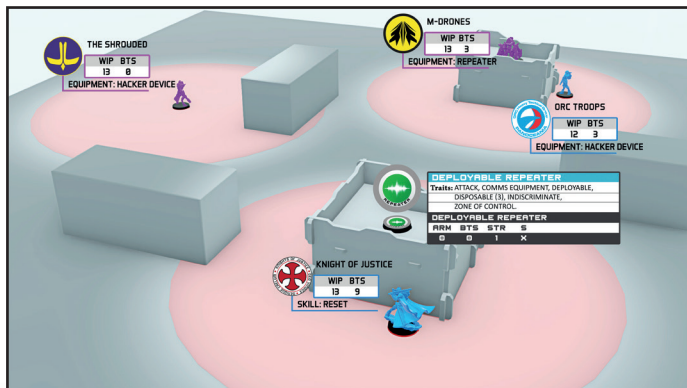
Only the MODs of a single Firewall can be applied, even if the Trooper benefits from more than one. In the case of the Trooper benefitting from more than one Firewall, their player will decide which one to apply.

EXAMPLE OF HACKING ZONE



The Hacker may use their Hacking Programs in the area that includes the Zone of Control of the Repeater, the Deployable Repeater and their own Zone of Control.

EXAMPLE OF HACKING ZONE AND ARO THROUGH A REPEATER



For the sake of simplicity, in this example, the Stealth Special Skill 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 ZC, 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.

Therefore, since the Shrouded Hacker is within the Hacking Area of the Orc Trooper Hacker, this declares his ARO: Oblivion.

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

As the Knight of Justice has been targeted by a Hacking Program, she can declare ARO, choosing to declare a 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.

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.

KEY TO THE HACKING PROGRAMS QUICK REFERENCE CHART

Each Hacking Program grants a series of MODs and advantages when used, that are reflected in charts listing the following information:

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

REMEMBER

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

HACKING PROGRAMS CHART

NAME	ATTACK MOD	OPPONENT'S MOD	DAMAGE	B	TARGET	SKILL TYPE	SPECIAL
ASSISTED FIRE	-	-	-	-	REM	ENTIRE ORDER	Target gains Marksmanship.
CARBONITE	0	0	13	2	TAG, HI, REM, Hacker	SHORT SKILL/ ARO	DA Ammo, Non-Lethal, State: Immobilized-B.
CONTROLLED JUMP	-	-	-	-	-	SHORT SKILL/ ARO	+3/-3 MOD to the PH of every Trooper that performs Combat Jump.
CYBERMASK	-	-	-	-	-	ENTIRE ORDER	Replace user with IMP-2 Marker.
ENHANCED REACTION	-	-	-	-	REM	ENTIRE ORDER	Target gains B2 in ARO.
FAIRY DUST	-	-	-	-	TAG, REM, HI	ENTIRE ORDER	The targets gain Firewall MODs.
OBLIVION	0	0	16	2	TAG, HI, REM, Hacker	SHORT SKILL/ ARO	AP Ammo, State: Isolated, Non-Lethal.
TOTAL CONTROL	0	0	16	1	TAG	SHORT SKILL/ ARO	DA Ammo, State: POS/Normal, Non-Lethal.
TRINITY	+3	0	14	3	Hacker	SHORT SKILL/ ARO	Loss of 1 Wounds/STR.
SPOTLIGHT	0	0	--	1	--	SHORT SKILL/ ARO	Non-Lethal, State: Targeted.
WHITE NOISE	-	-	-	1	-	SHORT SKILL	NFB, Reflective: Circular Template blocking LoF for Multispectral Visors.
ZERO PAIN	0	-3	-	2	-	SHORT SKILL/ ARO	Nullifies Comms Attack. B2 in ARO, Non-Lethal

HACKER DEVICE PROGRAMS CHART

DEVICE	PROGRAM 1	PROGRAM 2	PROGRAM 3	PROGRAM 4	PROGRAM 5	PROGRAM 6
HACKING DEVICE	Carbonite	Spotlight	Total Control	Oblivion		
HACKING DEVICE PLUS	Carbonite	Spotlight	Total Control	Oblivion	White Noise	Cybermask
KILLER HACKING DEVICE	Trinity	Cybermask				
EVO HACKING DEVICE	Assisted Fire	Enhanced Reaction	Fairy Dust	Controlled Jump		

HACKING PROGRAMS

ASSISTED FIRE

ENTIRE ORDER

Supportware, No Roll.

REQUIREMENTS

- ▶ The target must be a REM from the same Army List as the user, and must be inside the user's Hacking Area.



EFFECTS

- ▶ Assisted Fire grants the target REM the Marksmanship Special Skill (see page 102).
- ▶ When the user activates this Program, which does not require a Roll, place an Assisted Fire Token (SUP: ASSISTED FIRE) beside the user and beside the REM.
- ▶ Once activated, this Program's range covers the entire game table

CARBONITE

SHORT SKILL / ARO

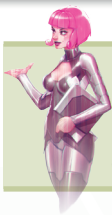
Comms Attack, Non-Lethal.

REQUIREMENTS

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

EFFECTS

- ▶ In the Active Turn, this Program's Burst of 2 allows the user to perform two WIP Rolls, which can be distributed among one or more targets as usual.
- ▶ Each successful Roll, due to DA Ammunition, forces the target to make two Saving Rolls against BTS, with Damage 13.
- ▶ Any failed Saving Roll will cause the target to enter Immobilized-B State, placing an Immobilized-B State Token (IMM-B) by them.
- ▶ A Critical with Carbonite forces its target to perform an additional Saving Roll.
- ▶ The range of this Program is the Hacker's Hacking Area.



Sibylla Explains

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

IMMOBILIZED-B STATE

IMMOBILIZED-B

ACTIVATION

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



EFFECTS

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

CANCELLATION

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

CONTROLLED JUMP

SHORT SKILL / ARO

Supportware, No Roll.

EFFECTS

- ▶ When the user declares the use of this Program, which does not require a Roll, the Program's Effects are applied immediately, instead of in the Resolution step, and a Controlled Jump Supportware Token (Sup: Controlled Jump) is placed beside the user.
- ▶ If declared as an ARO to an enemy Trooper declaring Combat Jump, this means that the -3 MOD will affect the enemy Trooper's PH Roll.
- ▶ It is not mandatory to declare Controlled Jump as an ARO to an enemy Trooper declaring Combat Jump, instead the Hacker can choose to wait and declare an ARO in the normal way.
- ▶ As long as Controlled Jump is active, when performing the Combat Jump Skill every Allied Trooper applies a +3 MOD while every Enemy Trooper must apply a -3 MOD. If both players have Controlled Jump active, the effects of both Programs are cancelled.
- ▶ A player cannot have more than one active Controlled Jump Program.
- ▶ This Program's range covers the entire game table.



IMPORTANT:

- This Program affects Troopers even if they don't have the Hackable Characteristic.
- Controlled Jump can be declared as an ARO against a Combat Jump Entire Order anywhere on the table.

CYBERMASK

ENTIRE ORDER

NFB, No Roll.

REQUIREMENTS

- ▶ The user must be outside the LoF of enemy Markers or Troopers.

EFFECTS

- ▶ The user enters the Impersonation-2 state, which does not require a Roll, replacing the user's model with an Impersonation-2 Marker (IMP-2).
- ▶ The effects of this Program persist until the user reveals themselves as per the Impersonation-2 state rules.
- ▶ This Program affects only the Hacker himself and therefore has no range.

REMEMBER NFB

While the Hacker is in IMP-2 State, the Program's NFB Label applies, so they cannot use or apply any other Skill, piece of Equipment, or Hacking Program that has the NFB Label, for example Mimetism, Albedo, Holoprojector etc.

IMPERSONATION STATE

IMPERSONATION

Marker

ACTIVATION

- ▶ Automatic during the Deployment Phase, provided the user passes any WIP Roll that is necessary.
- ▶ During the Active Turn, Troopers may only return to Impersonation State by consuming 1 Entire Order, outside the LoF of enemy Markers or Troopers.
- ▶ This State may also be activated as indicated by Special Skills, Hacking Programs, etc.

EFFECTS

- ▶ Troopers cannot enter Silhouette contact with an enemy Impersonation Marker.
- ▶ Troopers cannot declare Attacks against Impersonation-1 Markers (IMP-1).
- ▶ Troopers cannot declare Attacks against Impersonation-2 Markers (IMP-2), it is required to Discover that Marker first (Discover + Attack maneuver).
- ▶ In their Active Turn only, Troopers in Impersonation State may use the Surprise Attack Special Skill.
- ▶ 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.
- ▶ An Impersonation Marker has a 360° LoF.
- ▶ An Impersonation Marker has the same **Silhouette (S)** value as the Trooper it represents.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- ▶ The only AROs that can be declared against an Impersonation Marker are: Discover, Dodge, Look Out! or Reset.
- ▶ When a Trooper in Impersonation State is activated, each Reactive Trooper can delay the declaration of their ARO until the second half of the Active Trooper's Order has been declared. In this case:
 - ▶ If the Trooper in Impersonation State reveals themselves with the second

half of their Order (by declaring a BS Attack, moving into Silhouette contact with an enemy...), the delaying Trooper can declare their ARO.

- ▶ If the Trooper in Impersonation State does not reveal themselves, the delaying Trooper loses their right to declare an ARO.
- ▶ Impersonation has two levels, each with its own specific features:

IMPERSONATION-1

- ▶ In Impersonation-1 State, the player does **not** place the Model on the table but instead places an Impersonation-1 Marker (IMP-1).
- ▶ To reveal an Impersonation-1 Marker, a Discover Roll must be passed, applying a **-6 MOD**.
- ▶ If the Discover Roll is successful, the Trooper enters Impersonation-2 State. Replace the Impersonation-1 Marker with an Impersonation-2 Marker (IMP-2).



IMPERSONATION-2

- ▶ In the Impersonation-2 State, the player does **not** place the Model on the table but instead places an Impersonation-2 Marker (IMP-2).
- ▶ To reveal an Impersonation-2 Marker, a Discover Roll must be passed.
- ▶ If the Discover Roll is successful, the Impersonation-2 Marker is replaced with the corresponding Model, facing in any direction its player chooses.



CANCELLATION

The Impersonation State is canceled and the Impersonation Marker is replaced with the corresponding Model whenever:

- ▶ The Impersonation Marker **declares** an Attack or any Skill that requires a Roll.
- ▶ The Impersonation Marker declares an **Entire Order** of any kind, other than Cautious Movement.
- ▶ The Impersonation Marker enters Silhouette contact with an enemy Model.
- ▶ The Impersonation-2 Marker (IMP-2) is **Discovered**.
- ▶ The Trooper is or becomes Impetuous (due to having the Frenzy Characteristic or any other effect), or enters the Retreat! State.
- ▶ When Impersonation State is cancelled, its player must replace the Marker with the corresponding Model, facing in any direction the player chooses.
- ▶ When replacing the Marker with the Model, the player must provide their adversary with the Trooper's complete Public Information.

ENHANCED REACTION

ENTIRE ORDER

Supportware, No Roll.

REQUIREMENTS

- ▶ The target must be a REM from the same Army List as the user, and must be inside the user's Hacking Area.



EFFECTS

- ▶ Enhanced Reaction grants the target REM a Burst value of 2 in ARO.
- ▶ When the user activates this Program, which does not require a Roll, place a Supportware Enhanced Reaction Token (Sup: Enhanced Reaction) beside the user, and beside the REM.
- ▶ Once activated, this Program's range covers the entire game table.

FAIRY DUST

ENTIRE ORDER

Supportware, No roll.

REQUIREMENTS

- ▶ Only HIs, REMs or TAGs from the same Army List as the user may be chosen as targets.



EFFECTS

- ▶ Fairy Dust allows the Player to choose a single Troop Type (HI, TAG, or REM) that will benefit from Firewall (-3). Every Trooper of the Hacker's Army List that belong to the chosen Troop Type will apply the corresponding MODs every time they suffer a Comms Attack.
- ▶ When the user activates this Program, which does not require a Roll, place a Fairy Dust Token (SUP: FAIRYDUST) beside them.
- ▶ This Program's range covers the entire game table.



EXAMPLE OF SUPPORTWARE USE AND CANCELLATION

During their Active Turn, a Player that has two Troopers with EVO Hacking Devices on the table, declares Fairy Dust with one of them and chooses REMs as the Troop Type that will benefit from this Supportware. For tactical reasons, they decide to spend the last Order on the other Trooper with an EVO Hacking Device to declare Enhanced Reaction on a REM located in the vanguard.

By designating a REM that was already benefitting from Fairy Dust, the new Supportware Program deactivates the Fairy Dust Program and the corresponding Token is removed from the table.

REMEMBER

A Supportware Program is automatically cancelled if the target of the Supportware is targeted by a new Supportware Program, or if the Hacker running the Program enters Isolated State or any Null States.

OBLIVION

SHORT SKILL / ARO

Comms Attack, Non-Lethal.

REQUIREMENTS

- ▶ The target must be an enemy with the Hackable Characteristic (HI, TAG, REM...) or an enemy Hacker.

EFFECTS

- ▶ In the Active Turn, this Program's Burst of 2 allows the user to perform two WIP Rolls, which can be distributed among one or more targets as usual.
- ▶ Each successful Roll, due to AP Ammunition, forces the target to make Saving Roll against their halved BTS, with Damage 16.
- ▶ Any failed Saving Roll will cause the target to enter Isolated State, placing an Isolated State Token (ISOLATED) by them.

- ▶ A Critical with Oblivion forces its target to perform an additional Saving Roll, applying their halved BTS value.
- ▶ The range of this Program is the Hacker's Hacking Area.

ISOLATED STATE

ISOLATED

ACTIVATION

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



EFFECTS

- ▶ Troopers in Isolated State cannot receive Orders from their Order Pool.
- ▶ If, at the start of his following Active Turns, the Trooper is still Isolated, then he is considered to be Irregular and does not add his Order to his Order Pool this Turn.
- ▶ 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.
- ▶ Additionally, if the Isolated Trooper is the army's Lieutenant, then at the beginning of the player's next Active Turn the army enters a Loss of Lieutenant situation unless the state is cancelled before then.
- ▶ Troopers in this state must apply a -9 WIP MOD to their Reset rolls.
- ▶ An Isolated Trooper ceases to be part of any kind of Infinity Fireteam.
- ▶ If the Isolated Trooper is the Team Leader then the Fireteam will break.
- ▶ Troopers in Isolated State cannot take part in a Coordinated Order.
- ▶ Automatic Special Skills and Equipment continue to work in this state, with the exception of Comms Attacks and Comms Equipment.

CANCELLATION

- ▶ A Trooper with the Special Skill Engineer (or an equivalent Skill) may cancel the state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper and succeeding at a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state).
- ▶ The affected Trooper may cancel this state via a successful Normal or Face to Face Reset Roll, applying the -9 WIP MOD provided by this state.

IMPORTANT

If an army enters a Loss of Lieutenant situation because its Lieutenant was Isolated at the start of the Active Turn, canceling Isolated State in that Turn does not revoke the Loss of Lieutenant, as that situation may only be cancelled as indicated by its rules.

IMPORTANT

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

REMEMBER

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

TARGETED STATE

TARGETED

ACTIVATION

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



EFFECT

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

CANCELLATION

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

TOTAL CONTROL

SHORT SKILL / ARO

Comms Attack, Non-Lethal.

REQUIREMENTS

- ▶ The target must be an enemy TAG or a TAG in Possessed State.
- ▶ If the TAG has a Pilot, they must be inside the TAG. However, if the TAG has a Remote Pilot, they must be inside the TAG, or have been removed from the game table.

EFFECTS

- ▶ In the Active or Reactive Turn, this Program has a Burst of 1, allowing the user to perform one WIP Roll against the target.
- ▶ Each successful Roll, due to DA Ammunition, forces the target to make two Saving Rolls against BTS, with Damage 16.
- ▶ Any failed Saving Roll will cause the target to enter Possessed State, placing a Possessed State Token (POS) by them.
 - ▶ If the target is already in Possessed State, any failed Saving Roll will cancel the target's Possessed State, causing them to enter Normal State.
- ▶ A Critical with Total Control forces its target to perform an additional Saving Roll.
- ▶ The range of this Program is the Hacker's Hacking Area.

SPOTLIGHT

SHORT SKILL / ARO

Comms Attack, Non-Lethal.

EFFECTS

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

POSSESSED STATE

POSSESSED

Null

ACTIVATION

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



EFFECTS

- ▶ Troopers in this state **cannot be activated or receive Orders from their player's Order Pool**. While they are Possessed, Troopers are considered to be **enemies** by the rest of their owner's Troopers and are considered to be **allies** by the Troopers of the player that caused this game state.
- ▶ Troopers in this state do **not** contribute Orders during the Tactical Phases of either player.
- ▶ Troopers in this state **may be activated and receive Orders from the Order Pool of the Combat Group of the Trooper who caused them to enter the Possessed state**. A Possessed Trooper does not count towards the maximum number of members the Combat Group may contain.
- ▶ Possessed Troopers **must use the Possessed Trooper profile instead of their own**.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
 - ▶ A Possessed Trooper does **not** count towards either Players' Victory Points.
- ▶ *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 such State.*

MOV	POSSESSED TROOPER							
	CC	BS	PH	WIP	ARM	BTS	STR	S
4-4	13	12	--*	11	--*	--*	--*	--*

Note *- Use the Trooper's original values.

CANCELLATION

- ▶ In the owning player's Tactical Phase, during the Executive Use of Command Tokens step, the player can automatically cancel this State by spending 1 Command Token.
- ▶ The Possessed State is automatically cancelled if the owning player successfully affects the Possessed Trooper with the Total Control Hacking Program.

TRINITY

SHORT SKILLS / ARO

Comms Attack

REQUIREMENTS

- ▶ The target must be an enemy Hacker.

EFFECTS

- ▶ In the Active Turn, this Program's Burst of 3 allows the user to perform three WIP Rolls, which can be distributed among one or more targets as usual.
- ▶ The user applies a +3 WIP MOD to their Roll.
- ▶ Each successful Roll forces the target to make a Saving Roll against BTS, with Damage 14.
- ▶ For each failed Saving Roll, the target loses one point of his Wounds/Structure Attribute.
- ▶ A Critical with Trinity forces its target to perform an additional Saving Roll.
- ▶ The range of this Program is the Hacker's Hacking Area.

WHITE NOISE

SHORT SKILL

NFB

REQUIREMENTS

- ▶ To use this this Hacking Program, the Hacker must be the Active Trooper.

EFFECTS

- ▶ The White Noise Hacking Program generates a White Noise Zone the size of a Circular Template and with infinite height.
- ▶ On a successful Normal WIP Roll, the Hacker may place the Circular Template representing the White Noise Zone inside their Hacking Area at the end of the Order.
- ▶ The Circular Template must be totally inside the Hacking Area.
- ▶ The effects of this Program persist until the start of the States Phase, at which point you must remove the Circular Template.
- ▶ *While the Circular Template is on the game table, the Program's NFB Label applies to the Hacker, so they cannot use or apply any other Skill, piece of Equipment, or Hacking Program that has the NFB Label, for example Mimetism, Albedo, Holoprojector etc.*
- ▶ The range of this Program is the Hacker's Hacking Area.

IMPORTANT:

Troopers possessing a Multispectral Visor cannot draw LoF through a White Noise Zone.

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.*

EFFECTS

- ▶ **In the Active or Reactive Turn**, this Program allows the user to make **two** WIP Rolls in a Face to Face Roll to evade all enemy Comms Attacks.
- ▶ A -3 WIP MOD is applied to the enemy Comms Attacks.
- ▶ If the user wins with either Roll, they nullify the Comms Attack against them and avoids all Damage and special effects from the Attack.

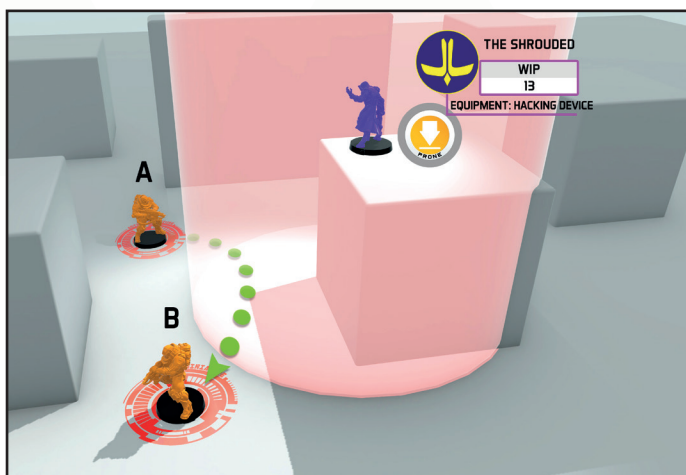
EXAMPLE OF QUANTRONIC COMBAT (HACKING)

Step 1:

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

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

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



Step 2:

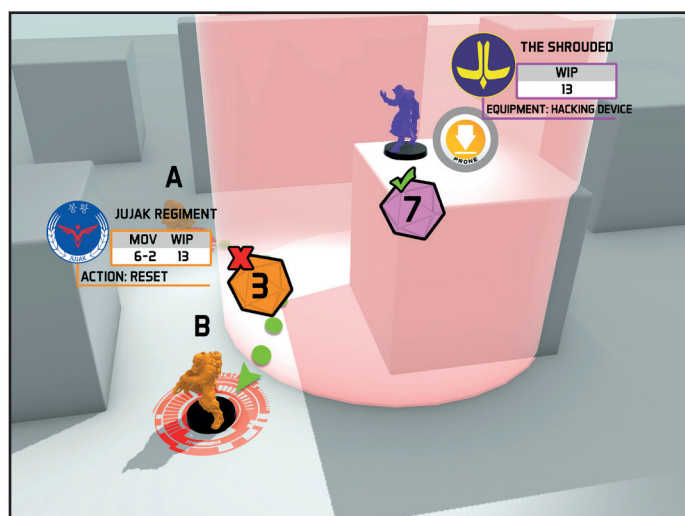
It is determined that during their Movement, the Jujak indeed entered the Hacker's ZoC and the Face to Face Rolls are performed.

Face to Face Roll:

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

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

They both succeed, but the 7 cancels the 3.



Step 3:

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

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

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





AMMUNITION AND WEAPONRY

AMMUNITION AND WEAPONRY IN INFINITY N4

IN THE TRADE OF WAR, WEAPONS ARE A SOLDIER'S TOOLS. THE WORLD OF INFINITY HAS AN ENORMOUS VARIETY OF FIGHTING IMPLEMENTS, FROM THE FUTURISTIC AND SOPHISTICATED TO THE BASIC AND RUDIMENTARY. IN THE RIGHT HANDS, ANY OF THEM CAN BE ABSOLUTELY LETHAL.

AMMUNITION

In Infinity N4, weapons have different Types of Ammunition, each of them with different effects and with their own features. The Types of Ammunition available in Infinity N4 are the following:

- Normal (N)
- Armor Piercing (AP)
- Double Action (DA)
- Eclipse
- Electromagnetic (E/M)
- Explosive (EXP)
- Paralysis (PARA)
- Shock
- Smoke
- Stun
- T2

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

In game terms, the different types of Ammunition represent the effects the weapons have on the various protections of the units and structures of Infinity N4. Hence the Attribute or Attributes (ARM, BTS, PH) used for Saving Rolls to avoid damage from a weapon will vary. This depends on the weapon used, and is specified in the Weapons Chart.

REMEMBER

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

Rounding:

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

NORMAL (N) AMMUNITION

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

NORMAL (N) AMMUNITION

ROLL

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

EFFECTS

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

ARMOR PIERCING (AP) AMMUNITION

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

ARMOR-PIERCING (AP) AMMUNITION

ROLL

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

EFFECTS

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

DOUBLE ACTION (DA) AMMUNITION

This Ammunition uses high-impact light caliber projectiles.

DOUBLE ACTION (DA) AMMUNITION

ROLL

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

EFFECTS

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



Sibylla Explains

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

ECLIPSE AMMUNITION

Eclipse Ammunition is a variant of Smoke Ammunition designed to block the effect of the Multispectral Visors.

ECLIPSE AMMUNITION

Non-Lethal, Reflective, Targetless.

EFFECTS

- ▶ Eclipse Ammunition works in exactly the same way as Smoke Ammunition, but the Zero Visibility Zone it generates also affects Multispectral Visors, preventing them from drawing LoF, regardless of their Level.
- ▶ Performing an Attack with a weapon with Eclipse Ammunition allows the user to make a Face to Face Roll against all enemy **Attacks that require a Roll and LoF, and whose LoF passes through the Reflective Zero Visibility Zone generated by the Template.**
- ▶ **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.**

IMPORTANT

The Area of Effect of a Template may affect Allied Troopers as long as the Template lacks the Damage Attribute and causes no State. Multispectral Visors are affected by the Reflective Trait, so Troopers equipped with this piece of Equipment also perform Face to Face Rolls against weapons with Eclipse Ammunition.

ELECTROMAGNETIC (E/M) AMMUNITION

This ammunition emits a high-energy electromagnetic pulse upon activation or upon impact, with the intent of disabling the target's electronics.

ELECTROMAGNETIC (E/M) AMMUNITION

Non-Lethal

ROLL

- ▶ After a successful attack using E/M Ammunition, the target must make two Saving Rolls per impact suffered, using half his BTS value ($2 \times \text{BTS}/2$).

EFFECTS

- ▶ E/M Ammunition reduces the BTS value of its target to half of its original value, rounding up.
- ▶ A failed Saving Roll against E/M Ammunition causes the target to enter the Isolated State, preventing it from receiving Orders from the Order Pool. In that case, place an Isolated Token next to the affected figure.
- ▶ If, at the start of his following Active Turns, the Trooper is still Isolated, then he is considered to be Irregular and it does not add his Order to that Turns Order Pool.
- ▶ If the target fails a Saving Roll and is Heavy Infantry (HI), a TAG, a Remote (REM) or a Vehicle, then it also enters Immobilized-B State. Place an Immobilized-B Token (IMM-B) next to it in addition to the Isolated Token.
- ▶ A Trooper who receives an impact from E/M Ammunition and fails the Saving Roll must make the usual Guts Roll, if applicable.

- ▶ The exception to this are HIs, TAGs, Remotes and Vehicles that, having failed the Saving Roll, are now Immobilized-B and cannot make Guts Rolls. Also, Troopers possessing the Courage Special Skill, or an equivalent can ignore this rule.
- ▶ Critical hits with E/M Ammunition cause the target to make an additional Saving Roll, applying their halved BTS value.

ISOLATED STATE

ISOLATED

ACTIVATION

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



EFFECTS

- ▶ Troopers in Isolated State cannot receive Orders from their Order Pool.
- ▶ If, at the start of his following Active Turns, the Trooper is still Isolated, then he is considered to be Irregular and does not add his Order to his Order Pool this Turn.
- ▶ While in Isolated State all the Trooper's Hacking Programs, Skills and pieces of Equipment with the Comms Attack or Comms Equipment Labels or Traits (Hacking Device, Repeater...) are disabled.
- ▶ Additionally, if the Isolated Trooper is the army's Lieutenant, then at the beginning of the player's next Active Turn the army enters a Loss of Lieutenant situation unless the state is cancelled before then.
- ▶ Troopers in this state must apply a -9 WIP MOD to their Reset rolls.
- ▶ An Isolated Trooper ceases to be part of any kind of Infinity Fireteam.
- ▶ If the Isolated Trooper is the Team Leader then the Fireteam will break.
- ▶ Troopers in Isolated State cannot take part in a Coordinated Order.
- ▶ Automatic Special Skills and Equipment continue to work in this state, with the exception of Comms Attacks and Comms Equipment

CANCELLATION

- ▶ A Trooper with the **Engineer** Special Skill (or an equivalent Skill) may cancel the state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper and succeeding at a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state).
- ▶ The affected Trooper may cancel this state via a successful Normal or Face to Face Reset Roll, applying the -9 WIP MOD provided by this state.

IMPORTANT

If an army enters a Loss of Lieutenant situation because its Lieutenant was Isolated at the start of the Active Turn, canceling Isolated State in that Turn does not revoke the Loss of Lieutenant, as that situation may only be cancelled as indicated by its rules.

EXPLOSIVE (EXP) AMMUNITION

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

EXPLOSIVE (EXP) AMMUNITION

ROLL

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

EFFECTS

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



Sibylla Explains

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

PARALYSIS (PARA) AMMUNITION

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

PARALYSIS (PARA) AMMUNITION

Non-Lethal

ROLL

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

EFFECTS

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

EXAMPLE:

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

IMMOBILIZED-A STATE

IMMOBILIZED-A

ACTIVATION

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



EFFECTS

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

CANCELLATION

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

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



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

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

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

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

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

- -6 for Immobilized-A.

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

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

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

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

Resolution:

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

SHOCK AMMUNITION

This Ammunition is designed to kill rather than simply incapacitate enemy combatants.

SHOCK AMMUNITION

ROLL

- After a successful attack using Shock Ammunition, the target must make a Saving Roll per impact suffered.

EFFECTS

- Each Saving Roll failed against Shock Ammunition causes the target to lose one point from his Wounds/STR Attribute.
- **Critical hits with Shock Ammunition cause the target to make an additional Saving Roll.**
- Any failed Saving Rolls against Shock Ammunition will also cancel any type of Unconscious State the target is in, or has entered during this Order, and the target will pass directly to the Dead State.

REMEMBER

The main types of Unconscious States are:

- Unconscious
- Shasvastii-Embryo
- Dogged
- No Wound Incapacitation

All their special effects are cancelled by Shock Ammunition and those Troopers pass directly to the Dead State.

SMOKE AMMUNITION

Smoke Ammunition is a non-lethal ammunition used to block enemy lines of fire, allowing allied forces to advance and maneuver.

SMOKE AMMUNITION

Non-Lethal, Targetless.

EFFECTS

- Smoke Ammunition generates a Zero Visibility Zone (see: Special Terrain, Visibility Conditions, page 134) the size of a Circular Template and with infinite height.
- The Smoke Template remains on the table until the start of the States Phase.
- Smoke Ammunition is a non-offensive ammunition, so it does not require an enemy—or, in fact, any trooper at all—as a target, and can be thrown at any point on the table.
- Performing an Attack with a weapon with Smoke Ammunition allows the user to make a Face to Face Roll against all enemy **Attacks that require a Roll and LoF**, and whose LoF passes through the Zero Visibility Zone generated by the Smoke Template.
- Critical hits with Smoke Ammunition have no additional effect, other than winning the Face to Face Roll, if applicable.
- If the Trooper is making a Face to Face Roll against several Attacks, he will need to win every single Face to Face Roll in order to leave the Smoke Template on the table. If he loses any of them (or fails an unopposed Normal Roll) the Smoke Template is removed in the Effects step of the Order.
- Any enemy in the Area of Effect of the Smoke Template that declares a Dodge ARO will make a Normal Roll, not a Face to Face Roll against the Smoke user.

REMEMBER

The Area of Effect of a Template can affect Allied Troopers as long as the Template has no Damage Attribute and does not inflict any State. Multispectral Visors can draw Line of Fire through Zero Visibility Zones, so Troopers equipped with this piece of Equipment do not perform Face to Face Rolls against Smoke Ammunition.

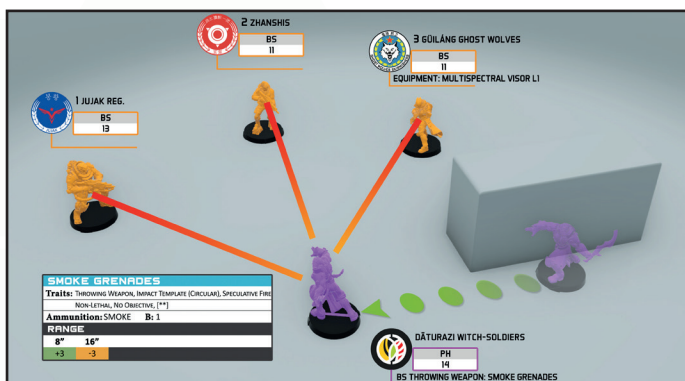
IMPORTANT

Template Weapons and their Area of Effect are affected by Scenery Elements.

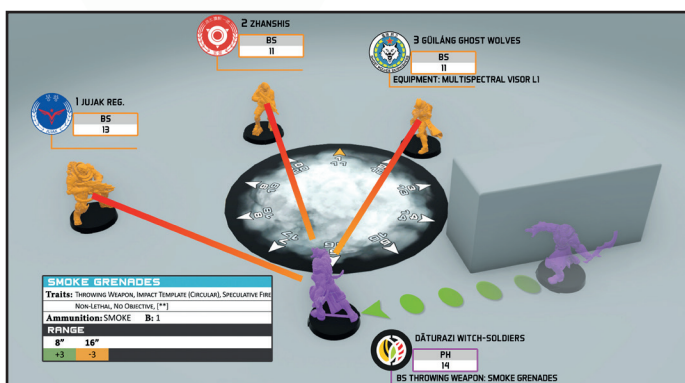
As the Area of Effect of the Smoke Templates have infinite height, they form a cylinder starting from the Template upwards that will be affected by scenery elements. The Area of Effect will be cut horizontally and vertically by such scenery elements (see the example).



EXAMPLE OF SMOKE, FACE TO FACE ROLLS AND NORMAL ROLLS



The Daturazi in the picture declares Move, Troopers 1, 2, and 3 declare BS Attack as their AROs



As the second half of their Order, the Daturazi throws a Smoke Grenade, placing a Template on the gaming table to determine which Troopers will be affected.

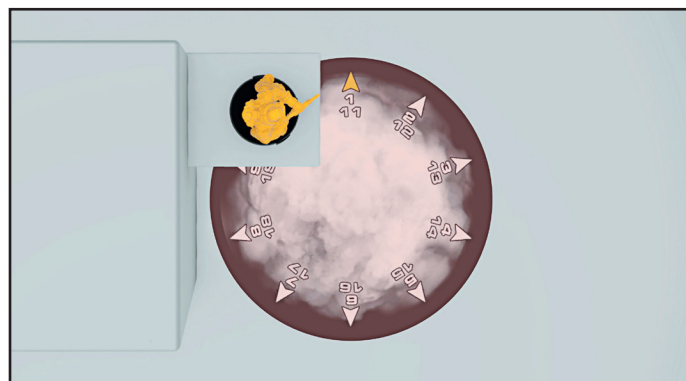
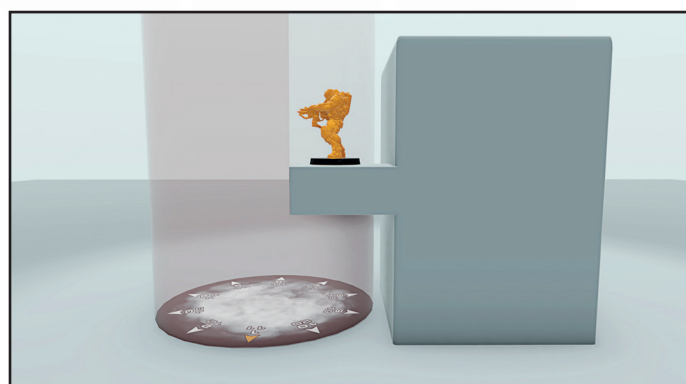
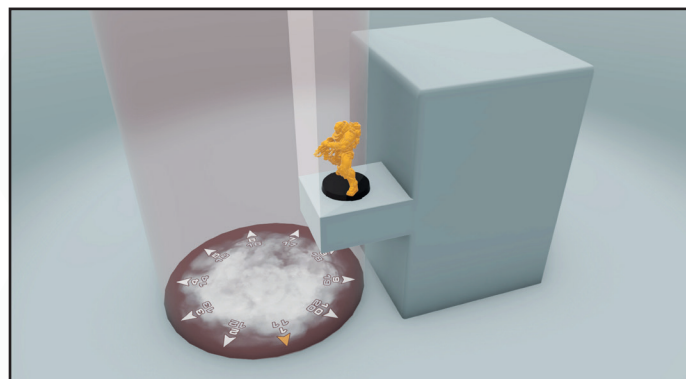
Trooper 1 is not affected because his LoF does not cross the Template, so he makes a Normal Roll instead of a Face to Face Roll.

The LoF of Trooper 2 does cross the Circular Template, so he will perform a Face to Face Roll between his BS and the Daturazi's PH.

Trooper 3, despite the fact that his LoF crosses the Circular Template, will perform a Normal Roll thanks to his Multispectral Visor, which allows him to draw LoF through the Smoke.

The Circular Smoke Template will remain on the table until the States Phase if the Daturazi wins the Face to Face Roll against Trooper 2.

EXAMPLE OF SMOKE AND SCENERY ELEMENTS



As shown in the picture, the Area of Effect of Smoke Grenades is affected by Scenery Elements. In this situation, Trooper is not inside the Smoke Template due to the balcony that is cutting off the Area of Effect of the Circular Template.

STUN AMMUNITION

A type of ammunition devised to incapacitate its target without killing it.

STUN AMMUNITION

Non-Lethal

ROLL

- After a successful attack with Stun Ammunition, the target must make **two** Saving Rolls per impact suffered.

EFFECTS

- A failed Saving Roll against Stun Ammunition causes the target to enter the
- Stunned State. Place a Stunned State Token (STUNNED) next to it.
- Additionally, failing the Saving Roll causes the target to automatically fail the subsequent Guts Roll for having survived an Attack, unless he has the Courage Special Skill or an equivalent.
- Critical hits with Stun Ammunition cause the target to make an additional Saving Roll.

T2 AMMUNITION

A high value ammunition that causes severe damage to the target.

T2 AMMUNITION

ROLL

- After a successful attack using T2 Ammunition, the target must make an ARM Roll per impact suffered

EFFECTS

- Each failed Saving Roll against T2 Ammunition causes the target to lose **two points** from his Wounds/STR Attribute.
- Critical hits with T2 Ammunition cause the target to make an additional Saving Roll. Failing this additional Saving Roll causes the target to lose only **one point** from their Wounds/STR Attribute. It is important to indicate, before performing the Saving Rolls, which die corresponds to the Saving Roll from the impact and which die to the additional Saving Roll from the Critical effect.

STUNNED STATE

STUNNED

ACTIVATION

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



EFFECTS

- Troopers in this state cannot declare Attacks.
- Moreover, Troopers in Stunned State must apply a MOD of -3 to any Roll they perform, except Saving Rolls.
- Automatic Special Skills and Equipment continue to work, but the Trooper must still respect all declaration restrictions.

CANCELLATION

- To cancel this State, Troopers with the **Wounds** Attribute require a **Doctor**, while Troopers with the **Structure (STR)** Attribute require an **Engineer**.
- A Trooper with the **Doctor/Engineer** Special Skill (or an equivalent Skill) may cancel this State by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario). The Stunned State is automatically cancelled at the start of the States Phase of the Player Turn in which it was caused.

COMBINED AMMUNITION

In Infinity N4 some weapons can combine the effects of more than one type of Ammunition. These weapons will indicate the different types of Ammunition they combine with the plus sign (AP+DA for example).

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

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

EXAMPLES OF COMBINED AMMUNITION

- An Impact with AP+DA Ammunition forces the target to perform two Saving Rolls (due to the DA Ammunition) with the ARM or BTS Attribute halved (due to the AP Ammunition).
- A Critical with AP+DA Ammunition forces the target to perform one extra Saving Roll with the ARM or BTS Attribute halved. Consequently, the target must perform three Saving Rolls with the ARM or BTS Attribute halved, for each Critical with AP+DA Ammunition (two due to the DA Ammunition and one due to the Critical).
- A Critical with AP+EXP Ammunition forces the target to perform one extra Saving Roll with the ARM or BTS Attribute halved. The target must therefore perform four Saving Rolls with the ARM or BTS Attribute halved for each Critical with AP+EXP Ammunition (three due to the EXP Ammunition and one due to the Critical).

COMBINED SAVING ROLL

Some weapons in Infinity N4 may require a Saving Roll against different Attributes.

These weapons will indicate the different combined Attributes with the plus sign (ARM+BTS for example).

When a Critical is obtained with a weapon with a Combined Saving Roll, the target must make an additional Saving Roll against the ARM Attribute.

EXAMPLES OF COMBINED SAVING ROLLS

A hit from a Plasma Carbine forces its target to make two Saving Rolls, one against the ARM Attribute and the other against the BTS Attribute. A Critical from the Plasma Carbine forces its target to make an additional Saving Roll against the ARM Attribute. Therefore, the target will perform two Saving Rolls against the ARM Attribute and one against the BTS Attribute.

WEAPONRY

Each weapon in Infinity N4 has its own game profile, and some of them have special rules. This section details those weapons that require a more specific explanation. This rulebook also contains a Weapons Chart (see page 179) for you to refer to during games.

IMPORTANT

- A **positive MOD (+)** in round brackets next to a Special Skill, Weapon, or Equipment will be applied only to the **user** of that Special Skill, Weapon, or Equipment.
- A **negative MOD (-)** in round brackets next to a Special Skill, Weapon, or Equipment will be applied only to **enemies**.
- The value of an Attribute, Burst, Damage, Ammunition, number of uses... in round brackets next to a Special Skill, Weapon, or Equipment will be used, applying its effects if necessary, only when using that Special Skill, Weapon or Equipment.
- "ReRoll" in round brackets next to a Special Skill, Weapon, or Equipment will allow the user to reroll one die from the Roll, only when using that Special Skill, Weapon, or Equipment.
- See a more detailed explanation of the MODs in Explained Modifiers, page 81.

MIXED WEAPONS

These are ranged weapons with Range MODS, while also having the CCTrait and, therefore, have a Melee Weapon Mode as well as a BS Weapon Mode.

CC THROWING WEAPON

The various types of CC Throwing Weapon are CC Weapons with two usage modes.

Throwing Mode uses the PH Attribute to make BS Attacks. Weapons used in this Mode are considered BS Weapons for all intents and purposes. On the other hand, CC Mode uses the CC Attribute to make CC Attacks in Close Combat

TRENCH-HAMMER (CC MODE)

Trench-Hammer	Traits:	Anti-materiel, CC, Disposable (3), [*]
Damage: PH	B:	1
Ammo: DA	Saving Roll Attribute:	ARM

TRENCH-HAMMER (THROWN MODE)

Trench-Hammer	Traits:	Anti-materiel, Disposable (3), Throwing Weapon, [*]
Damage: 13	B:	1
Ammo: DA	Saving Roll Attribute:	ARM

RANGE

8"

0

D-CHARGES

Demolition (or simply D) Charges is the generic name for any number of remotely detonated explosive charges. As a weapon, they have been designed to demolish structures, objectives and terrain alike, but they can also be used in Close Combat.

D-CHARGES

REQUIREMENTS

- ▶ To be able to deploy a D-Charge as a Deployable Weapon, the user must be in Silhouette contact with a Building or Scenery Structure, or with an Enemy Model in an Immobilized or Null (except Sepsitorized or Possessed) State.
- ▶ To be able to use a D-Charge as a CC Weapon, the user must be in or enter Silhouette contact with an enemy Trooper.

EFFECTS

- ▶ D-Charges (Deployable Weapon Mode):
 - ▶ Are placed using the Place Deployable Common Skill.
 - ▶ Cannot be used in ARO.
 - ▶ They detonate during the Resolution of the Order, without requiring a Roll.
- ▶ D-Charges (CC Weapon Mode):
 - ▶ In this Mode, D-Charges function as a CC Weapon.
 - ▶ The detonation of a D-Charge doesn't affect its user.
 - ▶ The Disposable (3) Trait is shared between both Modes. The bearer of this weapon has only three uses available, no matter which Modes are used.



MINES

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

MINES

EFFECTS

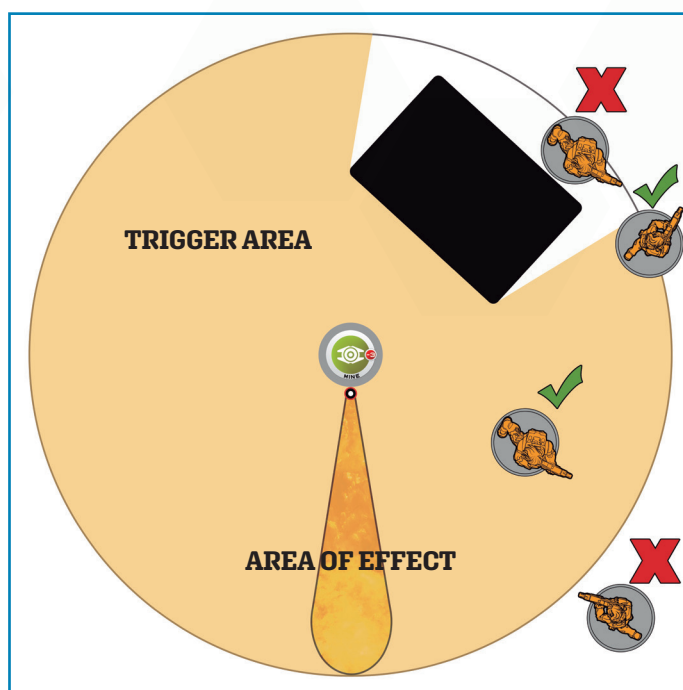
- ▶ When the player declares the Place Deployable Common Skill, instead of placing a Token to represent the Mine, he will place a Camouflaged Marker [CAMO(-3)].
- ▶ Replace the Camouflage Marker [CAMO (-3)] with a Mine Token [MINE (-3)] when it is discovered by an enemy.
- ▶ The Camouflage Marker and the Mine Token both benefit from the MODs provided by the Mimetism (-3) Special Skill.
- ▶ Mines have a 360° LoF Arc.
- ▶ As a Direct Template Weapon, when any type of Mine is triggered, a **Small Teardrop Template** must be placed and the Damage and Ammunition specified in the Weapons Chart must be applied.
- ▶ The Small Teardrop Template must be placed so that it affects the enemy Model or Marker that triggered the Mine.
- ▶ A Mine **never** triggers if the Small Teardrop Template would affect an ally, even if that ally is Unconscious.
- ▶ Once on the game table, Mines must trigger when an enemy Model or Marker declares or executes a **Skill or ARO inside their Trigger Area**, checking it at that moment by placing the Small Teardrop Template. If it is determined that the Model or Marker is not within the Trigger Area, the Mine will **neither detonate nor be revealed**.
- ▶ Once a Mine triggers, it is removed from play.
- ▶ A Mine is a Template Weapon and a Deployable Weapon, so imposes a -3 PH MOD to any attempt to Dodge its effects.
- ▶ The Trigger Area of a Mine (whether it is a Camouflage Marker or a Mine Token) is the area within the radius of the Small Teardrop Template, extended out from the edge of the base of the Mine.
- ▶ The Trigger Area excludes any areas in Total Cover from the Blast Focus of the Small Teardrop Template (see graphic).
- ▶ A Mine cannot be placed if there is an enemy Camouflage Marker inside its Trigger Area. This restriction does not apply if there is a valid, non-camouflaged enemy inside the Trigger Area, or if an Intuitive Attack was declared.
- ▶ **CYBERMINES:**
 - ▶ Cybermines must trigger when an enemy Model or Marker that is a Hacker or possesses the Hackable Characteristic (HI, TAG, REM...) declares or executes an Order or ARO inside their Trigger Area.
 - ▶ As a Comms Attack, Cybermines can only be evaded with Reset, instead of Dodge. However, as they are also a Template Weapon and a Deployable Weapon, Cybermines impose a -3 WIP MOD to Reset.
 - ▶ Troopers who suffer a successful Cybermine impact will have to perform two Saving Rolls against Damage 15. If the target fails either Saving Roll, it will enter Immobilized-B State..
- ▶ **CHEST MINES:**
 - ▶ This weapon has two Modes of use
 - ▶ In BS Weapon Mode, Chest Mines function as a Direct Template Weapon, not applying the Mines rule.

- ▶ In CC Weapon Mode, Chest Mines function as a CC Weapon, not applying the Mines rule. If the user wins the Face to Face Roll, the Chest Mine will affect all enemy Troopers in base to base contact with its bearer. This weapon cannot be used in CC if there are allied troopers in base to base contact with its bearer.
- ▶ The Disposable (2) Trait is shared between all Modes. The bearer of this weapon has only two uses available, no matter which Modes are used.
- ▶ The detonation of a Chest Mine doesn't affect its bearer.

REMEMBER

Dodge movement and movement from failed Guts Rolls does not generate AROs or trigger Deployable Weapons or Equipment.

MINES



MINE			
MINE			
ARM	BTS	STR	S
0	0	1	X

MINE

Mine	Traits:	Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), [*].
Damage: 13	B: 1	
Ammo: N	Saving Roll Attribute: ARM	



Sibylla Explains

You may consult the types of Mine listed in the Weapon Chart, on page 163

DROP BEARS

"Drop Bear" is the colloquial name used in the military for a thrown version of the Mine. The operator of this weapon can throw it, even over an obstacle, or alternatively can deploy it within arm's reach like an old-fashioned mine.

DROP BEAR

EFFECTS

- ▶ This weapon has two modes of use, as a Deployable Weapon and as a Throwing Weapon:
 - ▶ Drop Bear (Deployable Weapon Mode):
 - ▶ In this Mode, Drop Bears work just like a Mine, so is placed with the Place Deployable or Intuitive Attack Common Skills, except that a Mine Token [Mine (-3)] is placed instead of a Camouflage Marker.
 - ▶ Drop Bear (Throwing Weapon Mode):
 - ▶ You do not need a target to throw a Drop Bear as a Throwing Weapon, simply choose the desired location and make the corresponding Roll. If you pass the Roll, the Drop Bear is successfully deployed and becomes a Mine, placing a Mine Token [MINE (-3)] in the Conclusion step of the Order.
 - ▶ A Drop Bear never detonates during the same Order in which it is thrown as a Throwing Weapon.
 - ▶ In Throwing Weapon Mode, Drop Bears cannot be placed where there is an enemy Camouflage Marker inside its Trigger Area. This restriction does not apply if there is a valid, non-camouflaged enemy inside the Trigger Area
- ▶ The Disposable (3) Trait is shared between all Modes. The bearer of this weapon has only three uses available, no matter which Modes are used.

DROP BEAR (DEPLOYABLE WEAPON)

Drop Bears	Traits:	Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack, [*].		
Damage: 13	B: 1			
Ammo: SHOCK	Saving Roll Attribute:ARM			
DROP BEARS				
ARM	BTS	STR	S	
0	0	1	X	

DROP BEAR (THROWN WEAPON)

Drop Bears	Traits:	Throwing Weapon, Speculative Attack, Disposable (3), Targetless
Damage:	B: 1	
Ammo: --	Saving Roll Attribute:--	
DROP BEARS		
8"	16"	96"
+3	-3	

MINE DISPENSER

A Disposable BS Weapon that shoots Shock Mines and which allows its user to perform Speculative Attacks.

MINE DISPENSER

EFFECTS

- ▶ In game terms, this weapon uses the same rules as Drop Bears in Throwing Weapon Mode, but using the BS Attribute instead of PH.

PERIMETER WEAPONS

Within military confines, the term tactical perimeter devices is used for automated zone defense systems.

Some examples of Perimeter Weapons are CrazyKoalas, MadTraps, WildParrots, and all other Weapons or pieces of Equipment with the Perimeter Trait.

PERIMETER WEAPONS

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 Perimeter Weapon or piece of Equipment **totally inside** the Zone of Control of the Trooper, instead of placing it in Silhouette contact

PERIMETER WEAPONS AND THE BOOST TRAIT

These devices have been specifically designed to protect the immediate perimeter of their user, and also to detect and/or dissuade intrusion attempts during the user's security duties.

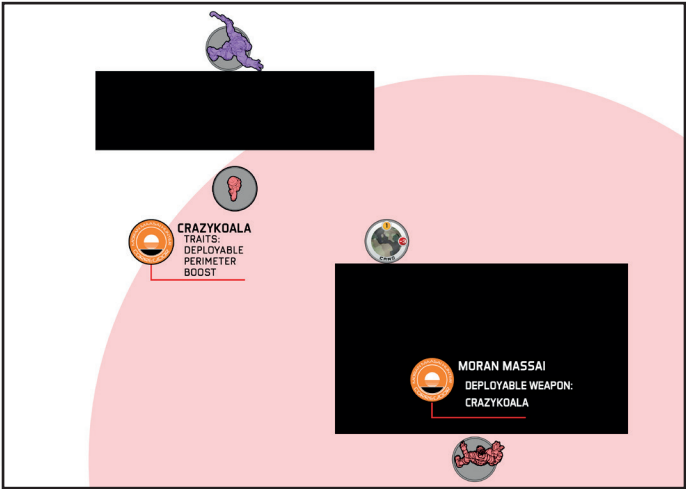
In the Glossary you can consult all the Traits that indicate how a weapon operates.

BOOST

EFFECTS

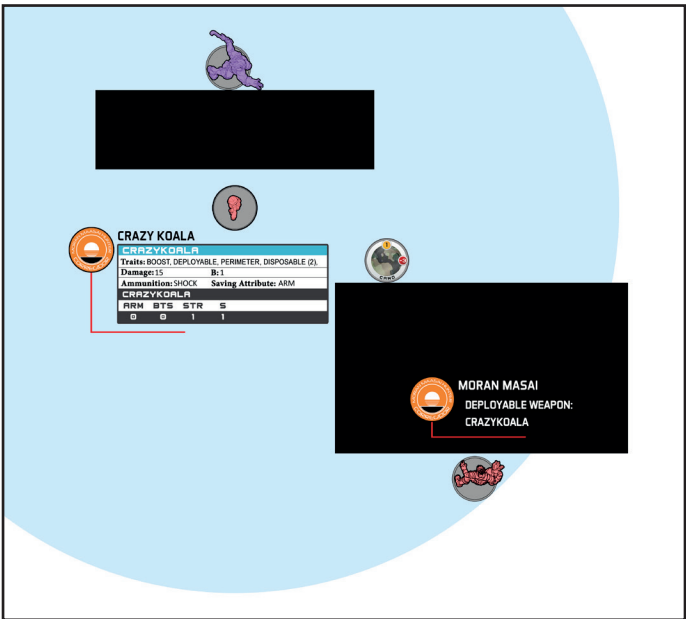
- ▶ Once the weapon with the Boost Trait is in play on the game table, it is triggered when an enemy Model declares or performs an Order or ARO in its Zone of Control. When triggered, the weapon must move until it enters Silhouette contact with the enemy Model, and then detonate. The only way to avoid this attack is a successful Normal Dodge Roll. Once the weapon has detonated, it is removed from the game.
- ▶ The weapon will not trigger if the path from the weapon to the enemy Model is blocked, for example by an impassable obstacle (for example a wall of infinite height, a closed door or sealed room...) or a gap too small for the Silhouette Template of the weapon to pass through.
- ▶ The weapon is not triggered by Camouflage Markers (CAMO), Impersonation Markers (IMP-1 and IMP-2), or by those Markers who specify so in their description.
- ▶ The weapon does not activate other Deployable Weapons or Equipment

PERIMETER, DEPLOYABLE, AND BOOST
EXAMPLE



During his Active Turn, a Moran Masai Hunter wants to intimidate a Jujak that is clearly out of his range, dissuading him from carrying out an attack.

To do so, he declares Place Deployable and places his CrazyKoala (Deployable, Perimeter, and Boost) as shown in the picture. He may place it with the enemy Marker inside its Zone of Control because there is also a non-Camouflaged Enemy inside its Zone of Control.



Once placed on the gaming table, when the Order concludes, the CrazyKoala is considered to be in play on the game table. From that moment on, it will perform Boost, detonating against any Enemy Model that declares or performs an Order or ARO within its Zone of Control.

PISTOL

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

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

PISTOL (BURST MODE)

Pistol	Traits:	[*]
Damage: 11	B: 2	
Ammo: N	Saving Roll Attribute: ARM	
RANGE		
8"	16"	24"
+3	0	-6

PISTOL (CC MODE)

Pistol	Traits:	CC, [*]
Damage: 11	B: 1	
Ammo: N	Saving Roll Attribute: ARM	

PITCHER

A support BS Weapon that shoots Deployable Repeaters, a range amplifier for Hackers.

PIITCHER

BS Attack, Targetless.

EFFECTS

- A successful BS Roll allows players to place a Deployable Repeater Token (REPEATER) at the point of impact.



PITCHER

Pitcher	Traits:	Disposable (2), Indiscriminate, Non-Lethal, Speculative Attack, Targetless, [***]		
Damage:	B: 1			
Ammo: --	Saving Roll Attribute: --			
RANGE				
8"	16"	24"	48"	
0	+3	-3	-6	

SEPSITOR

A Direct Template BS Weapon that uses VoodooTech to induce the Sepsitorized state in Troopers with a Cube or similar system. There are different versions of this technology, depending on their power.

SEPSITOR

BS Attack

REQUIREMENTS

- The target must be a Trooper with a Cube or similar system.

EFFECTS

- Upon receiving a successful attack with Sepsitor, the target must make a Saving Roll, with Damage equal to the user's WIP Attribute.
- Critical hits with Sepsitor cause the target to make an additional Saving Roll.
- If the target fails the Saving Roll, it enters the Sepsitorized State.

SEPSITORIZED STATE

SEPSITORIZED

Null

ACTIVATION

- A Cube-wearing Trooper failed a Saving Roll against a Sepsitor Attack.

EFFECTS

- Troopers in this state **cannot be activated or receive Orders from their player's Order Pool**. While they are Sepsitorized, Troopers are considered to be **enemies** by the rest of their owner's Troopers and are considered to be **allies** by the Troopers of the player that caused this game state.
- Troopers in this state **do not** contribute Orders during the Tactical Phases of either player.
- Troopers in this state **may be activated and receive Orders from the Order Pool of the Combat Group of the Trooper who caused them to enter the Sepsitorized state**. A Sepsitorized Trooper does not count towards the maximum number of members the Combat Group may contain.
- This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- A Sepsitorized Trooper does **not** count towards either Players' Victory Points.



WILDPARROT

This mobile weapons platform has been designed to be deployed on the battlefield at a distance, acting as a Mine with E/M Special Ammunition.

WILDPARROT

EFFECTS

- These weapons are placed with the Place Deployable or Intuitive Attack Common Skills, always applying the Deployable and Perimeter rule.
- Therefore, when players deploy this weapon, 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, 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 Roll Attribute: BTS			
WILDPARROT				
ARM	BTS	STR	S	
0	0	1	1	





SKILLS AND EQUIPMENT

SKILLS AND EQUIPMENT IN INFINITY N4

INFINITY N4 POSSESSES A SERIES OF SKILLS AND PIECES OF EQUIPMENT WHICH ALLOWS A TROOPER TO ACT DURING THE GAME. MOREOVER, IN THIS SECTION WE WILL EXPLAIN HOW UNIT PROFILES ARE NOTATED, FOR A SIMPLER AND QUICKER UNDERSTANDING OF THE INFORMATION ABOUT SKILLS AND PIECES OF EQUIPMENT.

EXPLAINED MODIFIERS (MODS)

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

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 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 Mimeticism (-6), or Surprise Shot (-3)—always apply the MOD as specified in their rules.
 - Negative MODs for other Skills, Weapons, and Equipment—such as Dodge (-3), or CC Attack (-3)—only apply during Face to Face Rolls.
- “ReRoll” in round brackets next to a Skill, Weapon, or Equipment will allow the user to reroll one die from the Roll, only when using that Skill, Weapon, or Equipment.

IMPORTANT

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.

MODs imposed by Skills, Special Skills, or pieces of Equipment may be applied to their users, or to those enemy Troopers acting against them, in several different ways. For example:

BS Attack (+1B) means that, when its user declares a BS Attack in their Active Turn, they must apply a +1 MOD to their BS Weapon's Burst. They may not, however, apply this MOD during their Reactive Turn if they declare a BS Attack ARO.

BS Attack (Shock) means that the user adds Shock Ammunition to all their BS Attacks.

Mimeticism (-3) means that a Trooper declaring BS Attack or Discover against the user must apply an additional -3 MOD to their Roll.

Combat Jump (PH=10) means that, when performing the PH Roll required by this Skill, a PH value of 10 must be applied instead of the user's PH Attribute.

ECM (Hacking -3) means that a Trooper declaring a Hacking Program against the user must apply an additional -3 MOD to their Roll.

Immunity (POS) means that the user cannot enter the Possessed State.

LEVELS, LABELS AND TRAITS

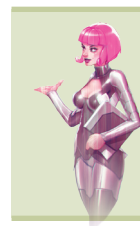
If a Special Skill or piece of Equipment has different Levels and only one of them is listed, it means the Trooper may only use the listed Level.

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

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

IMPORTANT

Negative Feedback (NFB). The use of a Special Skill, Equipment, Hacking Program, etc., with the NFB Label is incompatible with any other Special Skill, Equipment, Hacking Program, etc., with the same Label or Trait. See Labels and Traits, p. 151.



A good player lets their adversary know when they don't use one of the Special Skills with the Optional Label. To expedite the match, both players may consider that these Optional Special Skills are always applied, unless otherwise stated.
Sibylla's advice

COMMON AND SPECIAL SKILLS IN INFINITY N4

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

Both Common and Special Skills have labels that indicate defining characteristics, for quick reference. You can check all Labels and Traits on p. 151.

Both Common and Special Skills can also be divided into:

AUTOMATIC SKILLS

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

DEPLOYMENT SKILLS

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

SHORT SKILLS

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

SHORT MOVEMENT SKILLS

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

ENTIRE ORDER SKILLS

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

ARO SKILLS

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



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

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.

COMMON SKILLS IN INFINITY N4

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

ALERT!

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

ALERT!

AUTOMATIC SKILL

Optional, No Roll.

REQUIREMENTS

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

EFFECTS

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

BS ATTACK

Common Skill employed to attack in ranged combat against an opponent. Check the complete rules in the Infinity N4 Combat Module, p. 45.

CAUTIOUS MOVEMENT

This Common Skill allows the user, in specific situations, to move about the battlefield without attracting enemy AROs. Check the complete rules in the Infinity N4 Movement Module, p. 39.

CC ATTACK

Common Skill employed to attack in melee combat against an opponent in Silhouette contact. Check the complete rules in the Infinity N4 Combat Module, p. 54.

CLIMB

This Common Skill allows the user to scale heights and move up and down vertical surfaces. Check the complete rules in the Infinity N4 Movement Module, p. 40.

DISCOVER

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

DISCOVER

SHORT MOVEMENT SKILL / ARO

REQUIREMENTS

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

EFFECTS

- ▶ If the user passes a Normal WIP Roll, applying the same MODs as in a BS Attack (Cover, Range, Mimetism...), the target Marker is removed, and must be replaced with the actual Trooper Model, or Weapon or Equipment Token.
- ▶ A Trooper that fails a WIP Roll to Discover a Marker cannot attempt to Discover the same Marker until the next Player Turn.
- ▶ The Trooper may still attempt to Discover a different Marker that Player Turn, and its player may still attempt to Discover the first Marker using a different Trooper.
- ▶ **Note that a Trooper that has been revealed, and re-entered Camouflaged State or Impersonation-1 or 2 State again, does not count as the same Marker.**
- ▶ A Trooper that fails the WIP Roll attempting to Discover a Marker, may attempt to Discover **another** different Marker.
- ▶ The Discover Skill has its own Range MODs, as if it were a BS Weapon

DISCOVER

Discover	Traits:	[***]		
Damage:	B:			
Ammo:	Saving Roll Attribute:			
RANGE				
8"	32"	48"	96"	
+3	0	-3	-6	

REMEMBER

Discover is a Short Movement Skill, and it may therefore be combined with any other Short Skill or Short Movement Skill. (See Trooper Activation, p. 20)

IMPORTANT

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

- If the Camouflaged target declares an ARO, revealing themselves, there is no need to perform the Discover Roll before resolving the Attack.
- If the Camouflaged target does not declare an ARO, the Trooper will need to pass the Discover Roll before resolving any Attack against that target.
- Remember that the Active Trooper may Discover one target and Attack a different target if they so choose.

DODGE

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

DODGE

SHORT SKILL / ARO

Movement

REQUIREMENTS

- Troopers can only Dodge if at least one of these is true:
- ▶ They are the Active Trooper.
 - ▶ **In the Reactive Turn, if they are allowed to declare an ARO.**

EFFECTS

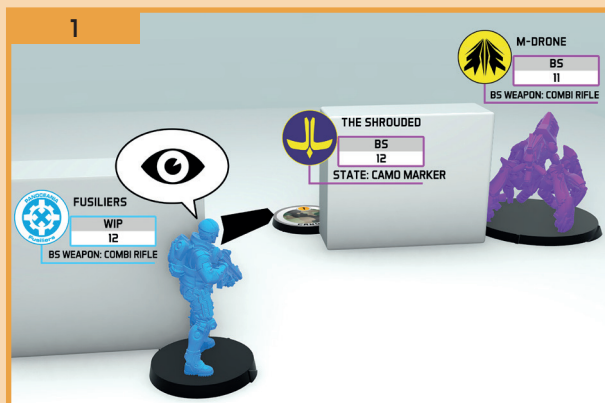
- ▶ Allows the user to make a Face to Face Roll to evade all enemy Attacks during an Order or ARO, regardless of the Burst (B) value (for example, Dodging every strike in Close Combat, or shots from several opponents).
- ▶ This Face to Face Roll pits the user's PH Attribute against whichever Attribute the attacker uses (BS, CC, PH or WIP).
- ▶ If the user is not making a Face to Face Roll (for example if they have not been Attacked, or have been affected by a Direct Template Weapon), they will instead make a Normal PH Roll.
- ▶ Dodge does not allow the user to evade Hacking Programs and other Comms Attacks, but the Reset Skill (see page 88) does.
- ▶ A **successful** Normal or Face to Face Dodge Roll allows the user to **move** up to 2 inches. This movement:
 - ▶ Is measured, declared, and the Trooper moved, during the Effects step of the Order Expenditure Sequence. If both players have Troopers that successfully Dodged, the Active Player will move their Troopers first, then the Reactive Player will move theirs.
 - ▶ Does not generate AROs or trigger Deployable Weapons or Equipment.
 - ▶ Must follow the General Movement Rules as well as the Moving and Measuring sidebar, both of which are explained in the Movement Module.
- ▶ Allows the user to **enter Engaged State** (see Engaged State, p. 58) **with an enemy**, as long as the movement is enough to reach Silhouette contact with that enemy.
- ▶ A successful Dodge Roll, whether it is a Normal or Face to Face, allows the user to cancel their Engaged State and IMM-A State, applying any State-specific MODs.

IMPORTANT

A -3 PH MOD must be applied to the Dodge Roll in the following circumstances. Even if several of these circumstances apply, only one -3 MOD is applied.

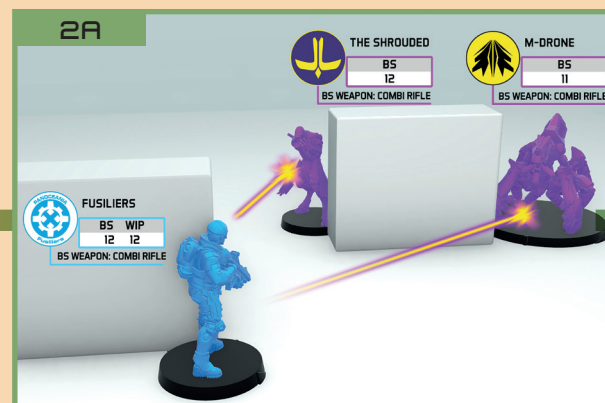
- **In ARO, if the Active Trooper is inside ZoC and outside LoF.**
- **If Dodging a Template Weapon without LoF to the attacker.**
- **If Dodging the Template of a Deployable Weapon.**

EXAMPLE DISCOVER + BS ATTACK



The Fusilier declares Discover as first Skill of the Order.

THE SHROUDED
AND THE REMOTE
DECLARE A BS
ATTACK

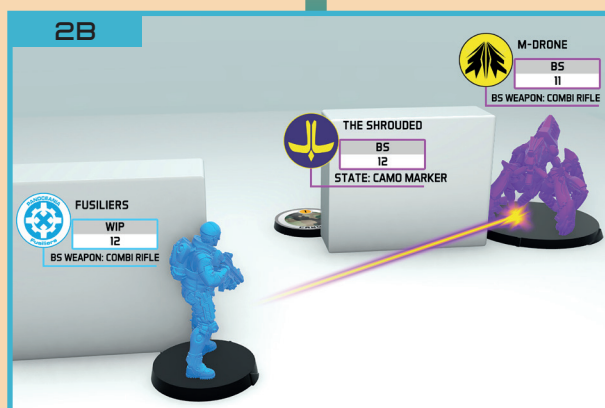


The Reactive Player declares their AROs.

The Drone Remote declares BS Attack with its Combi Rifle.

The Camouflage Marker (-3) declares BS Attack with its Combi Rifle.

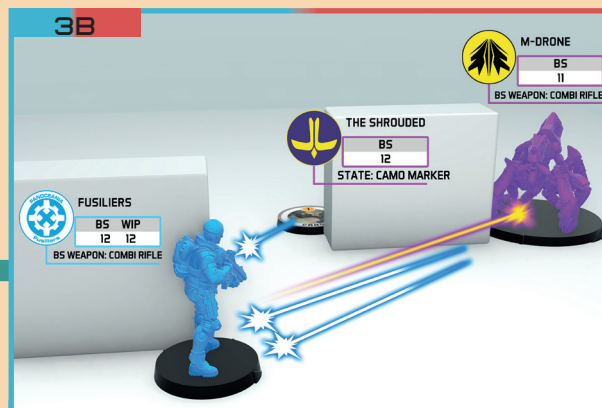
THE SHROUDED DOES NOT
DECLARE ANY ARO AND THE
REMOTE DECLARES A BS ATTACK



The Reactive Player declares their AROs:

The Drone Remote declares BS Attack with its Combi Rifle.

The Camouflage Marker (-3) does not declare an ARO.



The Fusilier declares the second Skill of the Order: BS Attack.

With his Combi Rifle's B3, he assigns two shots to the Remote and one to the Camouflage Marker.

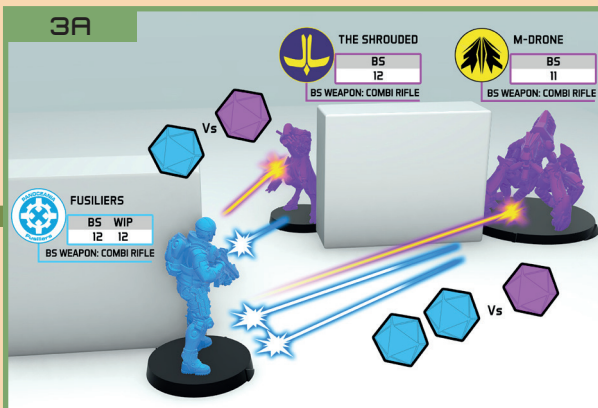
Before making the BS Attack Rolls, the Discover Roll is resolved. This Roll has the following MODs:

-3 for Mimeticism.

+3 for Range.

-3 for Cover

Discover Roll: WIP12, SV = 9 (12 - 3 + 3 - 3).



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

MOD Fusilier VS Shrouded:

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

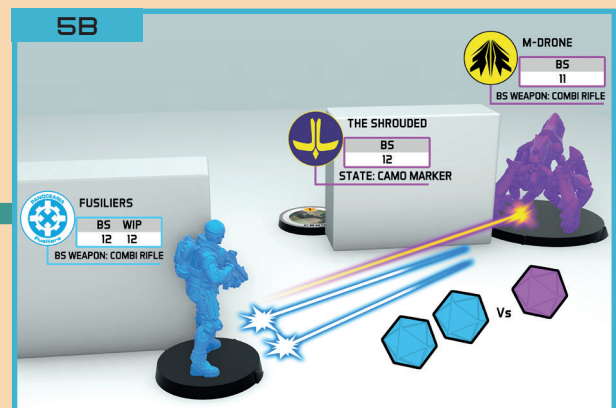
MOD Fusilier VS Remote:

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

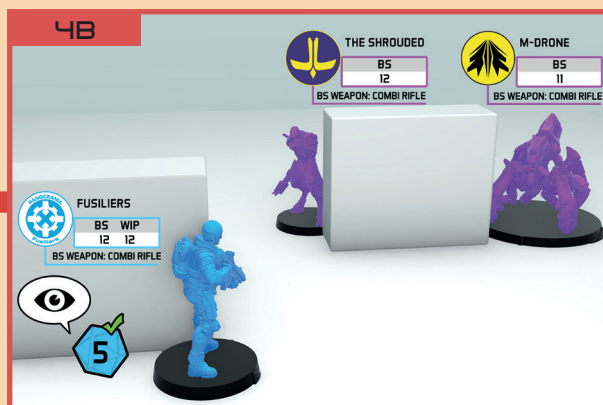


If the Discover Roll is unsuccessful:

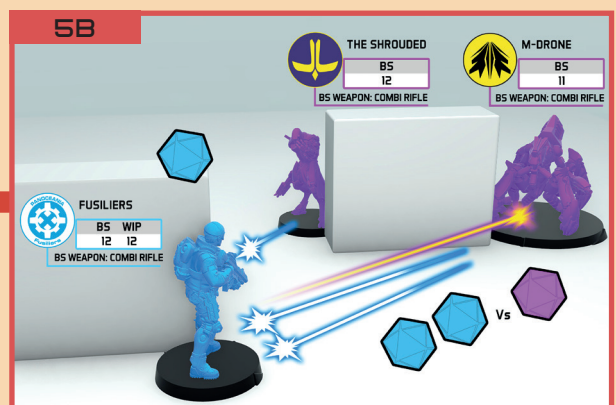
The shot assigned to the Camouflage Marker is lost. The Player will not be able to declare Discover against that Camouflage Marker until the next Player Turn.



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



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



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

EXAMPLE OF DODGE AND ENGAGED

Step 1:

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

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

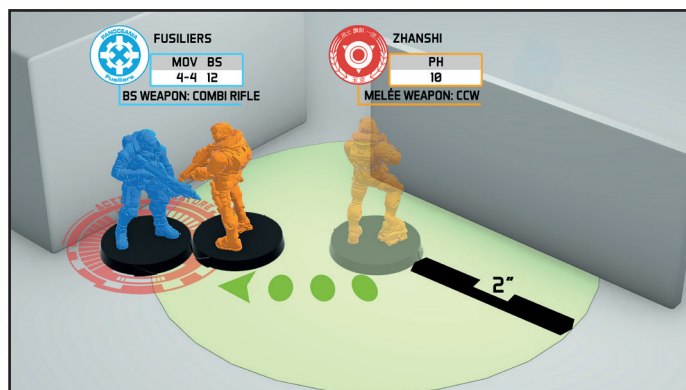
The Fusilier declares BS Attack as the second Skill of their Order.

The Fusilier's Success Value will be 15 (12 + 3).

- BS = 12.
- +3 for Range.

The Zhanshi's Success Value will be 10.

- PH = 10



EXAMPLE OF DODGE AND DEPLOYABLE WEAPON

During his Active Turn, the Fusilier declares Move as the first Short Skill of their Order.

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

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

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

The Zhanshi's Success Value will be 10

- PH = 10

The Fusilier's Success Value will be 15

- BS = 12
- +3 for Range

Result:

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

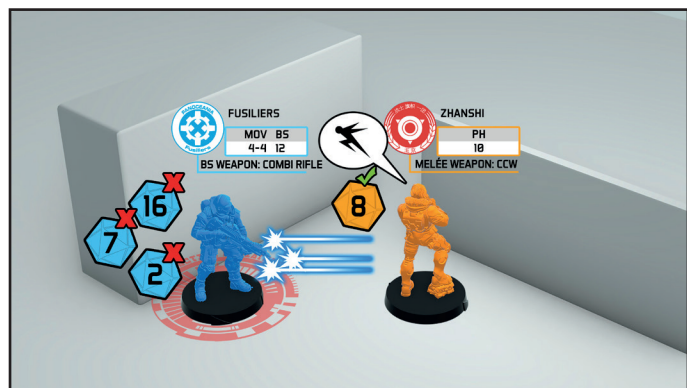
However, the Mine hits the Zhanshi. The Mine is a Deployable Weapon and it imposes a -3 MOD to Dodge. Therefore, the Zhanshi would only avoid the mine if his die's result was 7 or less. By failing to Dodge the Mine's impact, the Zhanshi will also be unable to move up to 2 inches, even though he succeeded against the Fusilier's Attacks.



Step 2:

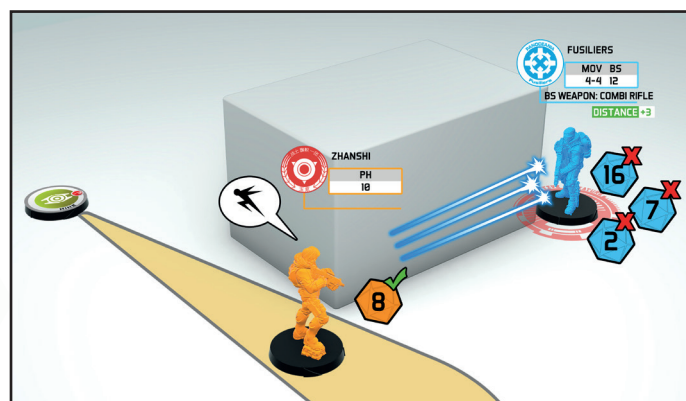
The corresponding Face to Face Roll is performed.

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



Step 3:

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



IDLE

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

IDLE	SHORT MOVEMENT SKILL
No Roll	
EFFECTS <ul style="list-style-type: none"> ▶ A Trooper that declares Idle performs no action. As such, its declaration just activates the Trooper, potentially generating AROs. ▶ Whenever a Trooper that received an Order in the Active Turn chooses not to perform an action with one of the two Short Skills of that Order, that Trooper is considered to declare Idle. ▶ In the Resolution Step of the Order, if a Trooper is found to have not met the Requirements of a declared Skill, they instead perform an Idle. In this situation: <ul style="list-style-type: none"> ▶ The ammunition of Disposable weapons or pieces of Equipment is spent. ▶ If the Trooper is in Marker form, it is revealed, and its Model is placed where the Marker was. 	

INTUITIVE ATTACK

Common Skill used to perform ranged Attacks against Markers, or through Zero Visibility Zones. Check the complete rules in the Infinity N4 Combat Module, p. 52.

JUMP

This Common Skill allows the user to clear obstacles and leap over small distances. Check the complete rules in the Infinity N4 Movement Module, p. 39.

MOVE

Common Skill that allows the user to move about the battlefield. Check the complete rules in the Infinity N4 Movement Module, p. 35.

LOOK OUT

This Skill allows the user to warn all allies of imminent danger so that they can turn to face new threats.

LOOK OUT!	ARO
No Roll	
REQUIREMENTS <p>Players must check the Requirements of this Skill when declaring it.</p> <ul style="list-style-type: none"> ▶ The user must have LoF to an enemy Trooper or Marker who declares or performs an Order. 	
EFFECTS <ul style="list-style-type: none"> ▶ Allows all other Troopers of the same player to modify their LoF without displacing, if the player so chooses. This will be considered as if the Troopers modifying their LoF had declared an ARO. ▶ This modification to the LoF is made through a Normal or Face to Face Dodge (PH-3) Roll. The Face to Face Roll is only made in case that the alerted Trooper is the Active Trooper's target. ▶ The alerted Troopers may perform the Dodge (PH-3) Roll as long as they had not previously declared any other ARO. 	

- ▶ The Reactive Player must indicate which Troopers will modify their LoF after declaring their Look Out! ARO.
- ▶ All the other Troopers' Dodge (PH-3) Rolls will be made in the same Order as the Trooper using the Look Out! ARO.

EXAMPLE OF LOOK OUT!

During his Reactive Turn, Fusilier A gains LoF to a Kappa Unit that has declared Move as the first Skill of the Order, which allows him to approach Fusilier B. As Fusilier B is looking the other way, the Kappa is outside his Line of Fire and Zone of Control.

Since the Kappa Unit is too far from Fusilier A for him to shoot effectively, Fusilier A decides to declare the Look Out! ARO and the Reactive Player indicates that Fusilier B will make a Dodge (PH-3) Roll as ARO because he is alerted.

The Kappa Unit declares BS Attack against Fusilier B. Thanks to Look Out!, Fusilier B may face his Dodge (PH-3) Roll. If the Fusilier wins the Face to Face Roll, in addition to avoiding the Attack, he may turn around to face the Kappa Unit, if he wishes so. In that case, in the next Order that the Kappa Unit declares, Fusilier B will already have LoF to react by declaring, for example, BS Attack against his enemy.

PLACE DEPLOYABLE

Common Skill that allows placement of Deployable Weapons and pieces of Equipment on the game table. Such Deployable Weapons and pieces of Equipment must be represented by a Token, or alternatively by a Model, a Model or by a scenery piece of the same Silhouette.

PLACE DEPLOYABLE	SHORT SKILL / ARO
Attack	
REQUIREMENTS <ul style="list-style-type: none"> ▶ Have a Weapon or piece of Equipment with the Deployable Label. ▶ In the Reactive Turn, LoF to the Active Trooper is required. 	
EFFECTS <ul style="list-style-type: none"> ▶ Allows the user to place a Token on the game table to represent the Weapon or the piece of Equipment, with no Roll required. ▶ In the Active Turn, the Trooper can deploy the Token in Silhouette contact or, if he moved, in Silhouette contact with any part of his route. In the Reactive Turn, the Trooper must deploy it in Silhouette contact. ▶ The Token must be fully supported by the surface it is placed on and cannot be placed on a vertical surface. ▶ The Token is placed at the Conclusion of the Order in which the Trooper declared this Skill. The enemy may only react against the Trooper that declares the Skill, not against the Weapon or piece of Equipment that is placed on the table during that Order or ARO. ▶ Once the Token has been placed on the Table, the Weapon or piece of Equipment is activated, and can be used in subsequent Orders/AROs. ▶ A Weapon or piece of Equipment that has been deployed on the battlefield will remain in play until the end of the game, until it is destroyed, or in case of Deployable Weapons, until detonated. ▶ By placing a Weapon or piece of Equipment, Deployment rules must be observed and, in the case of playing a scenario, the Deployment restrictions it may impose. 	

SPECULATIVE ATTACK

This Common Skill allows the user to perform a BS Attack against a target outside LoF. Check the complete rules in the Infinity N4 Combat Module, p. 51.

SUPPRESSIVE FIRE

Suppressive Fire is a combat stance that gives the user the ability to deter enemy actions and movements through concentrated fire.

While in Suppressive Fire, the soldier is more concerned with saturating the combat area with gunfire than he is with actually inflicting damage to the enemy forces. The goal of Suppressive Fire is to restrict the capacity of the enemy forces to maneuver or return fire successfully, by threatening them with indiscriminate hostile fire.

SUPPRESSIVE FIRE

ENTIRE ORDER

Attack

REQUIREMENTS

- ▶ The user must select a weapon with the Suppressive Fire Trait.

EFFECTS

- ▶ The user enters the Suppressive Fire State, using the selected weapon.
- ▶ G: Jumper and Suppressive Fire:
 - ▶ If a Trooper with G: Jumper has a Proxy in Suppressive Fire State, that Proxy stays in Suppressive Fire State even if another Proxy is activated.

SUPPRESSIVE FIRE STATE

SUPPRESSIVE FIRE

ACTIVATION

- ▶ The Trooper declared a Suppressive Fire Entire Order.

EFFECTS

- ▶ Enemy Troopers within Suppressive Fire Range (0-24 inches) apply a -3 MOD to their Attribute in all Face to Face Rolls against a Trooper in Suppressive Fire State.
- ▶ While in Suppressive Fire State, the SF Mode profile replaces the selected weapon's usual BS Weapon profile. The SF Mode profile is the one that will be used while in Suppressive Fire State.
- ▶ Suppressive Fire allows the affected Trooper to react in ARO with the full B3 value of the Suppressive Fire Mode. The full Burst must always be directed against a single target and cannot be divided between several active enemies (when reacting against a Coordinated Order, for example).
- ▶ The SF Mode profile only alters the Range and B values of the weapon being used. The weapon's Damage, Ammunition etc. remains unchanged.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.

CANCELLATION

The Suppressive Fire state is automatically cancelled in any of these cases:

- ▶ The Trooper declares an Order.
- ▶ The Trooper declares any ARO other than a BS Attack using the SF Mode profile.
- ▶ The Trooper uses a weapon that cannot be used for Suppressive Fire.
- ▶ The Trooper fails a Guts Roll.



- ▶ The Trooper enters Engaged, Isolated or Retreat! State, any Null or Immobilized State, or any other State which specifies that it cancels Suppressive Fire).
- ▶ The Trooper's army enters a Loss of Lieutenant situation.
- ▶ The Trooper joins any kind of Infinity Fireteam.

SUPPRESSIVE FIRE MODE

Suppressive Fire Mode	Traits:	***
Damage: *	B: 3	
Ammo: *	Saving Roll Attribute: *	
RANGE		
16"	24"	
0	-3	

(*) Use original Weapon values.

SPECIAL SKILLS IN INFINITY N4

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

BERSERK

A berserk Trooper is overcome with bloodlust or such single-minded determination that all concern for personal safety is cast aside in an attempt to annihilate the opponent.

BERSERK

ENTIRE ORDER

Attack, CC Attack, CC Special Skill, Movement, Optional.

REQUIREMENTS

- ▶ The target must be within the user's LoF when this CC Special Skill is declared.
- ▶ The target must be within the sum of the user's two MOV values.

EFFECTS

- ▶ Allows the user to declare Move + CC Attack as an Entire Order, with the following features:
 - ▶ **The Move can be as far as both values of his MOV Attribute added together to reach Silhouette contact with the target.**
 - ▶ **Any Face to Face Roll with the target will instead be a Normal Roll. A successful Dodge Roll will not allow the target to evade the Attack.**
- ▶ If, when measuring to find where the Trooper can move, they cannot reach Silhouette contact with the target, the Entire Order will be considered an Idle, and the Trooper will **not** Move.
- ▶ If a MOD appears between brackets, for example Berserk (+3), that MOD is applied to the CC Attack.
- ▶ **This CC Special Skill can be declared without being in Silhouette contact with a target.**
- ▶ If the Trooper is or becomes Impetuous (due to having the Frenzy Special Skill or any other effect), when they activate in the Impetuous Phase they are allowed to use Berserk.

REMEMBER

When declaring the Berserk Entire Order, you must declare the target and perform the Move **before** the opponent declares AROs.
Both Troopers make a Normal Roll, instead of the usual Face to Face Roll.
Whoever declares an Attack and passes their Normal Roll forces the enemy to make a Saving Roll, and as a result both combatants may suffer Damage.

BIOIMMUNITY

The user of this Special Skill has the innate or acquired ability to shrug off damage from biological or toxic weaponry.

BIOIMMUNITY

AUTOMATIC SKILL

Optional

EFFECTS

- ▶ When making Saving Rolls against ARM or BTS, the Trooper can switch the values of these Attributes, using the most favorable value for the Trooper.
- ▶ Bioimmunity doesn't change the Saving Roll Attribute, only its value, so any Traits or rules of the Ammunition or weapon used in the Attack apply normally.
- ▶ This Special Skill does not apply against Comms Attacks

IMPORTANT

BIOIMMUNITY AND CRITICALS

Troopers with this Special Skill will apply the Critical, making an additional Saving Roll using the chosen Attribute value.

EXAMPLE OF BIOIMMUNITY

A Trooper suffers a DA+Shock impact and the Saving Roll must be made against the BTS Attribute. Thanks to the Trooper's Bioimmunity, the Trooper may choose to make both Saving Rolls using the value of their ARM Attribute, if this is advantageous to them.

Let's suppose the Trooper suffers an impact from an AP Rifle. The profile of this weapon lists ARM as the Saving Roll Attribute. However, the targeted Trooper decides to use their Bioimmunity Special Skill to use their BTS value instead of their ARM value as their BTS is higher. The AP Ammunition rule still applies, so the Trooper halves whichever value they use.

In the same way, if another Trooper applies Bioimmunity when suffering an impact from E/M Ammunition—which says that it halves BTS—and rolls against their ARM value instead, the new value is still halved.

If the targeted Trooper instead suffers an impact from a weapon with the ARM=0 Trait, then Bioimmunity is not relevant as rolling against the BTS value, even if it is higher, is useless as the Trait always reduces the ARM value to 0.

If the Trooper instead suffers an impact from a weapon that lists PH-6 as the Saving Roll Attribute, they cannot use Bioimmunity as they are not making a Saving Roll against the ARM or BTS Attributes.

BOOTY

Soldiers with this Special Skill have an uncanny ability to find equipment and gear during their field operations, and take some of it as a keepsake. As a consequence, each of them carries a different extra weapon or piece of equipment into battle.

BOOTY

DEPLOYMENT SKILL

Optional

EFFECTS

- ▶ Booty allows a roll on the Booty Chart, after placing the Trooper on the table when it is deployed, in order to determine that Trooper's extra item.
- ▶ The item obtained via the Booty Chart is added to the Trooper's gear, and does not replace any of the Trooper's weapons or pieces of Equipment.

BOOTY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CC Weapon
5-6	Grenades	15	MOV 8-4
7-8	DA CC Weapon	16	TAG: BS Attack (Shock) Other Troop Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CC Weapon	18	TAG: Immunity (Total) Other Troop Types: +4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: +2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

CAMOUFLAGE

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

CAMOUFLAGE

AUTOMATIC SKILL

Optional

EFFECTS

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

REMEMBER

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

CAMOUFLAGED STATE

CAMOUFLAGED

Marker

ACTIVATION

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

EFFECTS

- ▶ In Camouflaged State, the Player **does not** place the Model on the table, but instead places a Camouflaged Marker.



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

CANCELLATION

The Camouflaged State is cancelled whenever:

- ▶ The Camouflaged Marker **declares** an Attack, Look Out!, or any Skill that requires a Roll.
- ▶ The Camouflaged Marker declares an **Entire Order** of any kind, other than Cautious Movement.
- ▶ The Camouflaged Marker enters Silhouette contact with an enemy Model.
- ▶ The Camouflaged Marker is **Discovered**.
- ▶ The Camouflaged Marker is forced to make a Saving Roll.
- ▶ The Trooper is or becomes Impetuous (due to having the Frenzy Characteristic or any other effect), or enters the Retreat! State.
- ▶ When Camouflage state is cancelled, its player **must replace the Marker** with the corresponding Model, facing in any direction the player chooses.
- ▶ When replacing the Marker with the Model, the player must provide their adversary with the Trooper's complete Public Information.

IMPORTANT

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

REMEMBER

ARO against a Marker:

- The only AROs that can be performed against a Camouflage (CAMO) Marker are **Discover, Dodge, Look Out! or Reset**.
- Against a Marker, the enemy can **delay** declaring their ARO until it declares its second Short Skill of the Order.
- In this case, they may declare an ARO only if the Camouflaged Marker reveals themselves with their second Short Skill of the Order. If the second Short Skill of the Order does not reveal the Marker, the Trooper loses their right to declare an ARO.

REMEMBER

Camouflaged Markers (CAMO) may be indirectly affected by Template Weapons if another non-Camouflaged Enemy Trooper is designated as the Main Target.

EXAMPLE: CAMOUFLAGE AND SURPRISE ATTACK

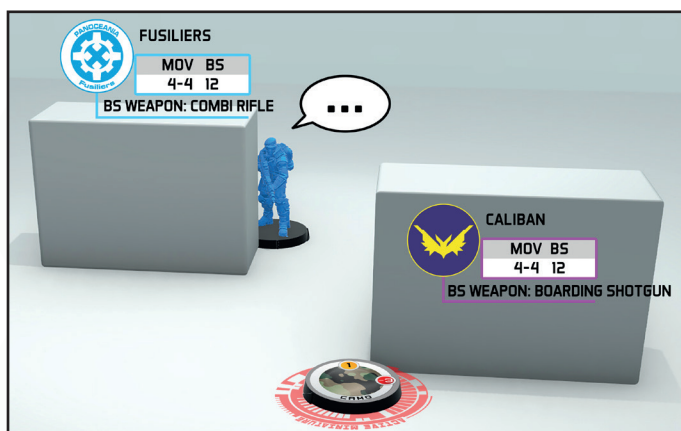
Step 1:

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



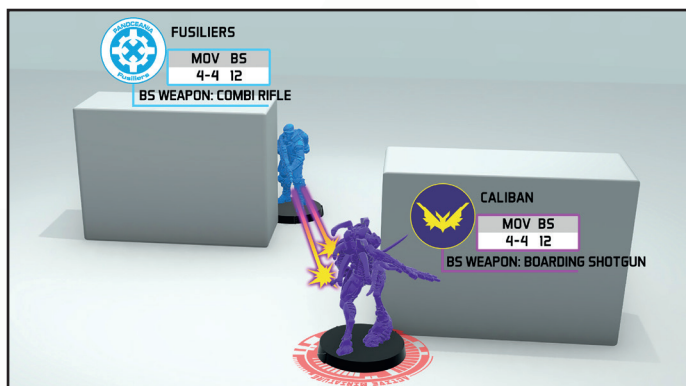
Step 2:

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



Step 3:

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



Step 4:

The Fusilier declares BS Attack with his Combi Rifle, before the Caliban reaches the Cover. Remember that the cancellation of the Camouflaged State applies to the entirety of the Order.



Resolution:

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

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

CHAIN OF COMMAND

The owner of this Special Skill is the next in line in the command echelon to the officer in command, being able to replace him if necessary during the combat operation.

CHAIN OF COMMAND

AUTOMATIC SKILL

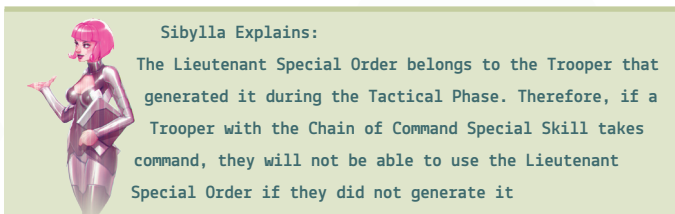
Optional, Private Information.

REQUIREMENTS

- ▶ The player can only activate this Special Skill when the Lieutenant enters Isolated State or any Null State.
- ▶ To be able to activate this Special Skill, the Chain of Command user must be on the game table as a Model or as a Marker.

EFFECTS

- ▶ This Special Skill allows its user to automatically become the new Lieutenant of the Army List, gaining the Lieutenant Special Skill with no extra abilities.
- ▶ Even if the previous Lieutenant recovers from the Isolated or Null State, the Chain of Command user will continue to be the Lieutenant.



CLIMBING PLUS

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

CLIMBING PLUS

AUTOMATIC SKILL

Movement, Optional.

REQUIREMENTS

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

EFFECTS

- ▶ This Special Skill alters the user's Climb Skill from an Entire Order Skill to the Short Movement Skill Move.
- ▶ Climbing Plus allows the user to move along vertical surfaces as if performing a normal Movement on a horizontal surface.
- ▶ By turning Climb into the Short Movement Skill Move, the Climbing Plus Special Skill allows its user to perform other Short Movement Skills or Short Skills (for example: Move + BS Attack) while moving on a vertical surface, or if hanging from a height (See Trooper Activation, p. 20).
- ▶ As with the Climb Skill, Troopers using Climbing Plus **do not** benefit from Partial Cover MODs while they are on a vertical surface.
- ▶ For visualization purposes, Troopers using this Skill move with at least half of their base's underside in contact with the vertical surface, as indicated in the Requirements of the Move and Climb Skills.
- ▶ During the Reactive Turn, Climbing Plus allows its owner to react in ARO, if applicable, while being on a vertical surface.
- ▶ If the Trooper is or becomes Impetuous (due to having the Frenzy Characteristic or any other effect), when they activate in the Impetuous Phase they can use Climb whenever the list of allowed Skills says 'Move'.

IMPORTANT

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

REMEMBER

- When declaring the use of Climbing Plus, the complete and exact trajectory that Trooper will perform must be specified so the rival player may declare all their AROs.
- Troopers have a 360° LoF during their entire trajectory.

EXAMPLE OF CLIMBING PLUS



Spending an Order, the Trooper declares Move as the first Skill of their Order. Thanks to their Climbing Plus Special Skill, as the Trooper moves their first 2 inches and reaches the obstacle, they may continue their movement on the vertical surface, as if it was a horizontal surface. Likewise, with the second Skill of their Order, they can choose to keep moving, or can declare any other Short Skill or Short Movement Skill such as BS Attack, Discover, etc.

Since there are no enemies in sight, the Trooper keeps moving. With a second Order, they declare Move + Move, so they climb down the obstacle and advance until they have used all their movement.

- ▶ By using this Special Skill, the player **cannot** place the Trooper in Prone State, or in Silhouette contact with enemy and neutral Models, Markers, or Tokens, or in contact with any scenario objective.
- ▶ The player may deploy the Trooper on any surface of the game table, as long as the size of the surface is equal to or larger than their base.
- ▶ Deploying inside buildings or enclosed pieces of Scenery is not permitted, even if they have an open roof or open doors or windows as, for example, an Objective Room.
- ▶ After placing the Trooper on their landing spot, with any Deployable Weapons or Equipment that they can deploy, the player performs a PH Roll. If the Roll is passed, the Trooper lands successfully and remains where the player has placed them. Then, the Reactive Player declares all their AROs.
- ▶ If the user fails the Roll, they must be placed within their player's Deployment Zone, always in contact with the edge of the game table.
- ▶ Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or as a Decoy and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside him are removed from the game table.
- ▶ Then, the Reactive Player declares all their AROs.
- ▶ During the Order this Special Skill is used, the Trooper cannot benefit from Partial Cover.
- ▶ When a player moves the Trooper into a different Combat Group, while it is off-table, they must inform their opponent that the Trooper exists. The Trooper's information remains Private, until the Trooper is deployed.
- ▶ This Special Skill can be used during the Impetuous Phase, which requires removing both the Trooper's Impetuous Token and their own Order.
- ▶ While off-table, Troopers with this Special Skill can be selected to deploy as part of a Coordinated Order. However, in this situation they will lose their own Order.
- ▶ **Combat Jump (Explosion)** has the following additional rules:
 - ▶ After performing the PH Roll and determining the Trooper's final location, the Trooper makes a Direct Template Attack, placing the center of the Circular Template (Blast Focus) over the center of their base.
 - ▶ This Attack has Damage 12 with Normal Ammunition, against the ARM Attribute.
 - ▶ The Trooper is not affected by this Attack.
 - ▶ This is a single-use Special Skill and its user cannot perform it again.

COMBAT JUMP

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

COMBAT JUMP

ENTIRE ORDER

Airborne Deployment (AD), Private Information, Optional.

EFFECTS

- ▶ This Trooper is not required to deploy during the Deployment Phase, remaining off-table until their player decides to deploy them during their Active Turn.
- ▶ While off-table, the Trooper will not add their Order to the Order Pool during the Tactical Phase. However, they may enter the table using their own Order to use this Special Skill, when the player chooses.

COURAGE

This trooper is unafraid of death and ready to lay down his life in the execution of his duty.

COURAGE

AUTOMATIC SKILL

Optional

EFFECTS

- ▶ Courage allows its user to choose to automatically pass any Guts Rolls.
- ▶ Troopers with the Courage Special Skill are unaffected by the Retreat! State, acting normally until the end of the game.
- ▶ However, even in a Retreat! situation, Troops possessing Courage are affected by Loss of Lieutenant.

COUNTERINTELLIGENCE

This Special Skill allows its owner to partially counteract the effects of the Command Token Strategic Use

COUNTERINTELLIGENCE

AUTOMATIC SKILL

Optional, Private Information.

REQUIREMENTS

- The Effects of this Special Skill are only applied if its owner has been deployed on the game table, either as a Model or as a Marker.

EFFECTS

- This Special Skill counteract the effects of the Strategic Use of a Command Token by **reducing to one the number of Orders** the adversary can nullify.
- Alternatively, this Special Skill counteracts the limit on Command Token use imposed by adversary due the Strategic Use of a Command Token, **increasing it to two**.

- The Decoy user fails the Infiltration Roll, the Combat Jump Roll, or declares an **Entire Order** of any kind, other than Cautious Movement.
- An enemy model enters Silhouette contact with the Decoy user.
- The Decoy user is **Discovered**.
- The Decoy user makes a Saving Roll.
- The Decoy user becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters the Retreat! State.
- If the user was hidden as a Decoy Marker, replace it with the user's Model, facing whatever direction the owning player chooses.
- When replacing the Marker with the Model, the player must provide their adversary with the Trooper's complete Public Information.

IMPORTANT

Decoys, weapons, Equipment and States:

The replicas cannot replicate those Deployable weapons or pieces of Equipment represented by a Token or Model (TinBots, FastPandas, SymbioMates, Mines deployed by the Minelayer Special Skill...) the Decoy user could have.

However, the replicas replicate all the State Tokens (Prone, Unloaded...) the Decoy user has.

Decoy and Fireteam:

A Trooper using Decoy cannot be part of a Fireteam. If a member of a Fireteam is deployed using Decoy, then it will automatically cease being part of the Fireteam.

Decoy and Coordinated Order:

Troopers using Decoy cannot be part of Coordinated Orders.

Decoy and Airborne Deployment:

When deploying a Trooper using Decoy and a Skill with the Airborne Deployment Label, the player must perform a Coherency Check as if it were the Deployment Phase, even though this is during the game.

DECOY

This Special Skill generates static replicas of the user to deceive the enemy.

DECOY

DEPLOYMENT SKILL

Optional

EFFECTS

- When deploying, the user may deploy up to two Decoy Markers (DECOY-1 / DECOY-2) in addition to the Trooper, observing the Coherency rule in regards to the user's Model and respecting the Deployment Rules.
- The number of additional Decoys that the Trooper may place during their Deployment is indicated between brackets: Decoy (1) or Decoy (2).
- If the user is Deployed in Marker form instead of as a Model, for example in Camouflaged or Impersonation States, the player will place (CAMO) and (IMP) Markers on the table instead of the Decoy Markers.
- The Trooper with this Special Skill is represented by up to three Decoys: the Decoy 1 Marker, the Decoy 2 Marker and the actual Model, or Marker if the user has that choice. The player must note in secret which of these Decoys represents the real user of this Special Skill, with the others being mere replicas.
- The replicas do not hide a Trooper, Weapon or piece of Equipment and they **remain static on the gaming table**.
- DECOY-1 and DECOY-2 Markers are placed on the gaming table when a Trooper is replicated in Model form, so they must be considered as Models for LoF purposes and may be targeted.
- A replica Decoy must be automatically removed from the gaming table as soon as it is Discovered by the adversary, makes a Saving Roll, or when the Trooper with this Special Skill reveals himself or is Discovered.
- The real Decoy user is revealed, removing all the replicas and placing the Trooper in its real position, whenever:
 - The Decoy user **declares** an Attack, Look Out! or any Skill that requires a Roll.



DOCTOR

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

DOCTOR

SHORT SKILL

Optional

REQUIREMENTS

- Troopers using this Special Skill must be in Silhouette contact with their target.
- The target must have the Wounds Attribute and be in Unconscious State.

EFFECTS

- By passing a Normal **WIP** Roll, the target's Unconscious State is cancelled, by recovering 1 single point of their Wounds Attribute, unless a rule or Skill specifies otherwise. If the **WIP** Roll fails, the target automatically enters the Dead State and is removed from the game table.
- Troopers may be recovered from the Unconscious State as many times as necessary, as long as the Doctor passes the **WIP** Roll.
- If the user's Unit Profile lists Doctor (2W), it allows the target to recover up to **2 points** of their Wounds Attribute when cancelling their Unconscious State. The Trooper cannot surpass their initial Wounds Attribute.

DOGGED

Some soldiers show such utter disregard for their own lives that even the most crippling injuries will not keep them from reaching their goal.

DOGGED

AUTOMATIC SKILL

Optional

REQUIREMENTS

- The Trooper entered Unconscious State and his player announced he would activate the Dogged Special Skill, whether in the Active or Reactive Turn.



EFFECTS

The Unconscious State of Troopers using the Dogged Special Skill has the following special rules:

- Instead of placing an Unconscious Token next to the Trooper, place a Dogged Token.
- To activate Dogged, the player must announce its use when the Trooper enters Unconscious State.
- Allows the Trooper to ignore the effects and Null Label of Unconscious State, treating it as Normal State instead, but only for the rest of that Player Turn.
- At the end of the Turn, the Trooper that activated Dogged automatically enters Dead State and is removed from play.
- **If the Trooper loses one or more further points of his Wounds/STR Attribute, they enter the Dead State directly and are removed from play.**
- Once activated, Dogged prevents the Trooper from being healed (by Special Skills or Equipment such as Doctor, MediKit, Regeneration...).
- This Special Skill does not interfere with Automatic Special Skills or Automatic Equipment, which will continue to function normally.

REMEMBER

Shock Ammunition cancels the Unconscious State of Troopers using this Special Skill, and they pass directly to Dead State.

ENGINEER

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

ENGINEER

SHORT SKILL

Optional

REQUIREMENTS

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

EFFECTS

- Engineer allows recovery of 1 Structure (STR) point, by passing a Normal WIP Roll.
- This Special Skill can be declared as many times as necessary to recover as many STR points as the target has lost.
- If the Engineer fails the Normal WIP Roll, the target loses 1 STR point instead of recovering it, entering the Unconscious or Dead State, if applicable.

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

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

- Engineer and Remote Presence:

- Regardless of which level of Unconscious State the Trooper is in, with a single WIP Roll, they recover lost STR until they have 1 point of STR, and cancel their Unconscious State.

EXPLODE

This Special Skill marks the Trooper's capacity to detonate in a blast

EXPLODE

AUTOMATIC SKILL

Attack, Obligatory.

REQUIREMENTS

- The user must be in Unconscious State for this Special Skill to activate.

EFFECTS

- This Special Skill forces its user to detonate automatically when he enters Unconscious state.
- At the end of the Order in which the user entered Unconscious State, before making Guts Rolls, the Trooper makes a Direct Template Attack, placing the center of the Circular Template (Blast Focus) over the center of their base.
- This Attack has Damage 13 with Shock Ammunition, against the ARM Attribute.
- Enemy Troopers who are affected by the Attack and had performed a Dodge will avoid this Attack if they passed their PH Roll.
- Once all Rolls have been made, the user enters Dead State and is removed from the game table.

IMPORTANT

If the user enters the Dead state directly due to an Ammunition, a Trait or other rule (for example Shock, State: Dead...) or because he suffered the loss of more Wounds than his current Attribute during a single Order, he does not Explode.

If the user activated the Dogged or No Wound Incapacitation Special Skills when entering Unconscious State, he does not Explode.

REMEMBER

Template Weapons cannot affect allied Models or Markers.

FORWARD DEPLOYMENT

This Special Skill marks Troopers who move before the bulk of their own forces and take positions beyond the established allied lines.

FORWARD DEPLOYMENT

DEPLOYMENT SKILL

Superior Deployment, Optional.

EFFECTS

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

REMEMBER

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

FORWARD OBSERVER

This Special Skill marks Troopers who move before the bulk of their own forces and take positions beyond the established allied lines.

FORWARD OBSERVER

SHORT SKILL / ARO

BS Attack, Optional

REQUIREMENTS

- The user must be able to draw LoF to the target.

EFFECTS

- The use of Forward Observer is a form of Attack with a BS Weapon that uses the WIP Attribute, and instead of forcing the target to make a Saving Roll, forces him to enter Targeted State.
- Place a Targeted Token (TARGETED) beside the target of a successful Forward Observer attack.

FORWARD OBSERVER

Forward Observer	Traits:	Technical Weapon, State: Targeted, Non Lethal, [***]
Damage:	B: 2	
Ammo:	Saving Roll Attribute:	
RANGE		
24"	48"	96"
0	-3	-6

FRENZY

The Trooper's urge to kill is barely contained. Once he gets a first taste of blood, he will become a whirlwind of death.

FRENZY

AUTOMATIC SKILL

Obligatory, States Phase.

ACTIVATION

- Automatic in the States Phase if the user caused an Enemy Trooper to lose at least 1 point of their Wounds or Structure Attribute, or to enter Dead State.

EFFECTS

- When he deploys, the user does not have the Impetuous Special Skill. However, if he causes an enemy to lose at least one point from their Wounds or STR Attribute, or to enter Dead State then he will gain the Impetuous Special Skill in the next States Phase, and retain it for the rest of the game.
- When Troopers gain the Impetuous Special Skill, they lose any Marker State they are in (Camouflaged, Impersonation...), and any other States that say so. These Troopers cannot re-enter those States.

G: JUMPER

Troopers with this Special Skill have several bodies available on the game table they can activate, jumping from one to another to always be in the thick of the action.

G: JUMPER

AUTOMATIC SKILL

Obligatory

REQUIREMENTS

- The player must enlist either two or three Proxies available to a Trooper with this Special Skill.
- All the Proxies of a G: Jumper Trooper must be in the same Combat Group, where they are counted as only one Trooper.



EFFECTS

- This Special Skill allows its user to have several Models called Proxies.
- A G: Jumper Trooper provides a single Order no matter how many Proxy Models he has.
- This Special Skill allows G: Jumper Troopers to deploy two or three Proxies, applying any Deployment Special Skills they might have (Airborne Deployment, Infiltration...).
- Players do not need to place the Active Proxy Token in the Deployment Phase.
- During the Active Turn, the G: Jumper Trooper can activate any of his Proxies by placing the Active Proxy Token beside the Proxy he wants to activate when declaring the Order.
- The only Proxy that can declare Orders is the one with the Active Proxy Token.
- During the Reactive Turn, if an Order allows to several Proxies that belong to the same G: Jumper Trooper to react in ARO, then the player must choose only one of them to be the Active Proxy by placing the Active Proxy Token beside it.
- Active Proxies can react in ARO normally.
- Any Inactive Proxies that react in ARO can only declare Dodge or Reset.

- At the end of the Order in which a Proxy entered Isolated State, or any Null State, the player can place the Active Proxy Token beside any of the G: Jumper Trooper's other Proxies which is not in Isolated State, or any Null State.
- A G: Jumper Trooper cannot activate a Proxy in Isolated State, or any Null State, until the State is cancelled.
- If all the Proxies of a G: Jumper Trooper are in Isolated State, or any Null State, then the G: Jumper Trooper will be considered a casualty until at least one of his Proxies recovers from the State.

G: JUMPER AND VICTORY POINTS

The player must count separately each Proxy's Cost Attribute value of its Unit Profile

G: JUMPER AND LIEUTENANT

If the G: Jumper Trooper is the Lieutenant and all his Proxies are in Isolated State or any Null State, that will result in a Loss of Lieutenant situation. This situation can be cancelled normally.

G: JUMPER, HIDDEN DEPLOYMENT AND MARKER STATES

Placing an Active Proxy Token beside a Proxy that is in a Marker State (Camouflaged, Impersonation, Holoecho...) doesn't reveal the Proxy, because the Proxy hasn't declared any Skills yet.

The same applies to Hidden Deployment State, activating the Proxy doesn't reveal the Trooper. So, it is not required that the player place the Active Proxy Token on the game table until the moment he declares an Order or ARO with the hidden Trooper.

G: JUMPER AND COMBAT GROUPS

When a player moves a G: Jumper Trooper into a different Combat Group, he will move all the Proxies, as they are considered to be a single Trooper in each Combat Group.

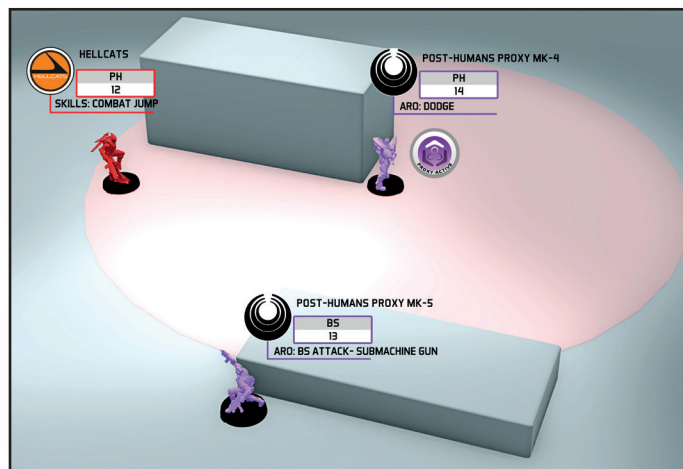
G: JUMPER AND SUPPRESSIVE FIRE

If a Trooper with G: Jumper has a Proxy in Suppressive Fire State, that Proxy stays in Suppressive Fire State even if another Proxy is activated.

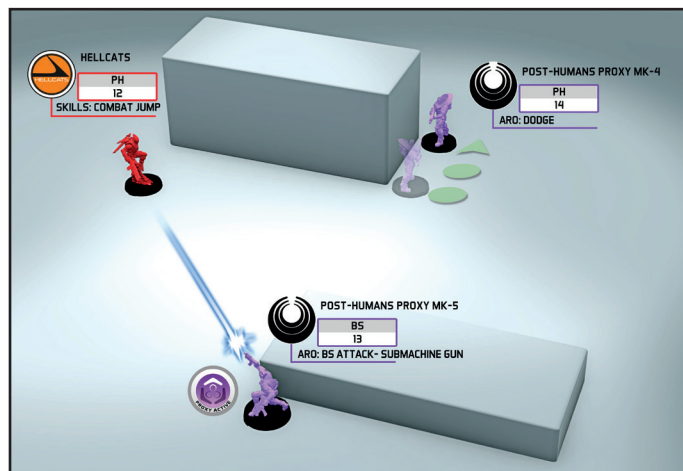
ACTIVE TURN GAME EXAMPLE

The Posthuman has 3 Proxies on the battlefield. A Proxy Mk.2 (infiltrated and Camouflaged) armed with a MULTI Sniper Rifle, a Proxy Mk.4 (Heavy Infantry) with an HMG and a Proxy Mk.5 Forward Observer, placed in the Deployment Zone. The Posthuman Trooper decides to activate her infiltrated Proxy Mk.2, placing the Active Proxy Token beside it and declaring her Order: Move + BS Attack. The successful shots of her Sniper Proxy clear the path for her Heavy Infantry Proxy Mk.4 with HMG. So, she places the Active Proxy Token beside it and declares her next Order: Move + Move, taking up a good firing position with the Heavy Infantry. That is the end of the ALEPH player's Active Turn, with the Active Proxy Token beside the Heavy Infantry Proxy Mk.4.

REACTIVE TURN GAME EXAMPLE



Then, the Active Turn of her opponent begins. A Hellcat lands in the rear guard of the ALEPH player, in LoF of the Inactive Proxy Mk.5, and in the ZoC of the Proxy Mk.4, the Active Proxy. The ALEPH player reacts with both Proxies, and decides to jump into the Proxy Mk.5, which becomes the Active Proxy and declares its ARO: BS Attack. In addition, the Inactive Proxy Mk.4 declares a Dodge ARO, to face the threat of the Hellcat.



Since the Hellcat's Combat Jump is an Entire Order, no Face to Face Rolls are made with the Proxies. Both Proxies pass their Rolls, so the Hellcat must make a Saving Roll and the Proxy Mk.4 can use Dodge movement and face in the direction its player wishes.

GUARD

Troopers with this CC Special Skill go into combat with an escort unit.

GUARD	AUTOMATIC SKILL
Optional	
REQUIREMENTS	
► The target of the CC Attack must be in LoF and ZoC.	
EFFECTS	
<ul style="list-style-type: none"> ► Allows the user to perform a CC Attack but with no need to reach or be in Silhouette contact with the target. ► Both the user and the target can perform Skills and apply MODs and CC Special Skills that require Silhouette Contact. For example: they can apply Martial Arts, Natural Born Warrior, D-Charges, or the +1B MOD for each Allied Trooper engaged in CC. 	

HACKER

Hackers are a Unit's field infowar specialists. You may check the Combat Module on p. 59 for everything related to Hacking in Infinity N4.

HIDDEN DEPLOYMENT

Some Troopers have a superior capacity to blend in with their environment, which allows them to go completely unnoticed by the Enemy.

HIDDEN DEPLOYMENT	DEPLOYMENT SKILL
Optional, Private Information	
EFFECTS	
► During the Deployment Phase, it allows the user to deploy in Hidden Deployment State	

HIDDEN DEPLOYMENT STATE

HIDDEN DEPLOYMENT
ACTIVATION
► Automatic in the Deployment Phase.
EFFECTS
<ul style="list-style-type: none"> ► The Hidden Deployment State is a special form of deployment that allows the user to deploy during the Deployment Phase without placing a Model or Marker on the battlefield. ► In your Deployment Phase, write down the position of your Hidden Deployment Troopers in as much detail as possible (make sure to specify whether the Trooper is in Cover, Prone, etc.) in order to show your opponent when their State is cancelled and their position revealed. ► Until a Trooper's Hidden Deployment State is cancelled, that Trooper is considered not to be on the game table at all. Consequently, such a Trooper does not affect LoF, is not affected by Template Weapons, etc. ► While in Hidden Deployment State, the Trooper will not add their Order to the

Order Pool during the Tactical Phase. They can only use this Order themselves, when placing the Trooper on the gaming table during the Active Turn.

- Although the Trooper in Hidden Deployment is not considered to be on the table, if the Trooper has the Infiltration Special Skill and makes an Infiltration Roll, the Roll must be made once their position is written down.
 - If the Roll is a success, the Trooper infiltrates and does not lose the Hidden Deployment State.
 - If the Roll is failed, the Trooper's Model is placed within their player's Deployment Zone, always in contact with the edge of the game table.
- If a Trooper deploys in Hidden Deployment State and in Holoecho State, the player must write down the positions of the three Holoechos on the game table, their facing, and which of them is the real Trooper. When the Trooper's Hidden Deployment State is cancelled you must perform a Coherency Check. Any Holoechos that are out of Coherency have their Holoecho State cancelled.
- When a player moves a Hidden Deployment Trooper into a different Combat Group, they must inform their opponent that the Trooper exists. The Troopers' information remains Private, until the Trooper is revealed.
- Troopers in Hidden Deployment State can be selected to be part of a Coordinated Order. However, in this situation they will lose their own Order.
- Once Troopers' Hidden Deployment State has been cancelled, they cannot regain it.

CANCELLATION

- The Hidden Deployment State is cancelled if the user is Discovered by means of a Special Skill that explicitly allows it (for example Sensor).
- The Hidden Deployment state is automatically cancelled whenever the Trooper declares any Short Skill, Entire Order or ARO. The Trooper's Model or Marker will be placed on the game table, in the position you wrote down, facing in the direction of your choice.
- If the Trooper has a Skill that allows them to deploy in Marker State (for example Camouflage), they will be able to keep that State as long as:
 - They declare Cautious Movement or any Short Movement Skill that does not require to make a Roll (except Look Out!), or they Mount or Dismount from a TAG, Motorcycle...
 - They delay their ARO against a Marker.
 - They prevent an Enemy Trooper from entering a Marker State.
- If the Trooper declares a Skill, ARO or Entire Order other than those listed above, their Hidden Deployment State is also cancelled. In this case, place the Model that represents the Trooper in the position you wrote down, facing in the direction of your choice.
- The Hidden Deployment State is cancelled if the Trooper becomes Impetuous (due to a game situation) or enters the Retreat! State.
- When the Model is placed on the battlefield, the player must provide their adversary with the Trooper's complete Public Information.



Sibylla explains:

If a Trooper in Hidden Deployment wants to prevent another Trooper in LoF from returning to a Marker State, they must place the corresponding Model or Marker on the table at the moment the opponent declares their intention to return to Camouflaged, Impersonation etc. State

IMMUNITY

Troopers with this Special Skill have an extraordinary innate or artificial capacity to withstand specific types of damage. There are several Immunities categories.

IMMUNITY

AUTOMATIC SKILL

Obligatory

REQUIREMENTS

This Special Skill is activated when one of the following Requirements is met:

- ▶ The Trooper must make a Saving Roll.
- ▶ The Trooper is affected by the State indicated in their Immunity.

EFFECTS

- ▶ This Special Skill has different categories shown between brackets in the Unit's Profile, which indicates to which type of Ammunition or Effect it is applied. The most common are:
 - ▶ Immunity (ammunition type): the Trooper is immune to the listed Ammunition, for example Shock, cancelling its Special Effects and Traits, considering it Normal Ammunition.
 - ▶ Immunity (game state): the Trooper is completely immune to any Comms Attack effect or special rule effect that causes the listed Game State, for example Possessed (POS). The Trooper cannot enter that State.
 - ▶ Immunity (Total): the Trooper is immune to any Ammunition, cancelling its Special Effects and Traits, considering it Normal Ammunition. The Trooper is completely immune to Traits that cause States, refer to causing Damage, or reduce the Attributes of the target. For example State: Dead, Continuous Damage, or ARM=0.

The Trooper is completely immune to Weapons or Ammunitions with the Non-Lethal Trait, not suffering their effects, and not requiring a Saving Roll or Guts Roll.
- ▶ Immunity (Critical): The Trooper will not make the additional Saving Roll caused by Critical hits.
- ▶ This Special Skill does not apply against Comms Attacks, with the sole exception of Immunity (game state).

IMPORTANT

Immunity and Criticals

If a Trooper receives a Critical hit, unless they have Immunity (Critical), they will make an additional Saving Roll, but ignoring the Special Effects of the Ammunition, which is considered Normal Ammunition.

IMMUNITY EXAMPLES

Example 1

A Dog-Warrior is hit by a Missile Launcher. Thanks to his Immunity (Total), instead of making three Saving Rolls due to the EXP Ammunition, he will only have to make one Saving Roll using his ARM Attribute, since the hit is treated as being made with Normal Ammunition.

Example 2

A Dog-Warrior is hit with a Monofilament CC Weapon. Thanks to his Immunity (Total), he will make one Saving Roll, ignoring the Weapon's ARM=0 and State: Dead Traits, so he will not reduce his ARM to 0 and the Dead State will not be applied in case the Saving Roll is failed. If the impact was a Critical, the Dog-Warrior would make two Saving Rolls, ignoring the Weapon's ARM=0 and State: Dead Traits.

Example 3

A Trooper possessing Immunity (Total) suffers an impact from a Plasma Rifle. We must remember that Immunity (Total) avoids the special effects of any ammunition, considering it as Normal Ammunition. Plasma weapons already use Normal Ammunition, but their Saving Roll is ARM+BTS, so the Trooper with Immunity (Total) must make a Saving Roll against ARM and also a Saving Roll against BTS.

IMPERSONATION

This Special Skill allows the user to deploy farther forwards than the rest of his army and avoid detection by disguising as an enemy. Impersonation has several States that represent how difficult it is to identify the user as a foe.

IMPERSONATION

DEPLOYMENT SKILL

Optional, NFB, Superior Deployment.

EFFECTS

- ▶ During the Deployment Phase, the Trooper may be deployed anywhere on the game table except for the enemy Deployment Zone.
- ▶ Allows the user to deploy in the Impersonation-1 (IMP-1) state.
- ▶ Troopers whose Unit Profile indicates that they have Impersonation (IMP-2) may only deploy and activate the Impersonation-2 (IMP-2) State.
- ▶ Allows the user to deploy inside the enemy Deployment Zone by making a WIP Roll.
 - ▶ Make the Normal WIP Roll after placing the user on the game table, with any Deployable Weapons or Equipment that they can deploy.
 - ▶ **If the user fails the Roll**, they must be placed within their player's Deployment Zone, always in contact with the edge of the game table. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside him are removed from the game table.
- ▶ The user cannot be deployed in contact with enemy and neutral Models, Markers, or Tokens, or in contact with any mission objective.

IMPORTANT

Enemies perceive an impersonator in the Impersonation-1 or Impersonation-2 State (IMP-1 or IMP-2 Marker) as an ally.

IMPERSONATION STATE

IMPERSONATION

Marker

ACTIVATION

- ▶ Automatic during the Deployment Phase, provided the user passes any WIP Roll that is necessary.
- ▶ During the Active Turn, Troopers may only return to Impersonation State by consuming 1 Entire Order, outside the LoF of enemy Markers or Troopers.
- ▶ This State may also be activated as indicated by Special Skills, Hacking Programs, etc.

EFFECTS

- ▶ Troopers cannot enter Silhouette contact with an enemy Impersonation Marker.
- ▶ Troopers cannot declare Attacks against Impersonation-1 Markers (IMP-1).
- ▶ Troopers cannot declare Attacks against Impersonation-2 Markers (IMP-2), it is required to Discover that Marker first (Discover + Attack maneuver).
- ▶ In their Active Turn only, Troopers in Impersonation State may use the Surprise Attack Special Skill.
- ▶ 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.**
- ▶ An Impersonation Marker has a 360° LoF.
- ▶ An Impersonation Marker has the same **Silhouette (S)** value as the Trooper it represents.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- ▶ The only AROs that can be declared against an Impersonation Marker are: Discover, Dodge, Look Out! or Reset.
- ▶ When a Trooper in Impersonation State is activated, each Reactive Trooper can delay the declaration of their ARO until the second half of the Active Trooper's Order has been declared. In this case:
 - ▶ If the Trooper in Impersonation State reveals themselves with the second half of their Order (by declaring a BS Attack, moving into Silhouette contact with an enemy...), the delaying Trooper can declare their ARO.
 - ▶ If the Trooper in Impersonation State does not reveal themselves, the delaying Trooper loses their right to declare an ARO.
- ▶ Impersonation has two levels, each with its own specific features:

IMPERSONATION-1

- ▶ In Impersonation-1 State, the player does **not** place the Model on the table but instead places an Impersonation-1 Marker (IMP-1).
- ▶ To reveal an Impersonation-1 Marker, a Discover Roll must be passed, applying a -6 MOD.
- ▶ If the Discover Roll is successful, the Trooper enters Impersonation-2 State. Replace the Impersonation-1 Marker with an Impersonation-2 Marker (IMP-2).



IMPERSONATION-2

- ▶ In the Impersonation-2 State, the player does **not** place the Model on the table but instead places an Impersonation-2 Marker (IMP-2).
- ▶ To reveal an Impersonation-2 Marker, a Discover Roll must be passed.
- ▶ If the Discover Roll is successful, the Impersonation-2 Marker is replaced with the corresponding Model, facing in any direction its player chooses.



CANCELLATION

The Impersonation State is canceled and the Impersonation Marker is replaced with the corresponding Model whenever:

- ▶ The Impersonation Marker **declares** an Attack or any Skill that requires a Roll.
- ▶ The Impersonation Marker declares an **Entire Order** of any kind, other than Cautious Movement.
- ▶ The Impersonation Marker enters Silhouette contact with an enemy Model.
- ▶ The Impersonation-2 Marker (IMP-2) is **Discovered**.
- ▶ The Trooper is or becomes Impetuous (due to having the Frenzy Characteristic or any other effect), or enters Retreat! State.
- ▶ When Impersonation State is cancelled, its player must replace the Marker with the corresponding Model, facing in any direction the player chooses.
- ▶ When replacing the Marker with the Model, the player must provide their adversary with the Trooper's complete Public Information.

IMPORTANT

The Discover Skill cannot be declared twice against the same Marker in an Order. You may, however, attempt to Discover two different Markers in the same Order.

IMPORTANT

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

REMEMBER

ARO against a Marker:

- The only AROs that can be performed against an Impersonation Marker (IMP-1, IMP-2) are **Discover, Dodge, Look Out! or Reset**.
- Against a Marker, the enemy can delay declaring their ARO until it declares its second Short Skill of the Order.
- In this case, they may declare an ARO only if the Impersonation Marker reveals themselves with their second Short Skill of the Order. If the second Short Skill of the Order does not reveal the Marker, the Trooper loses their right to declare an ARO.

REMEMBER

Impersonation Markers are considered Allied Troopers, so Attacks cannot be declared against them. Any shot with a Template Weapon that affects an Impersonation Marker is cancelled, even if another Enemy Trooper was designated as the Main Target

The only exception is declaring Discover + BS Attack against a Marker (IMP-2) and passing a Discover Roll if the Marker does not reveal itself with an ARO.

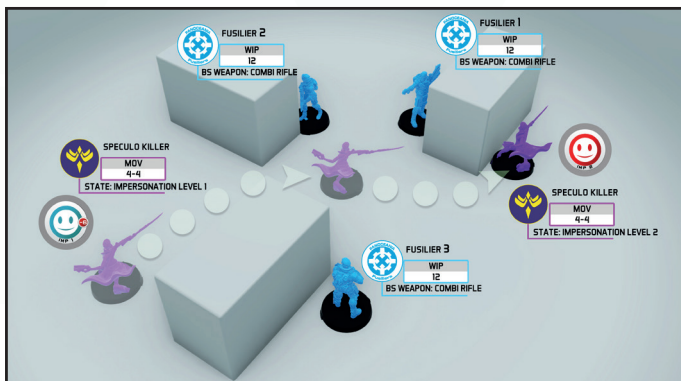
IMPERSONATION EXAMPLE: REGAINING IMPERSONATION VS HIDDEN DEPLOYMENT

In her Active Turn, a player wants one of her Models with the Impersonation Special Skill to return to the Impersonation-1 Marker State. She confirms that there aren't any enemy Models or Markers with LoF to her Trooper, and spends one Order to disguise him under an Impersonation-1 Marker. Her opponent knows he has a Trooper in Hidden Deployment who would have LoF to the Active Trooper. However, as the Hidden Deployment Trooper is not on the table as a Model or Marker, he cannot disrupt the Active Trooper's declaration of regaining the Impersonation-1 Marker State. Once the Entire Order has been declared, the Hidden Deployment Trooper nevertheless

has the chance to reveal himself and declare an ARO, disrupting the execution of the Order—it cannot be carried out if it fails to comply with its Requirements—and making the Active Trooper lose his Order as it becomes illegal.

In addition, if the Trooper in Hidden Deployment were to declare an Attack as his ARO, he would make a Normal Roll.

IMPERSONATION EXAMPLE



During her Active Turn, a Speculo Killer in Impersonation-1 (IMP-1) State declares the first Short Skill of her Order: Move.

Now, the three Enemy Troopers with LoF to the Speculo Killer may declare their AROs.

Troopers 2 and 3 declare Discover, while Trooper 1 delays their ARO.

With the second half of the Order, the Speculo Killer declares Move again, placing herself in an advantageous position for her next Order.

As the Speculo Killer declared Move + Move, Trooper 1 has lost the right to ARO, since the Impersonated Trooper has not been revealed. Troopers 2 and 3 make their respective Discover Rolls and are both successful.

Despite both Troopers getting successes, the Active Player only replaces the IMP-1 Marker with an IMP-2 Marker and the Trooper stays in Marker form.

- ▶ Climb.
- ▶ Berserk.
- ▶ Skills with the Airborne Deployment Label.
- ▶ Those Skills that specify they can be used during the Impetuous Phase.
- ▶ In the Impetuous Phase, when declaring Move, Jump, or Climb, the Trooper **must** always move the **full** corresponding MOV value, attempting to perform the first of these options that the Trooper can complete:
 - ▶ Enter Silhouette contact with an Enemy Trooper during this move.
 - ▶ Go towards the Enemy Deployment Zone without doubling back from the movement's starting position, applying the following priorities:
 - ▶ 1. Use their complete MOV value.
 - ▶ 2. End their movement as far as possible from their starting point.
 - ▶ 3. End their movement as close as possible to the enemy Deployment Zone.
- ▶ Once inside the enemy Deployment Zone, the Trooper can move normally as long as they stay inside it.
- ▶ In the Impetuous Phase, when declaring Move, Jump, or Climb, the Trooper **must** cancel the Prone State, and move the full corresponding MOV value.
- ▶ Troopers may only move a shorter distance if they reach Silhouette contact with an Enemy or a Special Terrain area hinders their Movement or forces them to declare Jump or Climb.
- ▶ An Impetuous Trooper that has not been deployed on the gaming table due to an Airborne Deployment Special Skill may use their Impetuous activation to Deploy during the Impetuous Phase of their player's Turn.
- ▶ In both the Impetuous Phase and Orders Phase, Impetuous Troopers **cannot** benefit from Partial Cover.
- ▶ In both the Impetuous Phase and Orders Phase, Impetuous Troopers cannot enter Marker States (Camouflaged, Impersonation...), or any other States that say so.
- ▶ Players in Retreat! situation do not carry out the Impetuous Phase during their Turn.

INFILTRATION

The user of this Special Skill may deploy outside the limits of their Deployment Zone thanks to their training in infiltration techniques.

INFILTRATION

DEPLOYMENT SKILL

Superior Deployment, Optional.

EFFECTS

- ▶ During the Deployment Phase, the Trooper may be deployed anywhere in the player's half of the table.
- ▶ Allows the user to deploy in the opponent's half of the game table by making an Infiltration Roll (PH-3 Roll).
- ▶ The user cannot use Infiltration to deploy inside the enemy Deployment Zone

INFILTRATION ROLL

- Make a Normal PH-3 Roll after placing the user on the game table, with any Deployable Weapons or Equipment that they can deploy.
- If the user fails the Roll, they must be placed within their player's Deployment Zone, always in contact with the edge of the game table.
- Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside him are removed from the game table.

IMPETUOUS

Impetuous Troopers are always eager to engage in combat.

IMPETUOUS

AUTOMATIC SKILL

Impetuous Phase, Obligatory.

EFFECTS

- ▶ During the Turn's Tactical Phase, the player will place an Impetuous Token next to every Trooper with this Special Skill. This Token will be removed when the Trooper is activated, or at the end of the Impetuous Phase for any Trooper that has not been activated.
- ▶ During the Turn's Impetuous Phase, the player **may** activate each Impetuous Trooper once, **without** spending an Order. However, removing the Impetuous Token to activate the Trooper counts as spending an Order on them, applying the Order Expenditure Sequence normally.
- ▶ Impetuous activations only allow a fixed set of Skill combinations: Move + Attack (or Attack + Move).
 - ▶ Move + Dodge (or Dodge + Move).
 - ▶ Move + Idle (or Idle + Move).
 - ▶ Move + Move.
 - ▶ Jump.



REMEMBER

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

INFILTRATION EXAMPLE

A Trooper with the Infiltration (+3), Camouflage and Minelayer Special Skills, and Shock Mines, decides to deploy in the Enemy's half of the table. They must follow these steps:

- Place both Camouflaged (-3) Markers in the Enemy's half of the table following the Minelayer rule.
- Check that the Markers are in Zone of Control of each other.
- Make the Infiltration Roll, which in this case will have a Success Value equal to their PH, since the -3 MOD for the Infiltration Roll is compensated for by the +3 MOD from their Skill.

If the Infiltration Roll is failed, the Trooper will be placed in Model form within their player's Deployment Zone, touching an edge of the game table and losing the Shock Mine which is removed from the game table.

LIEUTENANT

The user of this Special Skill is the commanding officer of the combat force deployed by the player.

LIEUTENANT

AUTOMATIC SKILL

Private Information, Obligatory.

EFFECTS

- ▶ The user of this Special Skill has a Lieutenant Special Order (p. 19).
- ▶ If, during the Tactical Phase of the Turn, the Lieutenant is in an Isolated or any Null State (Unconscious, Dead, etc.) or has not been deployed on the gaming table, the Loss of Lieutenant rule will be applied (page 23).
- ▶ When a new Lieutenant is appointed (due to Loss of Lieutenant, Chain of Command...), they gain the Lieutenant Special Skill, with no additional abilities.
- ▶ In the Unit Profile, this Special Skill may have additional abilities listed. Some examples are:
 - ▶ +1 Command Token. The player that takes this Trooper as their Lieutenant will have one extra Command Token for the match.
 - ▶ +1 Order. Indicates that this Lieutenant has two Special Lieutenant Orders each Turn instead of one.
- ▶ This Special Skill remains active even when its owner is in a Null State, until the appointment of a new Lieutenant.

IMPORTANT

- The presence of a Trooper with the Lieutenant Special Skill in the player's Army List is obligatory.
- The player's Army List cannot include more than one Trooper with this Special Skill.

MARKSMANSHIP

Users of this Special Skill are exceptional sharpshooters, adept at hitting their target's weakest spots and making every shot count.

MARKSMANSHIP

AUTOMATIC SKILL

Optional

REQUIREMENTS

- ▶ The user may only benefit from this Special Skill when he declares a BS Attack.

EFFECTS

- ▶ The user may ignore the negative MOD to BS imposed by the target's Partial Cover.

CC SPECIAL SKILLS CHARTS LEGEND

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

LEVEL	MARTIAL ARTS			
	ATTACK MOD	OPPONENT MOD	DAMAGE MOD (PH)	B MOD

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

IMPORTANT

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

MARTIAL ARTS

Thanks to intense training, Troopers with this Special Skill have superior hand-to-hand skills that translate into advantages to their Close Combat abilities.

MARTIAL ARTS

AUTOMATIC SKILL

CC Special Skill, Optional.

REQUIREMENTS

- ▶ In the Active or Reactive Turn, the Trooper must reach or be in Silhouette contact with the target and declare a CC Attack.

EFFECTS

- Each Level of Martial Arts gives a series of specific MODs and advantages in CC, as shown in the Martial Arts Chart.
- The Trooper's Unit Profile will list which Level of Martial Arts the Trooper has. They may only use the Level listed in their Unit Profile.

MARTIAL ARTS

LEVEL	ATTACK MOD	OPPONENT MOD	DAMAGE MOD (PH)	BURST MOD
1	0	-3	+1	0
2	+3	-3	+1	0
3	+3	-3	+2	0
4	+3	-3	+3	0
5	+3	-3	+3	+1

EXAMPLE 1. MARTIAL ARTS L3 VS MARTIAL ARTS L1



During his Active Turn, a Caliban with Martial Arts L3 declares CC Attack against a Hsien Warrior, a Trooper with Martial Arts L1. Applying the values that correspond to each level, the MODs are calculated:

Active Trooper:

The Caliban must apply the following MODs:

- +3 for Martial Arts L3.
- +2 to Attack Damage for Martial Arts L3.
- -3 for the Hsien's Martial Arts L1.

The Caliban's Success Value is calculated:

- $SV = 23 (23 + 3 - 3)$.
- Attack Damage = 15 (13 + 2).

Reactive Trooper:

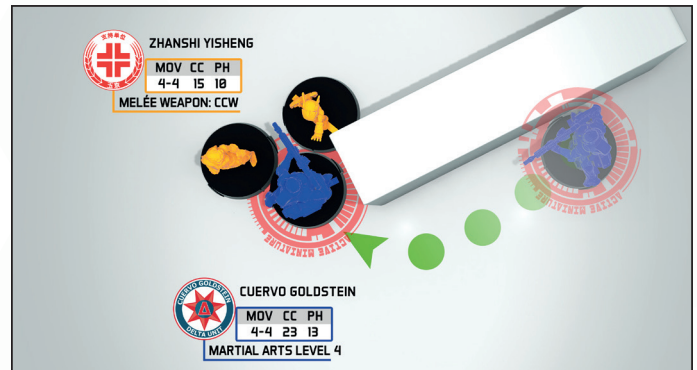
The Hsien must apply the following MODs:

- +1 to Attack Damage for Martial Arts L1.
- -3 for the Caliban's Martial Arts L3.

The Hsien's Success Value is calculated:

- $SV = 16 (19 - 3)$.
- Attack Damage = 15 (14 + 1).

EXAMPLE 2. MARTIAL ARTS L4 VS DOCTOR + PERIPHERAL (SERVANT)



Cuervo Goldstein, with his Martial Arts L4, declares CC Attack during his Active Turn, against a Yisheng Doctor and his Peripheral (Servant).

The Reactive Player declares CC Attack, choosing the Doctor to make the CC Attack. The Doctor will receive +1B in CC since his Peripheral is in the combat.

Both Players apply their different MODs:

Cuervo Goldstein:

- +3 for Martial Arts L4.
- +3 to Attack Damage for Martial Arts L4.

Cuervo Goldstein's Success Value is calculated:

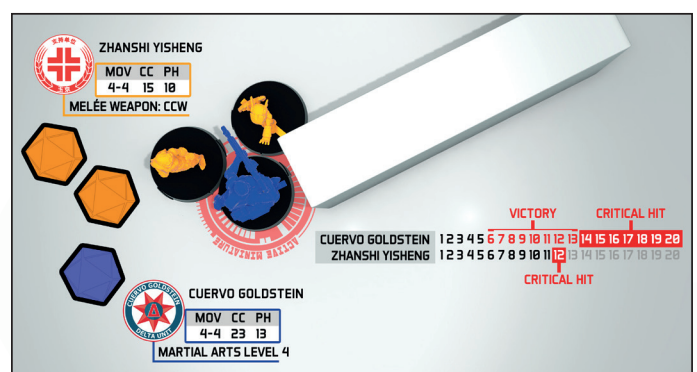
- $SV = 26 (23 + 3)$.
- Attack Damage = 16 (13 + 3).

Yisheng:

- -3 for Cuervo Goldstein's Martial Arts L4.
- +1B for Combat with Multiple Troopers.

The Yisheng's Success Value is calculated:

- $SV = 12 (15 - 3)$.
- Attack Damage = 10.



Cuervo Goldstein will perform a CC Face to Face Roll with one die against the Yisheng's two dice in ARO.

Although it seems like Cuervo Goldstein is at a disadvantage, analyzing the possible outcomes of the Face to Face Roll reveals the following:

Unless the Yisheng obtains a Critical, Cuervo Goldstein will win the Face to Face Roll by obtaining a 6 or higher on his die. Likewise, any result higher than 14 for Cuervo Goldstein will be a Critical.

The Yisheng's CC was reduced from 15 to 12. Although he rolls two dice, his chances of winning the Face to Face Roll are slim.

METACHEMISTRY

This Special Skill provides its user with random advantages and Special Skills that represent a plethora of combat drug treatments and biotechnological augmentations

METACHEMISTRY
DEPLOYMENT SKILL

Optional

EFFECTS

- Immediately after placing the Trooper with MetaChemistry on the table for deployment, you may roll once on the MetaChemistry Table to determine that Trooper's extra MOD or Special Skill.
- Special Skills obtained via the MetaChemistry Chart are added to the Trooper's Skills, and do **not** replace any of them.

METACHEMISTRY CHART			
1-3	+3 PH	15	No Wound Incapacitation
4-5	Super-Jump	16	+1 ARM + Bioimmunity
6-7	Regeneration	17	Dogged + Immunity (Total)
8-10	Climbing Plus	18	MOV: 6-4 + Super-Jump
11-12	MOV: 8-4	19	MOV: 8-4 + Climbing Plus
13-14	+6 BTS	20	+3 PH + Regeneration

MIMETISM

This Special Skill represents the soldier's ability to conceal their position and move stealthily, making them difficult to target in combat.

MIMETISM
AUTOMATIC SKILL

NFB, Obligatory.

EFFECTS

- Any enemy declaring a **BS Attack** that requires **LoF**, or **Discover**, against the user of this Skill must apply a negative MOD to their Attribute, as shown in round brackets in the Unit Profile: Mimetism (-3), Mimetism (-6)...
- The Mimetism MOD **does not** apply to CC Attacks.

MINELAYER

The user of this Special Skill can secure his point of deployment by placing a Mine, or other Deployable Weapon or piece of Equipment he carries, nearby to prevent enemy Troopers from approaching.

MINELAYER
DEPLOYMENT SKILL

Optional

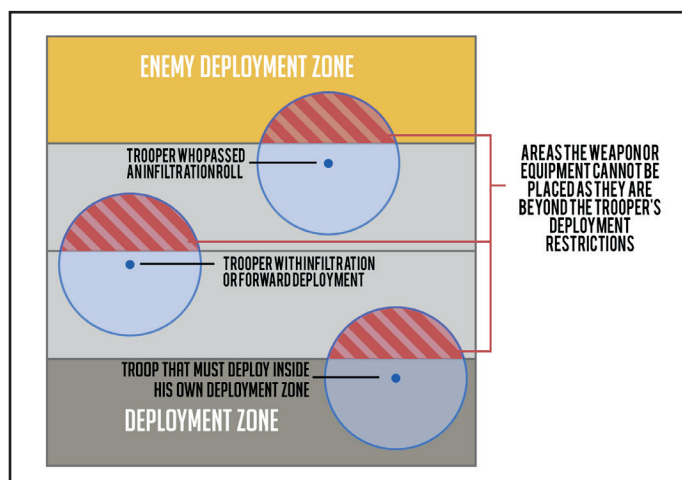
REQUIREMENTS

- There can be no enemy Troopers or Camouflage Markers inside the Trigger Area of the Deployable Weapon or piece of Equipment when it is deployed, or inside the Zone of Control for Perimeter Weapons.
- The deployment of the Deployable Weapon or piece of Equipment must follow the Deployment general conditions and must always be within the area in which the Minelayer Trooper is allowed to Deploy.

EFFECTS

- In the Deployment Phase, the user may place the Deployable Weapon or piece of Equipment inside his Zone of Control.
- If the Deployable Weapon or piece of Equipment has the Disposable Trait, then it will be subtracted from the total of available uses.
- If the user deploys using a Special Skill with the Superior Deployment Label, and fails a Roll to deploy, then in addition to the effects shown in the Special Skill, the Minelayer will lose the Deployable Weapon or piece of Equipment, subtracting it from the total of available uses if it has the Disposable Trait.

EXAMPLE OF ALLOWED AND PROHIBITED AREAS



EXAMPLE OF MINELAYER AND INFILTRATION

During the Deployment Phase, a Croc Man Minelayer uses his Special Skills of Infiltration and Hidden Deployment to place himself in the enemy half of the table. The player, though not placing a Model or Marker representing Croc Man on the table, may still lay a Mine within the Zone of Control of the Croc Man, but always outside of the enemy Deployment Zone.

If the Infiltration Roll is failed, besides losing the ability to deploy in Marker and Hidden Deployment States, the Mine that was laid next to the Trooper will be removed from the gaming table.

MNEMONICA

Mnemonic is a capability displayed only by EI Aspects, further proof of the terrible sophistication of VoodooTech. It allows the Aspect to jump onto an allied vessel's Cube upon destruction of its physical form.

MNEMONICA

AUTOMATIC SKILL

Optional

REQUIREMENTS

- In order to activate this Special Skill, the user must enter a Null state.

EFFECTS

- The user may transfer his own WIP Attribute value and the Mnemonica Special Skill to another Trooper in the same army. That Trooper must be on the battlefield in the form of a Model or Marker, and have either a Cube or the REM Troop Type. If the user has the Lieutenant Special Skill this is also transferred, including any additional abilities and MODs such as (+1 Order).
- The new WIP value replaces the host's original WIP value.
- If the Mnemonica Trooper was also the army's Lieutenant, the host becomes the new Lieutenant.
- Once activated, this transfer is automatic at the end of the Order in which the user entered the Null State.
- You must identify the Model or Marker that is the new host, but not whether the Lieutenant Special Skill has been transferred, as that is Private Information.
- After the transfer is complete, the original user, now in Dead State, is removed from play.
- If the new host enters a Null State, the original user's WIP value, Mnemonica Special Skill and Lieutenant Special Skill may be transferred again to another ally who fulfills the same requirements.
- In addition, Troopers with Mnemonica are never considered to have a Cube.

MORPHO SCAN

Morpho-scan allows the user to replicate the Attribute values of an enemy model in Zone of Control.

MORPHO SCAN

SHORT SKILL

Comms Attack, No Roll, Optional, Zone of Control.

REQUIREMENTS

- The target must be an enemy Model possessing the Wounds Attribute and be in the user's Zone of Control.
- Morpho-scan has no effect on enemy Markers, or enemy Troopers possessing the STR Attribute.

EFFECTS

- This Skill doesn't require a Roll.
- Morpho-scan replaces the MOV, CC, BS and PH Attribute values of its user with the ones of its target.

- Morpho-scan imposes a MOD of -9 to its target if they declare a Reset ARO to prevent it, no matter what kind of Troop it is (LI, MI, HI...), and even if the Morpho-scan is declared outside of its LoF.
- Once this Special Skill is used successfully, having replaced the owner's Attribute values with those of its target's, it cannot be used again during the game.

NATURAL BORN WARRIOR

Troopers with this CC Special Skill are superb fighters, able to cancel the CC Special Skills of their opponents

NATURAL BORN WARRIOR

AUTOMATIC SKILL

CC Special Skill

REQUIREMENTS

- The user must be the target of a CC Attack.

EFFECTS

- The attacker cannot use the Martial Arts CC Special Skill against the user.

NCO

This Special Skill designates the trusted non-commissioned officer of the Lieutenant, who can operate under their direct orders.

NCO

AUTOMATIC SKILL

Optional

EFFECTS

- This Special Skill allows its owner to use the Special Lieutenant Order, considering it as another Regular Order of their Combat Group.
- To be able to use this Special Skill it is not compulsory that the owner and the Lieutenant belong to the same Combat Group.
- If the owner of this Special Skill belongs to a Fireteam and is designated as the Team Leader, this Special Lieutenant Order can be used to activate the Fireteam.



Sibylla explains:

To use the Lieutenant Order, the Order must have been generated during the Order Count. Once generated, the Order may be spent, even if the Lieutenant is in a Null State.

NEUROCINETICS

A Trooper with this Special Skill possesses enhanced response implants, which provide him a better reaction capability.

NEUROCINETICS	AUTOMATIC SKILL
Obligatory	
EFFECTS <ul style="list-style-type: none"> ▶ During the Active Turn, the Burst (B) value of all the BS Weapons of the Trooper with this Special Skill are reduced to 1. ▶ During the Reactive Turn, Neurocinetics allows the Trooper to use the whole Burst (B) value against a single target. Any MOD to B will only be applied in the Reactive Turn. 	

NO WOUND INCAPACITATION

Troopers with this Special Skill have a higher tolerance to Wounds or combat damage.

NO WOUND INCAPACITATION	AUTOMATIC SKILL
Optional	
REQUIREMENTS <ul style="list-style-type: none"> ▶ The Trooper entered Unconscious State and his player announced he would activate the No Wound Incapacitation Special Skill, whether in the Active or Reactive Turn. 	
EFFECTS <ul style="list-style-type: none"> ▶ The Unconscious State of Troopers using the No Wound Incapacitation Special Skill has the following special rules: <ul style="list-style-type: none"> ▶ Instead of placing an Unconscious Token next to the Trooper, place an NWI Token. ▶ To activate No Wound Incapacitation, the player must announce its use when the Trooper enters Unconscious State. ▶ Allows the Trooper to ignore the effects and Null Label of Unconscious State, treating it as Normal State instead. ▶ If the Trooper loses one or more further points of his Wounds/STR Attribute, he enters the Dead State directly and is removed from play. ▶ This Special Skill does not interfere with Automatic Special Skills or Automatic Equipment, which will continue to function normally. ▶ The user of the No Wound Incapacitation Special Skill can be healed (using Special Skills or Equipment such as Doctor, MediKit, Regeneration...), recovering at least one point of its Wounds Attribute, returning it to Normal State and removing the NWI Token. ▶ If the Roll to heal the user of the No Wound Incapacitation Special Skill fails, the Trooper automatically enters Dead State and is removed from play. 	

REMEMBER

Shock Ammunition cancels the Unconscious State of Troopers using this Special Skill, and they pass directly to Dead State.

NON-HACKABLE

Troopers that have technological systems that are so rudimentary that they are not susceptible to Hacking attempts.

NON-HACKABLE	AUTOMATIC SKILL
Obligatory	
EFFECTS <ul style="list-style-type: none"> ▶ The user of this Special Skill cannot be the target of Hacking Attacks whose Requirements require the target have a specific Unit Type (HI, REM, TAG, etc.). ▶ This Special Skill remains active even when its owner is in a Null State. 	

NUMBER 2

The owner of this Special Skill is the next in line in the command echelon to the Team Leader of a Fireteam, being able to replace him if necessary during combat operations.

NUMBER 2	AUTOMATIC SKILL
Optional	
REQUIREMENTS <ul style="list-style-type: none"> ▶ The user must be part of a Fireteam. ▶ The Team Leader of that Fireteam enters the Isolated State or any Null State 	
EFFECTS <ul style="list-style-type: none"> ▶ The user may automatically become the new Team Leader of his Fireteam, placing the Team Leader Token beside him. ▶ Even if the previous Team Leader recovers from the Isolated or Null State, the Number 2 Trooper will continue to be the Team Leader until the player decides otherwise. 	

PARACHUTIST

The owner of this Special Skill has been trained to parachute or fast-rope from heliborne vehicles immediately before combat, in order to find an alternative point of ingress onto the battlefield, and to flank the enemy forces

PARACHUTIST	ENTIRE ORDER
Airborne Deployment (AD), Optional, Private Information.	
EFFECTS <ul style="list-style-type: none"> ▶ This Trooper is not required to deploy during the Deployment Phase, remaining off-table until their player decides to deploy them during their Active Turn. ▶ While off-table, the Trooper will not add their Order to the Order Pool during the Tactical Phase. However, they may enter the table using their own Order to use this Special Skill, when the player chooses. 	

- By using this Special Skill, the player **cannot** place the Trooper in Prone State, or in Silhouette contact with enemy and neutral Models, Markers, or Tokens, or in contact with any scenario objective.
- During the Order this Special Skill is used, the Trooper cannot benefit from Partial Cover.
- The player may deploy the Trooper on any surface of the game table, as long as that surface's size is equal to or larger than their base and is in contact with the edge of the table.
- They may not be deployed within the enemy Deployment Zone.
- Once the Trooper is placed on their entry point, the Reactive Player declares all their AROs.
- This Special Skill can be used during the Impetuous Phase, which requires removing both the Trooper's Impetuous Token and their own Order.
- While off-table, Troopers with this Special Skill can be selected to deploy as part of a Coordinated Order. However, in this situation they will lose their own Order.
- Parachutist (Deployment Zone) allows the Trooper to deploy within the enemy Deployment Zone.

PARAMEDIC

Paramedics provide their unit with first aid treatment on the field.

PARAMEDIC

AUTOMATIC SKILL

Obligatory

EFFECTS

- Paramedics are equipped with MediKits to recover their Unconscious comrades.

PERIPHERAL

Game elements with this Special Skill are Models or Tokens representing pieces of Equipment or Weapons operated by telepresence, or given certain autonomy by a control AI.

PERIPHERAL

AUTOMATIC SKILL

Obligatory

EFFECTS

- Peripherals are deployed on the game table at the same time as their Controller.
- Peripherals are always activated with the **same Order** as their Controller, executing the same Short Skills of the Order, or Entire Order, although they are not required to have the same target.
- If any of the game elements (Controller or Peripheral) does not meet the Requirements of a Skill of the Order declared by the Controller and Peripherals, then they perform an **Idle** instead of such Skill, while the other may act normally.
- Each reactive Trooper must **choose only one** of the Troopers (whether the Controller or one of their Peripherals) activated by the Order as their target, but they are not obliged to choose the same target.
- **During the Reactive Turn**, both the Controller and the Peripherals gain their own separate AROs. However, unless a specific rule says otherwise, any declared AROs must be the same for both the Controller and the Peripherals.

- In **Close Combat**, the rules described in Close Combat with Multiple Troopers (see p. 56) must be applied.
- If the Controller enters any **Null State** or **Isolated State**, the Peripheral will enter **Disconnected State** at the end of that Order.
- If the Peripheral enters **Isolated State**, it will also enter **Disconnected State** at the end of that Order.
- Peripherals with a point cost in their profile will count towards Victory Points, Zone of Operations control, etc. Remember that the total cost of the Unit includes Peripherals and, therefore, the value of the Peripherals must be deducted to determine the itemized points of the Units.
- If the Controller has or gains—due any scenario condition or Skill—the **Impetuous Special Skill**, the Controller's Peripherals are also affected.
- Peripherals and their Controller cannot be part of a Coordinated Order nor be a member of any type of Fireteam.
- A Controller and their Peripherals always belong to the same Combat Group. If the player moves the Controller into a different Combat Group, all their Peripherals are moved as well.
- If the player activates a Hacking Program that grants a MOD or State to the Controller (such as, for example, Cybermask), that MOD or State will also be applied to their Peripherals.
- There are different types of Peripheral, each with its own features:
- **Peripheral (Servant):**
 - Only Troopers with the Doctor or Engineer Special Skill may have Peripherals (Servant).
 - There is no limit to the operating distance between the Trooper with Peripheral (Servant) and their Controller.
 - The Controller may have a maximum of two Peripherals (Servant) under their control. In this case, **they may only activate them one at a time**, applying the previous conditions. Meanwhile, the other Peripheral (Servant) will be inactive.
- **Peripheral (Servant) and Doctor/Engineer:**
 - This Special Skill allows the Controllers, if they are Doctors or Engineers, to use their Special Skill even if they are not in Silhouette contact with the target.
 - If a Peripheral is in Silhouette contact with an allied Model, their Controller can perform the Doctor/Engineer Skill, targeting that Model.
 - In this case, by using the Doctor/Engineer Skill, the Doctor/Engineer will be the one performing the Roll, even if the Trooper in Silhouette contact with the target is the Peripheral (Servant).
 - The Doctor/Engineer Skill can only be performed on one target per Order.
- **Peripheral (Synchronized):**
 - Each Peripheral (Synchronized) must observe the Coherency rule in regards to its Controller. The player must perform a Coherency Check at the start and end of each Order or ARO.
 - If a Peripheral (Synchronized) Trooper fails a Coherency Check, breaking Coherency with its Controller, it will enter **Disconnected State** immediately, before measuring any declared movement.
 - If the Disconnected Trooper passes a Coherency Check with its Controller, its **Disconnected State** is immediately cancelled.
 - If the Controller has more than one Peripheral (Synchronized) this Special Skill works the same way. In this situation, with a single Order, **the Controller and all his Peripherals (Synchronized) are activated**.
- **Peripheral (Control):**
 - There is no limit to the operating distance between the Trooper with Peripheral (Control) and their Controller.
 - The Controller may have a maximum of three Peripherals (Control) under their control. These Peripherals form a Control Unit.

- ▶ The player must designate one member of the Control Unit as the Spearhead, placing a Spearhead Token (SPEARHEAD) beside it.
- ▶ Each Peripheral (Control) must observe the Coherency rule in regards to the Spearhead of their Control Unit. The player must perform a Coherency Check at the start and end of each Order or ARO.
- ▶ If a Peripheral (Control) Trooper fails a Coherency Check, breaking Coherency with the Spearhead of its Control Unit, it will enter Disconnected State immediately, before measuring any declared movement.
 - ▶ If the Disconnected Trooper passes a Coherency Check with the Spearhead of its Control Unit at the end of an Order or ARO, its Disconnected State is immediately cancelled.
- ▶ Each time the Controller and Peripherals are activated with an Order, the player must designate one member of the Control Unit as that Order's Spearhead, placing a Spearhead Token (SPEARHEAD) beside it.
- ▶ If the Spearhead enters any Null State, the player must designate a new Spearhead immediately.
- ▶ In the Active Turn, if a Skill is declared that requires a target, only the Controller and the Spearhead will perform the Skill, and the other members of the Control Unit will perform an Idle instead.

IMPORTANT

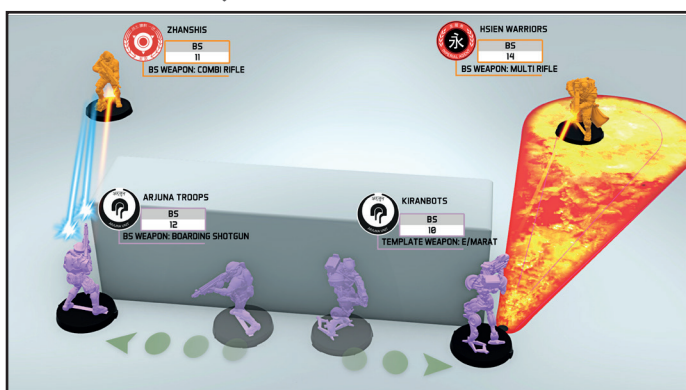
- When included in an Army List, Peripherals must always be associated with a Controller.
- Both the Controller and the Peripherals must respect the selected Army's global availability limit (AVA).



Normally, for a Peripheral (Servant) to move towards their target, the Doctor/Engineer will usually remain still in a safe spot on the battlefield. Meanwhile, the Peripheral Trooper performs the Order, moving until it reaches contact with the target.

Sibylla's Advice

PERIPHERAL (SYNCHRONIZED) EXAMPLE



In the Active Turn, an Arjuna and his Kiranbot are hidden behind a wall. The player activates them both with an Order and declares Move as the first Short Skill of the Order. Before measuring or moving the Models, a Coherency Check is made, and is passed. The Arjuna sends his Kiranbot to one end of the wall while he moves to the other end. An enemy Zhanshi can see the Arjuna and declares a BS Attack ARO against him. Meanwhile, an enemy Hsien can see the Kiranbot and also reacts with a BS Attack ARO. With the second Short Skill of the Order, the Arjuna and Kiranbot declare BS Attacks. The Arjuna fires the entire Burst (B) of

his weapon at the Zhanshi, while the Kiranbot uses its E/Marat, placing the Large Teardrop Template over the unfortunate Hsien. At the end of the Order, another Coherency Check is made to verify that the Kiranbot is still inside the Arjuna's ZoC.

Thanks to Peripheral (Synchronized), the Arjuna and his Kiranbot have attacked two different enemies, using a single Order from the Order Pool.

PILOT

Troopers with this Special Skill are aboard a Vehicle or TAG.

PILOT

AUTOMATIC SKILL

Obligatory

EFFECTS

- ▶ By performing any Skill with the Movement Label, Pilots may Mount or Dismount their own Vehicle or TAG, and only their own Vehicle or TAG (see the General Movement Rules, page 36).
- ▶ If the Vehicle or TAG is in **Unconscious State**, the Pilot can still Dismount and use their Profile.
- ▶ A Vehicle or TAG whose Pilot is Dismounted cannot spend Orders or AROs using their Vehicle or TAG Unit Profile
- ▶ The Vehicle or TAG whose Pilot is Dismounted is still considered a valid target for the opponent.
- ▶ Pilots of a Vehicle or TAG in Unconscious State are not considered to be survivors or casualties for Victory Points, Retreat! or any other purposes. Only the TAG or Vehicle counts.
- ▶ If the Pilot is Dismounted and enters Dead State, the Vehicle or TAG is considered a casualty and must be removed from the gaming table along with the Pilot's Model.
- ▶ Pilots of a Vehicle or TAG in Unconscious State do not contribute Orders of any kind.
- ▶ When Dismounting from a TAG or Vehicle, any Game States that the TAG or Vehicle is in are also applied to the Pilot (if applicable), with the exception of the Unconscious and Possessed States.
- ▶ When Mounting a TAG or Vehicle, any Game States that the Pilot is in are also applied to the TAG or Vehicle (if applicable), in addition to any Game State it is already in.
- ▶ 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 such State.
- ▶ When Mounting a TAG or Vehicle, the TAG or Vehicle Profile will apply all Game States that the TAG was in and all Game States the Pilot was in (if applicable).
- ▶ If the Pilot is a Trooper vulnerable to hacking or suffering the effect of the E/M Ammunition, no Hacking Program may be used against them and the E/M effect will not be applied to them as long as their Model is not on the gaming table.
- ▶ Pilot (Remote):
 - ▶ As an exception to this rule, if the Remote Pilot is on the gaming table in an Isolated, Immobilized (IMM-A or IMM-B) or Null State, their player may spend an Order or ARO to declare Reset with the Vehicle or TAG to regain control of it. If this Reset is a Normal Roll with no MODs applied, it will be an automatic success and, after declaring this, the Remote Pilot is removed from the gaming table.

PROTHEION

Users of this CC Special Skill can increase the value of their Wounds Attribute whenever they inflict Damage during Close Combat.

PROTHEION

AUTOMATIC SKILL

CC Special Skill, Optional.

REQUIREMENTS

- ▶ In the Active or Reactive Turn, the Trooper must reach or be in Silhouette contact with the target, and declare a CC Attack.
- ▶ The target must have the Wounds Attribute.

EFFECTS

- ▶ For each Wound inflicted upon the target of the CC Attack, the user of Protheion will recover 1 Wounds point. If the user hasn't lost any Wounds points, they will increase their Wounds Attribute by 1.
- ▶ The Wounds Attribute cannot be more than two higher than its original value.
- ▶ If the user's Wounds Attribute is higher than its original value, the player must place a Power-Up, or Power-Up 2 Token to indicate the current value of the Trooper's Wounds Attribute.

EXAMPLE 1

A Caliban enters Close Combat against a Fusilier, who declares CC Attack as their ARO. The Caliban wins the fight and the Fusilier fails their Saving Roll, thus becoming Unconscious. When the Order concludes, the Caliban places a Power-Up 1 Token besides himself, showing that his Wounds Attribute is now 2.

During the next Order, the Caliban declares a CC Attack against the Unconscious Fusilier, performing a **Coup de Grâce** so that the target automatically passes from Unconscious to Dead State, without performing a Saving Roll. At the end of the Order, the Caliban places a Power-Up 2 Token besides himself, showing that his Wounds Attribute is now 3.

EXAMPLE 2

OMEGA UNIT				
CC	ARM	BTS	W	
15	4	3	2	

CADMUS-NAISH AGENT SHESKIIN				
CC	ARM	BTS	W	
24	1	3	2	

Sheskiin, who has lost one point of her Wounds Attribute during a previous engagement, uses her DA CC Weapon to CC Attack an Omega, who still has a Wounds Attribute of 2. Sheskiin wins the Roll, forcing the Omega to perform 2 Saving Rolls due to her DA CC Weapon. The

Omega fails both Saving Rolls, loses 2 points to his Wounds Attribute and becomes Unconscious. Thanks to her Protheion Special Skill, Sheskiin recovers the previously lost Wounds point and gains an extra one, placing a Power-Up 1 Token next to her. If, during a later Order, she performed a **Coup de Grâce** against the Omega, she would gain another extra Wound, placing a Power-Up 2 Token besides herself. Sheskiin would have a Wounds Attribute of 4 and the Omega would be removed from the game table.

REGENERATION

This Special Skill represents the capacity of certain Troopers to heal from damage they have received, recovering lost points of their Wounds/STR Attribute.

REGENERATION

AUTOMATIC SKILL

States Phase, Optional.

ACTIVATION

- ▶ Automatic during the States Phase, if the player decides to use this Special Skill.



EFFECTS

- ▶ During the States Phase, the user makes a Normal PH Roll:
 - ▶ If the Roll is a success, the Trooper recovers 1 lost Wounds/STR point.
 - ▶ If the Roll is failed, the Trooper loses 1 additional Wounds/STR point.
- ▶ This Special Skill remains active even when its owner is in a Null state.

NOTE:

If the Trooper loses a point of its Wounds/STR Attribute, the player should place a Regeneration Token besides the Model, as a reminder to perform the check in the next States Phase.



RELIGIOUS TROOP

The beliefs and teachings of their leaders have made these soldiers into loyal warriors with an unshakable faith. The ardor of these zealots is enough to help them stand firm in battle even when their comrades have given up hope.

RELIGIOUS TROOP

AUTOMATIC SKILL

Obligatory

EFFECTS

- ▶ The user automatically passes all their Guts Rolls without requiring a Roll. This means that the user is forced to hold their position and cannot withdraw or seek cover after surviving an Attack.
- ▶ However, if the player wants the user to withdraw or gain Cover after surviving an Attack, then they may make a WIP Roll. If the Roll is a success, the user can apply the Effects of failing the Guts Roll.
- ▶ The user is not affected by the Retreat! situation and does not enter the Retreat! State, acting normally until the end of the game.
- ▶ Additionally, during a Retreat! situation, the user cannot voluntarily abandon the game table unless the scenario rules indicate otherwise.
- ▶ The user is affected by the Loss of Lieutenant situation, including in a Retreat! situation.

REMDRIVER

This Special Skill allows its owner to provide MODs to a Remote in the same Army List.

REMDRIVER

DEPLOYMENT SKILL

Optional

EFFECTS

- ▶ When deploying the owner of this Special Skill, the player will place a REMDRIVER Token beside a Remote already deployed on the game table.
- ▶ A Remote possessing a REMDRIVER Token will benefit from the MODs appearing in round brackets in the Unit Profile of the owner of this Special Skill.
- ▶ The player will remove the REMDRIVER Token at the end of the Order in which the owner of this Special Skill enters any Null state.
- ▶ A Remote cannot have more than one REMDRIVER Token.



REMOTE PRESENCE

Remote Presence technology is a characteristic trait of unmanned TAGs and Remotes. Remotes are controlled by a pseudo-AI and a suite of expert programs that govern their combat behavior with precision and fearless logic. TAGs, on the other hand, benefit from the autonomy of a human pilot, but Remote Presence technology allows these pilots, miles away from the battlefield, to focus on performance instead of safety.

REMOTE PRESENCE

AUTOMATIC SKILL

Obligatory

EFFECTS

- ▶ Troopers with Remote Presence and the STR Attribute have two distinct levels of Unconscious State. When the Trooper loses the last point of their STR Attribute, they enter Unconscious State like any other Trooper would. However, if the Trooper receives damage again and loses one further STR point, it does not enter Dead State as usual, but instead enters a second level of Unconscious State, signified by a second Unconscious Token (UNCONSCIOUS). Only if the user loses further STR points does it fall Dead and is removed from play.
- ▶ Regardless of which level of Unconscious State the Trooper is in, with a single successful WIP Roll with the Engineer Special Skill, or PH Roll with a GizmoKit, the Trooper will recover lost STR until they have 1 point of STR and will cancel their Unconscious State.
- ▶ Additionally, when using Engineer (or other Special Skills or piece of Equipment that specifically say so) to repair a Trooper with G: Remote Presence, you may expend Command Tokens to reroll a failed WIP Roll.
- ▶ This Special Skill remains active even when its owner is in a Null state.

SAPPER

This Special Skill allows its user to deploy in a fortified emplacement that provides some in-game advantages.

SAPPER

DEPLOYMENT SKILL / ENTIRE ORDER

Optional

REQUIREMENTS

- ▶ The space in which the user activates Foxhole State must have a height and width equal or greater than the Silhouette Template of this State.
- ▶ Otherwise, the Trooper will be not able to enter Foxhole State and will perform an Idle instead. Otherwise, the Trooper will not be able to enter Foxhole State and will perform an Idle instead.

EFFECTS

- ▶ In the Deployment Phase, the user can deploy in Foxhole State, placing a Foxhole Token beside them.
- ▶ In the Active Turn, the user can activate Foxhole State by spending an Entire Order, placing a Foxhole Token beside them.

FOXHOLE STATE

FOXHOLE

ACTIVATION

- Automatic during the Deployment Phase.
- During the Active Turn, Troopers may only activate the Foxhole State by consuming 1 Entire Order.



EFFECTS

- The Trooper has a Silhouette Attribute value of 3 (S3).
- The Trooper has Partial Cover in a 360° arc, from all directions and angles.
- The Trooper has the Mimetism (-3) and Courage Special Skills.
- Foxhole State is a fixed position which doesn't allow its user to perform any type of movement, including movement granted by a successful Dodge Roll.

CANCELLATION

- The Trooper enters Prone State.
- A Trooper in Foxhole State in the Active Turn may automatically cancel this State at the beginning of their movement by declaring a Skill with the Movement Label. The player must announce he is cancelling Foxhole State when declaring the Skill. By doing so, the State is cancelled at no cost and the Trooper can carry out its Movement using its regular MOV and S values. In the same way, in the Active Turn, the Trooper may automatically cancel this State at the beginning of a Dodge move.
- When cancelling Foxhole State, the Trooper loses all the advantages provided by it, the Token is removed from the game table and the Trooper recovers his MOV and S values.

REMEMBER

The space in which the user of this Special Skill activates Foxhole State must have a height and width equal or greater than the Silhouette Template of this State.

SEED-EMBRYO

Troopers possessing this Special Skill are deployed on the battlefield inside a semi-buried camouflaged capsule, to increase their chances of survival.

SEED-EMBRYO

DEPLOYMENT SKILL

Obligatory



EFFECTS

- Troopers with this Special Skill have a dual Unit Profile with two profiles (Seed Form and Developed Form).
- The user must deploy using the Seed-Embryo profile.
- If the user's Seed-Embryo profile has the Camouflage Special Skill, the user can deploy in Camouflaged State.
- If the adversary is successful in Discovering the camouflaged Seed-Embryo, the Camouflage Marker is replaced by a Seed-Embryo Token (SEED-EMBRYO).
- If the user's Seed-Embryo profile has the Combat Jump Special Skill, it will be deployed as a Seed-Embryo (SEED-EMBRYO) Token instead of a Model, applying the Combat Jump rule as usual.
- The player will replace the Camouflage Marker or Seed-Embryo Token (SEED-EMBRYO) with the corresponding Model when:

- They perform any Skill with the Movement Label as the first Short Skill of the Order, or Entire Order. The new Developed Form profile is applied for the entire Order Sequence.
- They perform a successful Dodge ARO. The new Developed Form Troop Profile is applied before making any Dodge movement.

SENSOR

Hyper-developed senses and sophisticated tracking technology are the two sides of the Sensor coin. Either way, the bottom line is the same: the ability to uncover hidden threats in one's immediate surroundings.

SENSOR

SHORT SKILL

Attack, Optional, Zone of Control.

EFFECTS

- By declaring Sensor, the user may make a Normal WIP+6 Roll (without applying Range or Mimetism MODs) to **simultaneously Discover all enemy** Troopers, Weapons or pieces of Equipment in the Hidden Deployment or Camouflaged States, who are inside the user's Zone of Control.
- The user does not need LoF to a target, or to designate a target at all.
- Enemies with the Camouflage Special Skill cannot regain Camouflaged State inside the Zone of Control of the user.
- Sensor also grants its user, automatically and without making Rolls or spending Orders, a +6 MOD to WIP when declaring Discover against Camouflage Markers.

SHASVASTII

Racial Special Skill that represent the characteristic behavior of Shasvastii combatants when they fall Unconscious.

SHASVASTII

AUTOMATIC SKILL

Obligatory

EFFECTS

- Troopers with this Special Skill have a special form of Unconscious Sstate called Shasvastii-Embryo.

SHASVASTII-EMBRYO STATE

SHASVASTII-EMBRYO

Null

ACTIVATION

- The Trooper with the Shasvastii Special Skill enters Unconscious State.

EFFECTS

In game terms, this State works like Unconscious State with the following features:

- Rather than placing an Unconscious State Token besides the Trooper, a Shasvastii Embryo State Token is placed instead.
- **During the game**, Troopers in this State are counted when calculating Victory Points for the Retreat! situation, and for any other rules or conditions required by the scenario.
- **At the end of the game**, Troopers in this State are treated like Unconscious Troopers, so they are **not** counted when calculating Victory Points.



SIXTH SENSE

Troopers with this Special Skill have an uncanny ability to sense imminent threats.

SIXTH SENSE

AUTOMATIC SKILL

Optional

REQUIREMENTS

- The user is the target of an Attack.

EFFECTS

- Allows the user to respond to Attacks (and only Attacks) directed at them by enemies outside their LoF. For the purposes of drawing Line of Fire to the attackers, the user has a 360° LoF Arc, and if they are in Engaged State, they can draw LoF to attackers outside their Close Combat.
- The user ignores Surprise Attack MODs from attackers.
- **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.**
- If the user declares Dodge, no negative MODs are applied, with the exception of the -6 PH MOD for Immobilized-A State.
- Troopers with Sixth Sense in Engaged State may declare Dodge from Attacks outside their LoF.

IMPORTANT

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

REMEMBER

A successful Dodge can cancel Engaged State if the Trooper can reach a valid position that is outside Silhouette contact.

SIXTH SENSE EXAMPLE



During his Active Turn, a Nisse HMG advances in cover behind a Smoke Template. There are no AROs to his advance because the Zhanshi does not have LoF due to the Smoke and the Zhanying is Engaged in Close Combat with a Fusilier.

With his second half of the Order, the Nisse decides to declare BS Attack against the Zhanying, so he will have to apply the MOD for a BS Attack Into a Close Combat.

As the Zhanying has Sixth Sense and is the target of an Attack, he can declare Dodge if he wants to avoid the Nisse's shots.

SPECIALIST OPERATIVE

The user of this Special Skill can accomplish missions and objectives when playing scenarios, even if he does not have one of the roles specified as a Specialist Troop in the scenario.

SPECIALIST OPERATIVE

AUTOMATIC SKILL

Optional

EFFECTS

- Playing a mission or a scenario, the user of this Special Skill is considered to be a Specialist Troop and may use the special rules the mission or scenario specifies for this type of Trooper.
- The user of this Special Skill will be considered to be a Specialist Troop, even if he doesn't fulfill any of the defining characteristics of this type of Trooper (not being an Engineer, Doctor, Hacker, etc.) in the scenario rules.

STRATEGIC DEPLOYMENT

This Special Skill allows its owner and the Troopers belonging to their same Fireteam to apply the Forward Deployment Special Skill.

STRATEGIC DEPLOYMENT

DEPLOYMENT SKILL

Optional

REQUIREMENTS

- During the Deployment Phase, the owner of this Special Skill must be the first member of the Fireteam to be deployed on the game table.
- The owner of this Special Skill must be deployed as the Team Leader of the Fireteam.

EFFECTS

- During the Deployment Phase, first the owner of this Special Skill, and then the rest of their Fireteam, can be deployed as if they have the Forward Deployment (+4") Special Skill.
- If a scenario or tournament rule provides the Forward Deployment (+4") Special Skill to any member of the Fireteam, the owner of Strategic Deployment and the rest of the Fireteam can be deployed as if they have the Forward Deployment (+8") Special Skill.

STEALTH

The user of this Special Skill has received special training with a focus on silent movement, the art of remaining undetected, and the capacity to strike an unsuspecting enemy with unrelenting close combat attacks from out of the blue.

STEALTH

AUTOMATIC SKILL

CC Special Skill, Optional.

REQUIREMENTS

- The user of this Special Skill must be in his Active Turn.

EFFECTS

- The user can declare Cautious Movement inside the Zone of Control of enemy Models and Markers.
- If the user declares a Short Movement Skill or Cautious Movement within the Zone of Control of one or more enemies and stays outside their LoF, he does not grant AROs to those enemies.
- However, if the second Short Skill of the Order is any non-Movement Skill, then those enemies can react normally in ARO.
- If the Movement of the Trooper with Stealth ends in Silhouette contact with an enemy who had no LoF against them and declares any non-Movement Short Skill, then the enemy can only declare CC Attack, Dodge, Reset, or those Skills that can be used in Engaged state.
- This CC Special Skill can be declared without being in Silhouette contact with an enemy.

IMPORTANT

Stealth is not effective against Deployable Weapons, or against Troopers with the Sixth Sense Special Skill.

STRATEGOS

This Special Skill identifies professional strategists, individuals with superior analytical minds and a wealth of knowledge on the art of war and its psychological implications.

STRATEGOS L1

AUTOMATIC SKILL

Optional

REQUIREMENTS

- In order to benefit from this Level of Strategos, the user must be the army's Lieutenant.

EFFECTS

- During the Deployment Phase, you may set aside two Troopers to deploy after your opponent instead of the usual one.
- **At the beginning of your Active Turn, during your Order Count, replace any Special Lieutenant Orders with Regular Orders, adding them to the Order Pool of the Lieutenant's Combat Group.**

STRATEGOS L2

AUTOMATIC SKILL

Optional

REQUIREMENTS

- In order to benefit from this Level of Strategos, the user must be the army's Lieutenant.

EFFECTS

- During the Tactical Phase of the Active Turn, in the Executive Use of Command Tokens step, the user of this Special Skill may move a Trooper to a different Combat Group without expending a Command Token.
- During the Deployment Phase, you may set aside two Troopers to deploy after your opponent instead of the usual one.
- **At the beginning of your Active Turn, during your Order Count, replace any Special Lieutenant Orders with Regular Orders, adding them to the Order Pool of the Lieutenant's Combat Group.**

SUPER-JUMP

Troopers with Super-Jump have the ability to perform super-human jumping feats thanks to special gear, augmentations, or evolutionary advantages.

SUPER-JUMP

AUTOMATIC SKILL

Movement, Optional.

EFFECTS

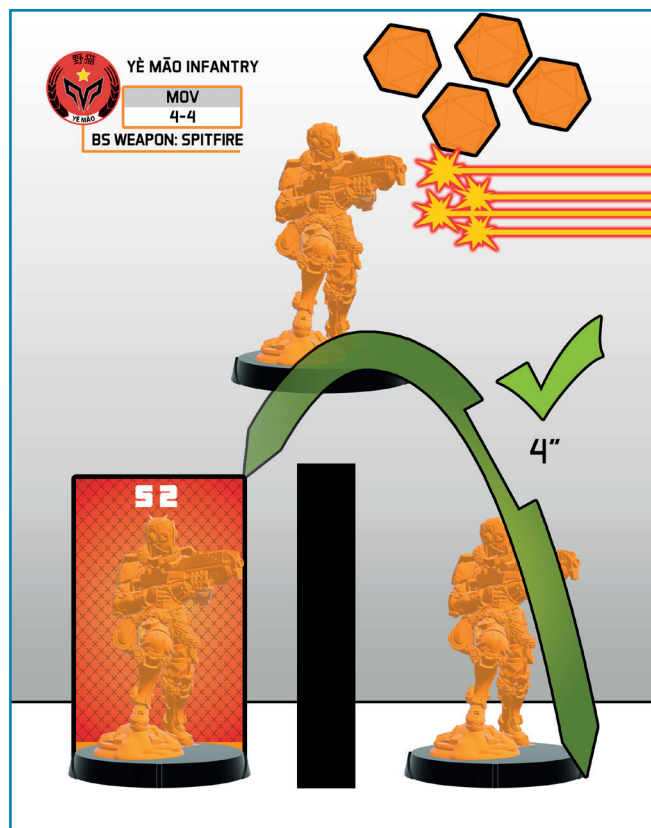
- This Special Skill alters the user's Jump Skill from an Entire Order Skill to a Short Movement Skill.
- It also allows Troopers to jump vertically, diagonally or horizontally, up to his first MOV Attribute value in inches if declaring Jump as a Short Movement Skill, and up to his second MOV Attribute value if declaring a second Jump as a Short Movement Skill.
- By transforming Jump into a Short Movement Skill, the Super-Jump Special Skill allows its user to perform other Short Movement Skills or Short Skills while performing a jump (for example: Jump + BS Attack). (See Trooper Activation, p. 20).
- The user of this Special Skill may declare Jump as an Entire Order by adding both values of their MOV Attribute into a single jump.
- As with the Jump Skill, by declaring Jump Troopers with Super-Jump cannot benefit from Partial Cover MODs during their trajectory of their jump.
- If the Trooper is or becomes Impetuous (due to having the Frenzy Characteristic or any other effect), when they activate in the Impetuous Phase they can use Jump whenever the list of allowed Skills says 'Move'.

REMEMBER

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

During their entire trajectory, Troopers have a 360° LoF.

SUPER-JUMP EXAMPLE:



During their Active Turn, Troopers with Super-Jump must overcome an obstacle. Being a higher height than their Silhouette Template, the Trooper must declare Jump in order to bypass it. Thanks to their Special Skill, the Trooper may declare another Short Skill, like BS Attack—for example—during the Jump.

SURPRISE ATTACK

The user of this Special Skill is able to catch their adversaries unaware by declaring Attacks that are difficult to avoid.

SURPRISE ATTACK

AUTOMATIC SKILL

Obligatory

REQUIREMENTS

To use this Special Skill, Troopers must be in Marker form (for example, Camouflaged, Impersonation, Decoy, Holoecho...) or in Hidden Deployment at the start of the Order in which they are activated.

- The user must declare a CC Attack, BS Attack, or Comms Attack.
- The user of this Special Skill must be in their Active Turn.

EFFECTS

- This Attack imposes an additional negative MOD, as shown in round brackets in the Unit Profile [Surprise Attack (-3), Surprise Attack (-6)...]. This MOD only applies to targets of the Attack, and applies to any Skill Roll that those targets perform in ARO.
- This Skill cannot be used again until the Trooper returns to Marker form.

TACTICAL AWARENESS

This Special Skill defines a higher knowledge of the tactical environment allowing its user a greater operational capability, providing him with an extra Irregular Order.

TACTICAL AWARENESS	AUTOMATIC SKILL
Optional	
EFFECTS <ul style="list-style-type: none"> ► This Special Skill grants to its user an extra Irregular Order in addition to the one provided by their Training Characteristic (Regular or Irregular). ► During the Order Count step, if the user is on the game table as a Model or Marker, the player will place an Irregular Order beside the user. ► This exclusive Irregular Order cannot be transformed into a Regular Order by the use of a Command Token or other rule or Skill, unless they specifically state otherwise. ► In addition, if the owner of this Special Skill belongs to a Fireteam and is designated as the Team Leader, this Order can be used to activate the Fireteam. 	

TERRAIN

Some units receive additional training to navigate and fight effectively on a certain type of terrain

TERRAIN	AUTOMATIC SKILL
Optional	
REQUIREMENTS <ul style="list-style-type: none"> ► The Type of Terrain of the Terrain area must match the Type of Terrain printed on the user's Troop Profile. 	
EFFECTS <ul style="list-style-type: none"> ► The user is granted a +1 inch bonus to the first value of their MOV Attribute. ► This bonus only applies when declaring a Skill with the Movement Label in the Terrain area. ► The user may move normally through Terrain areas of their Terrain Type without applying any of the Movement restrictions provided by that Terrain area. ► If the user's Terrain Special Skill lists several Terrain Types between brackets on their Unit profile, the player must choose one of them when placing the Trooper on the gaming table. ► Users with Terrain (Total) apply these Effects to all Types of Terrain available in the rules (Aquatic, Desert, Mountain, Jungle, or Zero-G). 	


TOTAL REACTION

Troopers with this Special Skill have higher than normal offensive reaction capabilities in ARO.

TOTAL REACTION	AUTOMATIC SKILL
Optional	
EFFECTS <ul style="list-style-type: none"> ► When performing a BS Attack ARO, the user may use the full Burst (B) of their weapon. ► AROs must choose one of the Troopers activated by the Order as their target. 	

TRANSMUTATION

This Special Skill represents the user's ability to transform into a different type of Trooper with its own Attributes and Skills.

TRANSMUTATION	AUTOMATIC SKILL
REQUIREMENTS <ul style="list-style-type: none"> ► The user must meet the condition indicated between brackets next to the Skill. 	
	
EFFECTS <p>Different types of Transmutation are characterized by the cause that triggers the Trooper's transformation, which forces or allows them to use their second Unit Profile.</p> <ul style="list-style-type: none"> ► If there is no alternative Model, place a Transmuted (TRANSMUTED) Token (or the corresponding Token if there is a specific one) beside the user, indicating their new profile. ► Transmutation (Wounds) and Transmutation (STR): <ul style="list-style-type: none"> ► The Trooper and their initial Unit Profile must be replaced by the second Unit Profile at the end of the Order in which the initial Unit Profile lost the last point of its W/STR Attribute. ► If the Trooper lost more points of its W/STR Attribute than the initial Unit Profile had remaining, those extra points will be subtracted from the second Unit Profile at the end of that Order. ► The Trooper only enters Unconscious State when they lose the last point of W/STR Attribute from their second Unit Profile. ► Transmutation (Auto): <ul style="list-style-type: none"> ► By performing any Skill with the Movement Label, a Trooper with Transmutation (Auto) may switch between the different Unit Profiles listed in their Unit Profile. This change always happens at the beginning of their Movement, applying the new Unit Profile for the entire sequence of that Movement. ► This will affect the distance the Trooper can move across the game table, depending on the MOV Attribute of the chosen Unit Profile. ► The Wounds/STR Attribute points of a Trooper possessing this Special Skill are shared among all of their Unit Profiles. So, the loss of Wounds/STR points from one of the Unit Profiles will be applied to all of them. ► The Trooper may deploy using any of their Unit Profiles. 	

REMEMBER

Game Sequence and Transmutation (W/STR):


After making any relevant Saving Rolls, any Guts Rolls are made. Then, if applicable, the new Troop Profile is applied.

EXAMPLES OF TRANSMUTATION

ISC: Fraacta Drop Unit

Spec. Trained Troops

LI




Jump Form

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA
4-4	15	12	12	12	1	3	1	2	2

Special Skills: Immunity (Shock) - Courage - Parachutist - Combat Jump - Transmutation (W)

LI



Survival Form

MOV	CC	BS	PH	WIP	ARM	BTS	W	S
4-4	15	12	10	14	2	6	1	2

Special Skills: Immunity (Shock) - Courage

Name	Weaponry Equipment Peripheral	Melee Weapons	SWC	C
FRAACTA	Combi Rifle, Nanopulser	Pistol, CCW	0	27
FRAACTA	Boarding Shotgun, D-Charges	Pistol, CCW	0	27
FRAACTA	Spitfire, Nanopulser	Pistol, CCW	1.5	33

After the Fraacta loses 1 point of its Wounds Attribute, a Transmuted Marker (TRANSMUTED) indicates the use of the Survival Form profile.

TRANSMUTATION (WOUNDS) EXAMPLE

A Dogface receives three simultaneous hits. He makes his three Saving Rolls and fails two of them, so he loses 2 points from his current Wounds Attribute. The Trooper would then subtract one single point of Wounds from his Dogface profile, and replace it with the Dog-Warrior profile (replacing the Dogface Model with the Dog-Warrior Model), and subtract the other point from the Wounds Attribute of his new profile. The Dog-Warrior is still standing, but his current Wounds Attribute is 1 instead of the original value of 2 listed in the Dog-Warrior profile.

TRIANGULATED FIRE

These detection systems can also aid in the precise triangulation of the target, resulting in more effective target acquisition.

TRIANGULATED FIRE

ENTIRE ORDER

BS Attack, Optional.

REQUIREMENTS

- The user must have LoF to the target.

EFFECTS

- Allows the user to declare a BS Attack with one of his BS Weapons against a target within LoF by making a BS-3 Roll, ignoring all other MODs (Range, Cover, Special Skills such as Mimetism...).
- MODs that affect Burst (B) are applied normally.

IMPORTANT

Triangulated Fire does not allow the user to hit a target farther away than the weapon's Maximum Range. For example, a Combi Rifle can never hit a target at a distance of more than 48 inches.

VETERAN

This soldier has survived years of active duty in the thick of the fight, and has picked up more than a few tricks along the way.

VETERAN

AUTOMATIC SKILL

Optional

EFFECTS

- The user is not affected by the Loss of Lieutenant situation, and remains Regular.
- The user is not affected by the Retreat! situation, remains Regular, and does not enter the Retreat! State, acting normally until the end of the game.
- The user cannot enter Isolated State (caused by Ammunition, Hacking Programs, scenario special rules, etc.).

VULNERABILITY

There are Troops who, no matter how resilient, possess a vulnerability to certain attacks, weapons or ammunitions.

VULNERABILITY

AUTOMATIC SKILL

Obligatory

EFFECTS

- The user is vulnerable to a type of Attack, weapon or Ammunition listed between brackets in its Unit Profile. The user's Immunity Special Skill cannot be used when facing such an Attack or Special Skill.

VULNERABILITY EXAMPLE

Dog-Warriors have Immunity (Total) and Vulnerability (Viral), so they cannot apply the effects of Immunity (Total) (considering all Ammunition types to be Normal Ammunition, etc.) to any weapon with "Viral" in its name.

INFINITY N4 EQUIPMENT

Like Skills, Equipment allows a Trooper to perform unique actions or gain exclusive benefits. These special Effects provided by Equipment are detailed next.

IMPORTANT

Each Level a piece of Equipment can have is separate, and not cumulative with other levels. Therefore, only MODs and special rules indicated by the Level of the Trooper's Equipment may be used.

REMEMBER

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.**
- **“ReRoll”** in round brackets next to a Skill, Weapon, or Equipment will allow the user to reroll **one** die from the Roll, only when using that Skill, Weapon, or Equipment.

IMPORTANT

If these Modifiers (MODs) affect Burst (B), they are only applied during the Active Turn. **The maximum Burst (B) value of any weapon cannot be higher than 6, no matter how many MODs to B the Trooper has available.**

AI MOTORCYCLE

An AI Motorcycle is a Motorcycle that, when its rider dismounts, becomes a Peripheral (Synchronized) Remote.

AI MOTORCYCLE

AUTOMATIC EQUIPMENT

EFFECTS

- ▶ Units equipped with an AI Motorcycle have two separate Unit Profiles:
 - ▶ Use the first Mounted Trooper Profile when the Trooper is riding his or her AI Motorcycle, **applying the rules for the Motorcycle piece of Equipment.**
 - ▶ Use the second Dismounted Trooper Profile when the trooper dismounts and moves on foot, **applying the rules for Peripheral (Synchronized)** to the AI Motorcycle.
- ▶ Troopers possessing an AI Motorcycle can choose to deploy with their Mounted Trooper or Dismounted Unit Profile as the player wishes.
- ▶ When Dismounting the AI Motorcycle, any Game States that the Mounted Trooper was in will be applied to both the Dismounted Trooper and the Peripheral (Synchronized) REM (if applicable).
- ▶ When Mounting the AI Motorcycle, the Mounted Trooper will apply any Game States the REM was in (if applicable) and any Game States the Dismounted Trooper was in (if applicable).
- ▶ If the REM is in Isolated, IMM or any Null State, the rider cannot Mount it.
- ▶ The Mounted Trooper Profile cannot benefit from Supportware affecting the Peripheral (Synchronized) REM. That means those Supportware programs affecting the Peripheral (Synchronized) REM are automatically cancelled for that Trooper when the Dismounted Trooper Mounts and the Mounted Trooper Profile is applied.

360° VISOR

This piece of Equipment expands the user's LoF arc.

360° VISOR

AUTOMATIC EQUIPMENT

Obligatory



EFFECTS

- ▶ This type of Visor provides its user with a 360° LoF arc, rather than the usual 180° arc.



ALBEDO

An Albedo jams Multispectral Visors, preventing its bearer from being the target of an Enemy Trooper carrying that piece of Equipment.

ALBEDO	
AUTOMATIC EQUIPMENT	
Obligatory, NFB.	
ACTIVATION	
▶ Automatic when deploying the Model on the table.	
EFFECTS	
<ul style="list-style-type: none"> ▶ Players must consider a Trooper with an Albedo Token as being inside a White Noise one, applying the Effects of this Special Terrain Zone. ▶ However, the Effects of the White Noise Zone don't affect the bearer. ▶ The Effects of this Equipment have a limited duration: <ul style="list-style-type: none"> ▶ When the Trooper is deployed, an Albedo-A Token is placed next to it to indicate that they are equipped with Albedo. ▶ During the States Phase, the Albedo-A Token is removed and replaced with an Albedo-B Token. ▶ Lastly, in the next States Phase, the Albedo-B Token is removed and the Trooper may no longer use Albedo for the rest of the game. 	

BAGGAGE

This piece of Equipment reflects the supplies the player's combat force has available.

BAGGAGE	
AUTOMATIC EQUIPMENT	
Obligatory, No Roll.	
EFFECTS	
<ul style="list-style-type: none"> ▶ If an Allied Trooper is in Unloaded State (or has expended any uses of their Disposable pieces of Equipment or weapons) and is in Zone of Control of a Trooper in a non-Null state and possessing Baggage, the Allied Trooper can spend an Entire Order. The Allied Trooper, without requiring a Roll, will cancel their Unloaded State and regain all expended uses of all their Disposable weapons or pieces of Equipment. This effect may only be applied to one Allied Trooper per Order. ▶ Recovering the use of Disposable weapons and pieces of Equipment does not affect any weapons and pieces of Equipment that were already deployed on the gaming table. 	

BIOMETRIC VISOR

This piece of Equipment has been conceived to reduce the effects of the different impersonation and disguise technologies.

BIOMETRIC VISOR	
AUTOMATIC EQUIPMENT	
Obligatory	
EFFECTS	
<ul style="list-style-type: none"> ▶ Reduces the -6 WIP MOD imposed by the Impersonation-1 State to 0. ▶ Users of a Biometric Visor ignore Surprise Attack MODs from attackers benefitting from Impersonation or Holoecho States, if they have LoF to the attacker. In addition, they also ignore Surprise Attack MODs from CC Attacks from those attackers even if they don't have LoF to the attacker. 	

CUBE

This indicates that the Trooper has an automated memory recording and storage device, commonly known as a Cube.

Troopers with a Cube are easier to heal. Additionally, Cube-wearing casualties can potentially be recovered for use in future missions.

CUBE / CUBE 2.0	
AUTOMATIC EQUIPMENT	
EFFECTS	
<ul style="list-style-type: none"> ▶ When using the Doctor Special Skill (or other Special Skills or pieces of Equipment that explicitly say so) to heal a Trooper with a Cube, you can expend Command Tokens to re-roll a failed WIP Roll. 	



DAZER

The Dazer is Deployable Equipment that creates a Terrain Zone in its Zone of Control, which hinders movement for other Troopers.

DAZER	
AUTOMATIC EQUIPMENT	
Deployable, Disposable (3), Zone of Control.	
EFFECTS <ul style="list-style-type: none"> ▶ This piece of Equipment generates a Difficult Terrain area of infinite height in its Zone of Control. ▶ Troopers with the Terrain (Total) Special Skill ignore the effects of the Dazer and benefit from their MOD when declaring Skills with the Movement label. ▶ A deployed Dazer remains on the table until the end of the game, or until it is destroyed. 	

DAZER			
Dazer	Traits:	Disposable (3), Deployable, Zone of Control	
ARM	BTS	STR	S
0	0	1	X

DEACTIVATOR

This device is capable of deactivating traps and automated weapons deployed by the Enemy.

DEACTIVATOR	
SHORT SKILL	
BS Attack	
REQUIREMENTS <ul style="list-style-type: none"> ▶ The user of this piece of Equipment must have LoF to the target. ▶ Deactivator can only be used against Enemy Deployable Weapons and pieces of Equipment, that have deployed on the game table, and never against Camouflage Markers. 	
EFFECTS <ul style="list-style-type: none"> ▶ Deactivator allows the user, by passing a Normal WIP Roll, to deactivate Enemy Equipment or Deployable Weapons (Mines, FastPandas, CrazyKoalas...) within LoF. ▶ The WIP Roll only applies MODs for Range, but not those from Special Skills (for example Mimetism), or Cover. ▶ If the user passes the WIP Roll, the Enemy Equipment or weapon is removed from play. 	

DEACTIVATOR			
Deactivator	Traits:	Technical Weapon, BS Attack, [***]	
Damage:	B: 1		
Ammo:	Saving Roll Attribute:		
RANGE			
8"	16"	24"	
+6	+3	-6	

DEPLOYABLE REPEATER

This is a hacking range amplifier designed for deployment onto the battlefield. You may check the Combat Module on p. 60.

ECM

Electronic Countermeasures cover all systems carried by Troopers, Vehicles and TAGs with the goal of disrupting and deactivating enemy guided projectiles, Comms Attacks etc. depending on the type of ECM they are equipped with.

ECM	
AUTOMATIC EQUIPMENT	
REQUIREMENTS <ul style="list-style-type: none"> ▶ In order to use this Automatic Equipment, its owner must be the target of the Attack type listed in round brackets. 	
EFFECTS <ul style="list-style-type: none"> ▶ ECM imposes a series of negative MODs on the Enemy when they attempt to Attack the Trooper that owns it. ▶ Both the affected Attack type and the MOD that it imposes are listed in the Unit Profile of the Trooper. 	

ESCAPE SYSTEM

This piece of Equipment encompasses all systems designed to prolong the life of TAG and Vehicle Operators by evacuating them in case of mortal danger.

ESCAPE SYSTEM	
AUTOMATIC EQUIPMENT	
Obligatory	
REQUIREMENTS <ul style="list-style-type: none"> ▶ In the Active or Reactive Turn, the Escape System activates automatically at the end of any Order during which the TAG lost its last STR point. 	
EFFECTS <ul style="list-style-type: none"> ▶ The activation process of an Escape System has two steps: <ul style="list-style-type: none"> ▶ At the end of the Order during which the TAG lost its last STR point, place the TAG Operator Model in Silhouette contact with the TAG Model. ▶ Then, remove the TAG Model and replace it with a Smoke Circular Template. ▶ If the TAG lost more STR points than it had remaining, the excess points are subtracted from the Operator's profile. ▶ The activation process must always be completed, even if the Operator is already Unconscious or Dead, and even if the TAG is Immobilized (due to Hacking, Ammunition Effects or any other reason). ▶ A TAG equipped with an Escape System provides its Order to the player who fielded it until its Operator enters a Null State (Unconscious, Dead, Sepsitorized...). ▶ If the Operator would be vulnerable to Hacking or E/M Ammunition, he cannot be Hacked, or affected by E/M, while its Model is not on the game table. 	

REMEMBER

The ARM and BTS values of the TAG are always used to make Saving Rolls, until the Operator Model is placed on the game table.

Activating the Escape System does not require the expenditure of any Orders, and therefore Enemies cannot react in any way to the ejection of the Operator.

Always place the Smoke Circular Template, even if the Operator lost all his Wounds and was ejected Dead.

FASTPANDA

The FastPanda is a self-propelled hacking range amplifier designed for short-range remote deployment to key areas of the battlefield.

FASTPANDA

AUTOMATIC EQUIPMENT

EFFECTS

- ▶ When the player declares the Place Deployable Common Skill, the user of this piece of Equipment can deploy the FastPanda Model totally inside of his Zone of Control rather than in contact with his Silhouette.
- ▶ The FastPanda is a piece of Equipment that contains a Repeater.
- ▶ A deployed FastPanda remains on the table until the end of the game or until it is destroyed.

FASTPANDA

FastPanda Traits: Disposable (1), Indiscriminate, Perimeter, Deployable, Zone of Control

FASTPANDA

ARM	BTS	STR	S
0	0	1	1

FIREWALL

Certain pieces of Equipment, Hacking Devices, and programs incorporate defense mechanisms against Comms Attacks. Check the complete rules in the Infinity N4 Combat Module, p. 59.

GIZMOKIT

Special piece of Equipment that allows other Models with Structure Attribute to regain consciousness.

GIZMOKIT

SHORT SKILL

Non-Lethal

REQUIREMENTS

- ▶ A GizmoKit's target must be an Allied Model.
- ▶ A GizmoKit can be used in one of two ways, each one with their own Requirements:
 - ▶ To use it **remotely**, the user must have LoF to the target.
 - ▶ To use it as a piece of contact equipment, the user must be in **Silhouette contact** with the target.

EFFECTS

- ▶ Used remotely, a GizmoKit is considered a Non-Lethal BS Weapon. If the user passes a BS Attack Roll, applying the corresponding MODs (for Range, Cover, etc.), the target will perform a single PH Roll.
- ▶ A GizmoKit can also be used in Silhouette contact. To do so, the user must spend one Short Skill, without the need for a Roll, and their target will perform a PH Roll.
- ▶ In both cases, **by passing the PH Roll**, the target recovers a single point of their Structure Attribute. **If the PH Roll is failed**, the target loses 1 STR point instead of regaining it, entering Unconscious or Dead State, if applicable.
- ▶ A GizmoKit's target does not perform a Saving Roll.
- ▶ This piece of Equipment can be used as many times as necessary to recover as many STR points as the target has lost.
- ▶ If, due a Special Skill or rule, a Trooper receives more than one successful hit or use of GizmoKit during the same Order, if any of the corresponding PH Rolls is successful, the Trooper recovers a single point of their Structure Attribute. Even if the Trooper passes every PH Roll, they will only recover a single point of their STR Attribute.
- ▶ If a Trooper lists GizmoKit in their Unit Profile with a PH value between brackets, the Trooper will use this PH value when a GizmoKit is used on them.

GIZMOKIT

GizmoKit	Traits:	Non Lethal, [***]
Damage:	B:	1
Ammo:	Saving Roll Attribute:	
RANGE		
8"	16"	24"
+3	0	-6

HACKING DEVICE

Hacking Devices are the tools used during cybercombat. Multipurpose and versatile, these devices can be useful as support elements or to perform powerful cyberattacks, depending on the Device.

HACKING DEVICE

AUTOMATIC EQUIPMENT

Comms Equipment

EFFECTS

- ▶ Allows the use of the Carbonite, Oblivion, Spotlight and Total Control Hacking Programs.

HACKING DEVICE PLUS

AUTOMATIC EQUIPMENT

Comms Equipment

EFFECTS

- ▶ Allows the use of the Carbonite, Cybermask, Oblivion, Spotlight, Total Control and White Noise Hacking Programs.

KILLER HACKING DEVICE

AUTOMATIC EQUIPMENT

Comms Equipment

EFFECTS

- ▶ Allows the use of the Cybermask and Trinity Hacking Programs.

EVO HACKING DEVICE

AUTOMATIC EQUIPMENT

Comms Equipment

EFFECTS

- ▶ Allows the use of the Assisted Fire, Controlled Jump, Enhanced Reaction and Fairy Dust Hacking Programs.

REMEMBER

Both Hackers and Hacking Devices may benefit from Upgrades. Check all the rules on Hacking on page 59.

HOLOMASK

A nanotechnological tridimensional pseudo-solid image emitter, conceived to hide the identity of its user and make it resemble another trooper in its army.

HOLOMASK

AUTOMATIC EQUIPMENT

Optional, NFB.

EFFECTS

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

HOLOMASK STATE

HOLOMASK

ACTIVATION

- ▶ Automatic when deployed.
- ▶ During the Active Turn, Troopers may only return to HoloMask State by consuming 1 Entire Order, outside the LoF of enemy Markers or Troopers.

EFFECTS

- ▶ While in HoloMask State, players don't place the HoloMask bearer's Model but the Model of any other Trooper (known as the imitated Model), declaring which weapon option it is duplicating from the imitated Model's Unit Profile.
- ▶ The imitated Model must be a Trooper from the bearer's faction or Sectorial Army and must have the same Silhouette value as the bearer.
- ▶ However, the player will use the real Unit Profile of the HoloMask bearer, just as it appears on their Army List.
- ▶ A Trooper in HoloMask State cannot replicate those Deployable weapons or pieces of Equipment represented by Tokens or Models (TinBots, FastPandas, SymbioMates, Mines deployed with the Minelayer Special Skill...) that the imitated Model has.
- ▶ In order to Discover a Trooper in the HoloMask State, the Enemy must pass a Discover Roll.
 - ▶ If the Discover is successful, replace the imitated Model with the real Trooper's Model, facing the same direction as the imitated Model.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.

CANCELLATION

A Trooper's HoloMask State is canceled, replacing the imitated Model with the real Model, whenever:

- ▶ The Trooper in HoloMask State **declares** an Attack, Look Out!, or any Skill that requires a Roll.
- ▶ The Trooper in HoloMask State **declares** an Entire Order of any kind, other than Cautious Movement.
- ▶ The Trooper in HoloMask State enters Silhouette contact with an enemy Model.

- ▶ The Trooper in HoloMask State is forced to make a Saving Roll.
- ▶ The Trooper in HoloMask State is **Discovered**.
- ▶ A Trooper in HoloMask State is or becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters Retreat! State.
- ▶ In addition:
- ▶ Whenever HoloMask State is canceled, replace the imitated Model with the real Model, facing the same direction as the imitated Model, at the end of the Order in which the State was cancelled.
- ▶ When replacing the imitated Model with the real one, the player must provide their adversary with the Trooper's complete Public Information.

IMPORTANT

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

HOLOMASK AND PRIVATE INFORMATION EXAMPLE

A Hafza in HoloMask State imitating a Hassassin Lasiq suffers an Enemy BS Attack. Even though his Special Skills, weapons and pieces of Equipment are considered Private Information, the Hafza cannot apply the Mimetism (-3) Special Skill of the Lasiq. This means that during the Resolution step of the Order, when MODs are applied, the Hafza's player must inform his opponent that there is no Mimetism MOD to apply.

HOLOMASK AND FIRETEAM EXAMPLE

A Fireteam Core of Janissaries including a Hafza in HoloMask State, imitating a Janissary, declares a Move + BS Attack Order. The Hafza, who is not the Team Leader, moves and provides support to the Team Leader. As he performs a Support Skill, the Hafza is not revealed, and so remains in HoloMask State.

However, in the following Order, the Team Leader declares Dodge, so all the Fireteam members make a PH Roll (Evasion Skill). In this situation, the Hafza is revealed automatically.

IMPORTANT

The presence of Troopers in HoloMask or Holoecho State is considered Private Information. This also includes the Special Skills they have and their weapons and pieces of Equipment, too.

HOLOPROJECTOR

A nanotechnological tridimensional pseudo-solid image emitter, conceived to hide the identity of its user or to deceive the adversaries regarding the number of enemies they have to face.

HOLOPROJECTOR

AUTOMATIC EQUIPMENT

Optional, NFB.

EFFECTS

- ▶ This piece of Equipment allows its bearers to deploy in Holoecho State when they are placed on the table.
- ▶ In game, it allows the user to enter Holoecho State.

HOLOECHO STATE

HOLOECHO

ACTIVATION

- ▶ Automatic when deployed, placing up to three Holoechoes on the game table, within Coherency of at least one of the other Holoechoes, respecting the general conditions of the Deployment rules.
- ▶ If the Holoprojector bearer is outside the LoF of enemy Markers or Troopers, then the bearer may automatically activate this State during the States Phase, placing up to two Holoechoes in Silhouette contact with it.
- ▶ During their Active Turn, Troopers with Holoprojector may revert to Holoecho State by expending an Entire Order while outside the LoF of enemy Markers or Troopers. The player will place up to two Holoechoes in Silhouette contact with the Holoprojector bearer.



EFFECTS

- ▶ While in Holoecho State, the Trooper is represented by **three Holoechoes**: the Holoecho 1 Marker, the Holoecho 2 Marker and the actual Model.
- ▶ The player must note in secret which of these Holoechoes represents the real Holoprojector bearer, while the others are just holographic decoys.
- ▶ The Holoprojector bearer and their holographic decoys act at the same time, **performing exactly the same declared Order**. However, the holographic decoys cannot interact with scenery, and consider any Look Out! declaration as an Idle.
- ▶ **Coherency**. Each Holoecho must be in Coherency with another Holoecho, regardless of who is the real Holoprojector bearer. For example, one of the Holoechoes must have at least one of the other two Holoechoes in its ZoC.
 - ▶ In the Deployment Phase, the player can perform a Coherency Check after having deployed the Holoechoes.
 - ▶ In the Active or Reactive Turn, when activating the Holoechoes with an Order or ARO, the player must perform Coherency Checks at the start and end of the Order.
- ▶ Holoechoes are considered real Troopers in regard to providing AROs, checking LoF, and activating Enemy weapons or pieces of Equipment (Mines, Crazy Koalas, etc.). Each Reactive Trooper must **choose only one** of the Holoechoes activated by the Order as their target, but they are not obliged to choose the same target.
- ▶ Holoechoes have an angle of vision of 180°, established in the front half of their base.
- ▶ In order to know if a Holoecho is the bearer or just a holographic decoy, the Enemy must pass a Discover Roll against that Holoecho.
- ▶ In his Active Turn only, a Trooper in Holoecho State may use the Surprise Attack Special Skill.



- ▶ Holoecho State replicates the State Tokens (Prone, Unloaded, etc.) or pieces of Equipment (TinBots, SymbioMates, etc.) that the Holoprojector bearer may have.
- ▶ When a Trooper in Holoecho State is activated, each Reactive Trooper can delay the declaration of their ARO until the second half of the Active Trooper's Order has been declared. In this case:
 - ▶ If the Trooper in Holoecho State reveals themselves with the second half of their Order (by declaring a BS Attack, moving into Silhouette contact with an enemy...), the delaying Trooper can declare their ARO.
 - ▶ If the Trooper in Holoecho State does not reveal themselves, the delaying Trooper loses their right to declare an ARO.
- ▶ **The effect of the Holoecho State can be combined with the effects of HoloMask State.**
 - ▶ This allows the bearer to replace their Model with that of another Trooper, following the restrictions listed in HoloMask State, and also to replace the Holoecho Markers with Models. However, these must represent the same type of imitated Trooper as the Model, possessing the same weapons and equipment, like the Holoecho Markers do.
 - ▶ If the player is using Models instead of Holoecho Markers, then the first time he activates the Trooper in his Active Turn, the player must place a Holoecho Marker next to one of the three Models, but it does not have to be the Model of the real Holoprojector bearer. In this way, the adversary can know he is facing a Holoprojector Trooper in order to be able to delay his AROs.
 - ▶ Troopers combining the effects of Holoecho and HoloMask States cannot replicate those Deployable weapons or pieces of Equipment represented by a Token or Model (FastPandas, CrazyKoalas, Mines deployed with the Minelayer Special Skill...) that the imitated Model has.
- ▶ **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 the player must perform a Coherency Check. Any Holoechoes that are out of Coherency have their Holoecho State cancelled.
- ▶ This State does not affect Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- ▶ A Trooper in Holoecho State cannot be part of a Fireteam. If a member of a Fireteam activates Holoecho State, then it will automatically cease being part of the Fireteam.

CANCELLATION

The Holoecho State of the real Holoprojector bearer is canceled, removing all the holographic decoys and placing the Holoprojector bearer in its real position, whenever:

- ▶ The Holoprojector bearer **declares** an Attack, Look Out! or any Skill that require a Roll.
- ▶ The Holoprojector bearer **declares** an **Entire Order** other than Cautious Movement.
- ▶ The Holoprojector bearer enters Silhouette contact with a Model.
- ▶ The Holoprojector bearer is forced to make a Saving Roll.
- ▶ The Holoprojector bearer is **Discovered**.
- ▶ The Holoprojector bearer is or becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters the Retreat! State.
- ▶ The Holoprojector bearer breaks Coherency with the other Holoechoes.

In addition:

- ▶ Whenever Holoecho State of the Holoprojector bearer is canceled, remove all the holographic decoys at the end of the Order that happened. If the bearer was hidden as a Holoecho Marker or as a different Model, replace it with the bearer's Model, facing the same direction, at the end of the Order that happened.

- ▶ An exception to this rule is made when Holoprojector bearer fails a Coherency Check at the start of an Order, then the player must remove all the holographic decoys immediately, before measuring any declared movement. The Holoecho State of a holographic decoy is canceled, whenever:

- ▶ It is Discovered.
- ▶ It enters in Silhouette contact with an enemy Model.
- ▶ It is forced to make a Saving Roll. In this case the decoy does not make the Saving Roll and is simply removed.
- ▶ It breaks Coherency with the other Holoechoes.
- ▶ The real Holoprojector bearer's Holoecho State is cancelled for any reason.

IMPORTANT

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

IMPORTANT

The presence of Troopers in HoloMask or Holoecho State is considered Private Information. This also includes the Special Skills they have and their weapons and pieces of Equipment, too.

However, in Holoecho state the Hackable Characteristic is considered Open Information when the user is inside the Hacking Area of an enemy.

EXAMPLE OF DEPLOYMENT OF HOLOECHOES AS MODELS



EXAMPLE OF HOLOECHO STATE AND MODELS:

A Haqqislam player, who has the second Player Turn, decides to intimidate their rival by deploying three Ghulam Snipers on different rooftops, when in reality they only deploy one Hassassin Áyyār and his two holographic decoys in the form of Ghulam Sniper Models. The player does not need to place a Holoecho Token next to one of the Ghulam Sniper Models until the start of their Active Turn, indicating to their rival that they have a Trooper with Holoprojector.

MEDIKIT

Special piece of Equipment that allows other Models to regain consciousness.

MEDIKIT

SHORT SKILL

Non-Lethal

REQUIREMENTS

- ▶ A MediKit's **target** must be an **Allied Model** in **Unconscious State**, unless certain scenario rules say otherwise.
- ▶ A MediKit can be used in one of two ways, each one with their own Requirements:
 - ▶ To use it **remotely**, the user must have LoF to the target.
 - ▶ To use it as a piece of contact equipment, the user must be in **Silhouette contact** with the target.

EFFECTS

- ▶ Used remotely, a MediKit is considered a Non-Lethal BS Weapon. If the user passes a BS Attack Roll, applying the corresponding MODs (for Range, Cover, etc.), the target will perform a single **PH Roll**.
- ▶ A MediKit can also be used in Silhouette contact. To do so, the user must spend one Short Skill, without the need for a Roll, and their target will perform a **PH Roll**.
- ▶ In both cases, **by passing the PH Roll**, the target's Unconscious State is cancelled, by recovering a single point of their Wounds Attribute. **If the PH Roll is failed**, the target automatically enters the Dead State and is removed from the game table.
- ▶ A MediKit's target does not perform a Saving Roll.
- ▶ By using a MediKit, a Trooper may be recovered from the Unconscious State as many times as necessary, as long as they pass the corresponding **PH Roll**.
- ▶ If, due a Special Skill or rule, a Trooper receives more than one successful hit or use of MediKit during the same Order, if any of the corresponding **PH Rolls** is successful, the Trooper automatically cancel the Unconscious State. Even if the Trooper passes every **PH Roll**, they will only recover a single point of their Wounds Attribute.

MEDIKIT	
Medikit	Traits: Non Lethal, [***]
Damage:	B: 1
Ammo:	Saving Roll Attribute:
RANGE	
8"	16"
+3	0
24"	96"
-6	

MOTORCYCLE

Motorcycles are single-person light transport capable of great maneuverability and top speeds. For game purposes, Motorcycles are not a Vehicle (VH).

MOTORCYCLE

AUTOMATIC EQUIPMENT

EFFECTS

- ▶ Units equipped with a Motorcycle have two separate Unit Profiles.
- ▶ When a Trooper on a Motorcycle declares any Skill with the Movement Label and announces he will Dismount, replace the mounted figure with a Motorcycle Token (MOTORCYCLE). Place the Trooper's Model in Silhouette contact with the Motorcycle Token, or measure his movement from the edge of the Token's base, as you prefer.
- ▶ A Motorcycle Token has the following Attributes:

MOTORCYCLE PROFILE

ARM	BTS	STR	S
0	0	1	4

- ▶ Troopers mounted on a Motorcycle cannot go Prone.
- ▶ Troopers mounted on a Motorcycle cannot Climb, or use ladders.
- ▶ Troopers mounted on a Motorcycle cannot Jump vertically or diagonally upward, they can only Jump horizontally and vertically or diagonally downward.
- ▶ Troopers mounted on a Motorcycle cannot declare Cautious Movement.
- ▶ **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**

REMEMBER

A Trooper on a Motorcycle may drive up ramps and stairs as long as they respect the General Movement Rules. However, they cannot use ladders. Likewise, the General Movement Rules explain how the Trooper mounts and dismounts their Motorcycle.

MULTISPECTRAL VISOR

This piece of Equipment was designed to combat the effects of different military concealment and camouflage technologies.

MULTISPECTRAL VISOR LEVEL 1 AUTOMATIC EQUIPMENT

Obligatory

EFFECTS

- ▶ This Visor reduces the MODs of Mimetism (-3), and of Low Visibility Zones, to 0.
- ▶ This Visor reduces the MODs of Mimetism (-6), and of Poor Visibility Zones, to -3.
- ▶ Additionally, it allows the user to draw LoF through Zero Visibility Zones, applying a -6 MOD to any Skill that requires LoF.
- ▶ Troopers equipped with this piece of Equipment do not make Face to Face Rolls against weapons using Smoke Ammunition.

MULTISPECTRAL VISOR LEVEL 2 AUTOMATIC EQUIPMENT

Obligatory

EFFECTS

- ▶ Reduces MODs from Mimetism, and from Visibility Zones, to 0.
- ▶ Additionally, it allows the user to draw LoF through Zero Visibility Zones.
- ▶ Troopers equipped with this piece of Equipment do not make Face to Face Rolls against weapons using Smoke Ammunition.

MULTISPECTRAL VISOR LEVEL 3 AUTOMATIC EQUIPMENT

Obligatory

EFFECTS

- ▶ Reduces MODs from Mimetism, and from Visibility Zones, to 0.
- ▶ Additionally, it allows the user to draw LoF through Zero Visibility Zones.
- ▶ Troopers equipped with this piece of Equipment do not make Face to Face Rolls against weapons using Smoke Ammunition.
- ▶ When declaring Discover against a target in the Camouflaged State, the user of this piece of Equipment automatically passes, without need for a Roll, any necessary WIP Rolls against that target.
- ▶ Users of a Multispectral Visor L3 ignore Surprise Attack MODs if they have LoF to the attacker. In addition, they also ignore Surprise Attack MODs from CC Attacks even if they don't have LoF to the attacker.

NANOSCREEN

This is a device that generates a thick cloud of nanobots, providing its user with mobile Partial Cover.

NANOSCREEN AUTOMATIC EQUIPMENT

Obligatory



EFFECTS

- ▶ In game terms, a Nanoscreen provides its user with 360° Partial Cover, providing the Trooper with the corresponding MODs for Partial Cover, which **cannot** be added to other Cover MODs.
- ▶ To represent the Nanoscreen, the player must place a Nanoscreen Token in Silhouette contact with the user.
- ▶ This device cannot be used against CC Attacks.



REPEATER

This is a range amplifier for Hackers. You may check the Combat Module on p. 60.

TINBOT

A TinBot is a semi-autonomous piece of Equipment that remains near its owner and provides him with some bonus or benefit.

TINBOT	AUTOMATIC EQUIPMENT
Comms Equipment, Prior Deployment.	
REQUIREMENTS	
<ul style="list-style-type: none"> ▶ A TinBot grants its MODs or additional advantages as long as its owner is not in any Null State (Unconscious, Dead, Sepsitorized, etc.) or Isolated State. 	
EFFECTS	
<ul style="list-style-type: none"> ▶ TinBot Models and Tokens work as State Tokens, so they cannot block movement or LoF, or be targeted by any Skill. ▶ If the owner of a TinBot enters Dead State, remove the TinBot from the game alongside its owner. ▶ A TinBot grants its owner with different MODs, Special Skills, or pieces of Equipment. The player will apply the one specified next to the TinBot, in the Unit Profile. ▶ If the owner of a TinBot is part of a Fireteam, every member of the Fireteam will benefit from the TinBot. ▶ If the members of a Fireteam have more than one TinBot between them that grants the same advantages, they can only use one of them per declared Order or ARO. If the TinBots grant different MODs for the same advantage, only the most advantageous MOD may be used. 	

X-VISOR

This piece of Equipment increases its user's accuracy at difficult ranges.

X-VISOR	AUTOMATIC EQUIPMENT
Obligatory.	
EFFECTS	
<ul style="list-style-type: none"> ▶ This piece of Equipment alters the Range MODs of the user's BS Weapons, Special Skills, and Equipment from -3 to 0 and from -6 to -3. ▶ X-Visor benefits also apply to Common Skills with Range bands, such as Discover and Suppressive Fire. 	

EXAMPLES OF TINBOT TYPES

TinBot: Firewall (-3)

Indicates that, when the owner of the TinBot is targeted by a Comms Attack, the Enemy will apply a -3 Firewall MOD.

TinBot: Guided (-6)

Indicates that, when the owner of the TinBot is targeted by a Guided Attack, the Enemy will apply a -6 MOD.

TinBot: Discover (+3)

Indicates that, when the owner of the TinBot declares the Discover Skill, they will apply a +3 WIP MOD.





COMMAND

COMMAND IN INFINITY N4 (COMMAND MODULE)

THIS SECTION CONTAINS ADVANCED RULES THAT BRING A NEW LEVEL OF INTEREST TO INFINITY. THIS CHAPTER GATHERS ALL THOSE RULES THAT, EVEN THOUGH THEY ARE NOT ENTIRELY REQUIRED IN ORDER TO PLAY INFINITY, COMPLEMENT THE GAME BY PROVIDING A MORE STRATEGIC, FUTURISTIC, AND SIMULATIVE COMPONENT.

THE GAME MECHANICS OF THIS MODULE ARE BASED ON THE BASIC MECHANICS OF INFINITY N4. THEREFORE, THE DIFFICULTY LEVEL IS NO GREATER THAN THAT OF THE BASIC RULES. HOWEVER, THEY ARE PRESENTED IN A SEPARATE CHAPTER TO GRADUALLY INTRODUCE PLAYERS TO THE INFINITY RULES IN A SPECIFIC SEQUENCE TO MAKE THE GAME EASIER TO LEARN.

NEVERTHELESS, ONCE PLAYERS HAVE TRIED THESE RULES ON THE GAME TABLE, THEY WILL REALIZE HOW ESSENTIAL THEY ARE IN ORDER TO FULLY ENJOY A GOOD GAME OF INFINITY N4

COMMAND TOKENS

Command Tokens represent the command and control resources at your disposal to support your combat force.

Each player has **four Command Tokens** per game.

Command Tokens have three different gaming use modes:

- Strategic Use.
- Executive Use.
- Tactical Use.



COMMAND TOKENS: STRATEGIC USE

The Strategic Use of Command Tokens has a special and unique nature, reflecting defensive intel actions deployed by Mission Control.

The player who has the **first Player Turn** can make Strategic Use of Command Tokens during his Deployment. By spending one single Command Token during his Deployment he can:

- Set aside one extra Trooper to deploy after their opponent.

The player who has the **second Player Turn** can make Strategic Use of Command Tokens in the Tactical Phase of the adversary's first Player Turn. By spending one single Command Token at the end of the adversary's Order Count, they can choose one of the following options:

- Remove two Regular Orders from the adversary's Order Pool, for this Turn only. The player using the Command Token will decide from which Combat Group or Groups the Orders will be removed from.
- Prevent the adversary from using more than one single Command Token during that first Turn.
- One Trooper from that player's Army List can activate the Suppression Fire State (along with their Peripherals, if they are a Controller), following the Activation rules of the State.

COMMAND TOKENS: EXECUTIVE USE

Executive Use of Command Tokens is made during the player's Executive Use of Command Tokens step of the Tactical Phase, which represents executive actions performed by Mission Control.

For each Command Token expended, the player may do one of the following:

- Permanently move an allied Trooper to a different Combat Group, but respecting the 10 members limit.
- Cancel the Possessed State of an allied Trooper.

Players may expend as many Command Tokens during a single Tactical Phase as they desire, assuming they have enough. Players may also use more than one Command Token for the same effect.

COMMAND TOKENS: TACTICAL USE

Players can make Tactical Use of Command Tokens during their Active Turn. This reflects the tactical usage of intel resources by Mission Control.

For each Command Token expended, the player may do one of the following:

- Declare a Coordinated Order, spending a Regular Order from the Order Pool of the participating Troopers' Combat Group.
- Have an allied Trooper automatically pass or fail a Guts Roll, as desired, ignoring the result on the die and any Special Skills the Trooper might have.
- **Transforms the Irregular Order provided by an Irregular Trooper into a single Regular Order, substituting the corresponding Order Token for that Player Turn and adding it to the Order Pool of the Trooper's Combat Group.**
- Have one Trooper be unaffected by Retreat! This Trooper ignores the effects of the Retreat! situation until the end of the game.
- Reroll a failed WIP Roll when trying to use the Special Skill Doctor on a Trooper with a Cube. This reroll does not provide a new ARO to the enemy.
- Reroll a failed WIP Roll when trying to use the Special Skill Engineer on a Trooper with the Remote Presence Special Skill. This reroll does not provide a new ARO to the enemy.

Players may expend as many Command Tokens during a single Active Turn as they desire, assuming they have enough. Players may also use more than one Command Token for the same effect.

IMPORTANT

Players cannot expend Command Tokens during their Reactive Turn.

EXAMPLE OF USE OF COMMAND TOKENS: REROLLING

During her Active Turn, a Trauma Doc tries to use her Special Skill Doctor to heal a Fusilier, who is currently Unconscious. She expends one Short Skill of her Order, but fails her WIP Roll. However, her player uses a Command Token to reroll the WIP Roll. Without expending or declaring a new Order, the Trauma Doc rolls her WIP again. Sadly, luck is not on her side and she fails again. Still her player wants to spend a new Command Token and give the Trauma Doc one further opportunity to pass her WIP Roll and heal the Fusilier. This will be her last chance, but only because her player has no more Command Tokens left to spend.

COORDINATED ORDERS

A Coordinated Order is an organized combat action or maneuver carried out by several Troopers at once. By acting in unison, they can minimize the enemy's capacity for hostile reaction and use their superior numbers to safely neutralize a target.

COORDINATED ORDER

Attack / Movement



REQUIREMENTS

- ▶ To declare a Coordinated Order, players must spend 1 Command Token, and 1 Regular Order from the Order Pool of the participating Troopers' Combat Group.
- ▶ Up to 4 Troopers can participate in a Coordinated Order.
- ▶ When players declare a Coordinated Order, they must name one of the participating Troopers as that Order's Spearhead and place a Spearhead Token (SPEARHEAD) beside them.
- ▶ All participating Troopers must declare and execute the exact same sequence of Skills.
- ▶ If one of the Skills of the Coordinated Order demands a Trooper, a Marker, or a mission objective as a target, all Troopers must act against the same single target.
- ▶ Only Troopers with the same Training (Regular/Irregular) and in the same Combat Group can participate in a Coordinated Order.
- ▶ You can only declare a Coordinated Order during the Orders Phase of your Active Turn.

EFFECTS

- ▶ In a Coordinated Order, the Spearhead Trooper uses half the indicated Burst (B) of their weapon, Equipment or Special Skill, including any bonuses, rounded up.
- ▶ All other Troopers participating in the Coordinated Order have their B reduced to 1, regardless of their weapon, Equipment or Special Skill.
- ▶ Each reactive Trooper must **choose only one** of the Troopers activated by the Coordinated Order as their target, but they are not obliged to choose the same target.
- ▶ If any of the Troopers does not meet the Requirements of a Skill declared during the Coordinated Order, then they instead perform an Idle, while the others may act normally. If any of the Troopers does not meet the Requirements of a Skill declared during the Coordinated Order, they perform an Idle instead of that Skill, while the others may act normally.
- ▶ When declaring a CC Attack, only the Spearhead Trooper will perform the CC Attack. They apply a MOD of +1 to their B for each allied Trooper that is in Silhouette contact with the target.
- ▶ When the Coordinated Order is finished, the player must remove the Spearhead Token (SPEARHEAD) from the table.

IMPORTANT

Peripherals and their Controllers cannot be part of Coordinated Orders.

COORDINATING SKILLS

In a Coordinated Order, all participants must declare the same sequence of Skills, but can perform the same Skills differently. Consequently, in a coordinated BS Attack each participant would be able to choose his own weapon and apply its effects. For example, one of the Troopers could use his Combi Rifle, another throw a Grenade, a third one shoot with her Flash Pulse, and the fourth employ his Chain Rifle, since all these use the BS Attack Common Skill.

However, in a BS Attack part of a Coordinated Order, none of the participants could declare Speculative Attack or Intuitive Attack, since these Skills are different than a BS Attack.

COORDINATED ORDER: DODGE AND RESET

If the target of a Coordinated Order chooses to Dodge or Reset as his ARO, then his Roll is Face to Face against attacking Rolls as appropriate.

COORDINATED ORDER: SUCCESS + FAILURE

If the participants of a Coordinated Order declare the use of a Skill or Equipment such as Doctor, MediKit or Engineer on a common target, any successful Roll means that the Skill was successful.

COORDINATED ORDER: TARGETLESS OR DEPLOYABLE TRAITS

Weapons or pieces of Equipment with the Targetless or Deployable Traits do not have to target the same point on the gaming table.

COORDINATED ORDER: STATES

If the player declares a Coordinated Order to activate Game States, each participating Trooper must activate the same Game State. For example, if activating the Camouflaged Game State, all participating Troopers will activate the Camouflaged State, and no other State.



COORDINATED ORDER AND HACKING PROGRAMS

If the player declares a Coordinated Order to use Hacking Programs, the usual restrictions apply - each participating Trooper must use the same Hacking Program and choose the same single target, if a target is required.

REMEMBER

Troopers in Hidden Deployment State can be selected to be part of a Coordinated Order. However, in this situation they will lose their own Order. While off-table, Troopers with Airborne Deployment-labelled Skills can be selected to deploy as part of a Coordinated Order. However, in this situation they will lose their own Order.

COORDINATED ORDER EXAMPLE: MOVEMENT + BS ATTACK

In her Active Turn, a PanOceanian player coordinates a group of 3 Fusiliers and 1 Orc Trooper to mount an attack against a Raicho, a Morat TAG of the Combined Army. The PanOceanian player spends a Command Token and a Regular Order, and assigns the Spearhead role to the Orc Trooper by placing a Spearhead Token beside it. Then, she declares the first Short Skill of her Coordinated Order: Move.

The Morat TAG can only declare an ARO against one of the four PanOceanian Troopers in its LoF, so it declares a BS Attack against the Spearheading Orc Trooper. The Orc's BS is higher and his B, even halved, is better than that of the coordinated Fusiliers, so he is more likely to inflict serious damage.

The PanOceanian player declares the second Short Skill of her Coordinated Order: BS Attack against the Morat TAG.

The exchange is resolved with a Face to Face BS Roll between the Orc Trooper, whose MULTI Rifle has its Burst reduced to 2, and the Raicho. The three Fusiliers, meanwhile, make one Normal BS Roll each, as their B is 1.

COORDINATED ORDER EXAMPLE: MOVEMENT + CC ATTACK

During his Active Turn, a Combined Army player decides to coordinate a group of 4 Morat Vanguard Infantry and sic them into Close Combat against a Jotum. He spends a Command Token and a Regular Order, places a Spearhead Token beside one of the Morats, and declares the first Short Skill of his Coordinated Order: Move.

The Jotum can only react against one of the oncoming Vanguards, so it declares BS Attack against the Spearhead Morat.

The Combined Army player declares the second Short Skill of his Coordinated Order: CC Attack against the PanOceanian TAG.

There is a Face to Face Roll between the Spearhead Morat's CC and the Jotum's BS. The Morat has the +1 MOD to his Burst provided by each one of his comrades engaged in that CC, so the Morat has a Burst value of 4 (1+3).

COORDINATED ORDER EXAMPLE: FAILED ACTIVATION

To see what happens when one of the coordinated Troopers is unable to fulfil the Requirements of one of the declared Skills, we will go back to the previous example of 3 Fusiliers and 1 Orc Trooper against a Raicho.

After selecting the Orc Trooper as Spearhead and declaring the first Short Skill of the Order, Movement, the player measures and moves her four Troopers. The Raicho declares its ARO, and it becomes apparent that there is no LoF between the TAG and one of the Fusiliers. In spite of this, the PanOceanian player declares a BS Attack against the Raicho with the second Short Skill of the Coordinated Order. The Fusilier without LoF will simply be unable to open fire. Specifically, the Fusilier does not perform the declared BS Attack, and performs an Idle instead, as they have not met the Requirements of a declared Skill.

COORDINATED ORDER EXAMPLE: COORDINATING TROOPERS IN MARKER STATES

In her Active Turn, the PanOceanian player wants to coordinate 2 Camouflage Markers and 1 Orc Trooper against the fearsome Raicho. The PanOceanian player spends a Command Token and a Regular Order, selects the Orc Trooper as Spearhead, and declares the first Short Skill of her Coordinated Order: Move.

The Morat TAG can only declare its ARO against one of the three looming PanOceanian Troopers, and chooses to react to one of the Camouflage Markers. Since he is reacting to a Camouflage Marker, the Raicho may delay its ARO, so it waits until the PanOceanian player declares the second Short Skill of her Order to see if the chosen Camouflage Marker reveals itself before declaring an ARO.

If the PanOceanian player declares a second Short Skill that will reveal the Camouflage Markers (BS Attack, for example), the Raicho will be able to declare an ARO against the revealed Trooper.

If the PanOceanian player declares a second Short Skill that doesn't reveal the Camouflage Markers (another Move, for example), the Raicho will lose their right to declare an ARO.





TERRAIN AND SCENERY

TERRAIN AND SCENERY STRUCTURES

THIS CHAPTER MAKES REFERENCE TO ADDITIONAL RULES THAT PLAYERS MAY USE TO MAKE THEIR MATCHES MORE REALISTIC AND COMPLETE, THUS INCREASING AND IMPROVING THE GAME EXPERIENCE OF INFINITY N4. THESE RULES ARE OPTIONAL AND MUST BE AGREED BY PLAYERS BEFOREHAND.

SPECIAL TERRAIN

Special Terrain zones are areas of the battlefield with special game rules. Players can situate them freely and mark their perimeter in a number of different ways, up to and including building their own thematic scenery.

Special Terrain rules are an easy way to spice up your Infinity games with new tactical challenges, and create interesting, asymmetrical battlegrounds.

SPECIAL TERRAIN REQUIREMENTS

- ▶ Mark Special Terrain areas when you set up the game table, before the game starts.
- ▶ These areas must have well-defined, recognizable limits whether they are represented by templates, pieces of scenery, or any other means.
- ▶ In game terms, Special Terrain areas have infinite height unless otherwise specified.
- ▶ Players must discuss and agree on the specific characteristics of each Special Terrain area.
- ▶ When preparing the game table, the players must assign the characteristics that define each Special Terrain area: Difficult Movement, Saturation, Visibility Conditions and Type of Terrain.
- ▶ Each Special Terrain must have the Type of Terrain characteristic and at least one other characteristic.

AREA OF EFFECT OF SPECIAL TERRAIN ZONES

- ▶ In Infinity N4, the Area of Effect of a Special Terrain zone is the area in where its special effects are applied. Any Trooper in Silhouette contact with a Special Terrain zone, or whose base or Silhouette Template is covered at least partially by a Special Terrain zone, is equally affected by the Effects of the zone.

CHARACTERISTICS OF THE TERRAIN

Terrain can be used to improve the game experience and has a series of combined characteristics that allow for multiple gaming options.

TYPES OF TERRAIN

This characteristic describes the type of environment that dominates the area. Select the Type of Terrain before deploying, so that both players know whether they can use the Terrain Special Skills (see page 115).

For now, the Types of Terrain available for Infinity games are:

▶ Aquatic Terrain:

Aquatic Terrain is any area of open water or partially submerged land. Examples of Aquatic Terrain include oceans, lakes, rivers, marshes, and swamps.

▶ Desert Terrain:

Desert Terrain describes open areas that receive very little rainfall. These areas are usually severely hot and covered in sand; they are always dry and void of open water. Examples of Desert Terrain include sand dunes, rocky grounds, and desolate savannas.

▶ Mountain Terrain:

Mountain Terrain encompasses areas high above sea level – usually rocky and sparsely vegetated – as well as arctic and subarctic ecoregions. Examples of mountain terrain include low, mid, and high mountain areas; ravines, fjords, cliffs, arctic plains covered in ice and snow, and tundra regions.

▶ Jungle Terrain:

Jungle Terrain describes densely vegetated areas of any kind. Examples of Jungle Terrain include rainforest, jungle, dense woodlands, and thickly grown alien biomes.

▶ Zero-G Terrain:

Zero-G Terrain is any area where gravity is low to nonexistent. Movement and orientation in these circumstances requires different skills than on solid ground. Zero-G Terrain includes areas with and without an atmosphere, including the vacuum of space.

Examples of Zero-G Terrain include spacecraft cargo bays, the outer rings of small space stations or orbitals, outside a flagship's hull, a space boarding operation, a derelict spaceship, and a moon base whose artificial gravity is malfunctioning.



DIFFICULT TERRAIN

Some of the battlefield's zones may feature certain advantages or impairments to the Movement of Troopers attempting to cross them.

REQUIREMENTS

- ▶ Troopers must apply the Difficult Terrain rules when their Silhouette is inside or in contact with a Difficult Terrain area and they declare a Skill with the Movement Label such as Move, Cautious Movement, Climb, Jump, or the Berserk Special Skill.
- ▶ Difficult Terrain also affects Troopers who make Silhouette contact with it during an Order.

EFFECTS

- ▶ Entering Silhouette contact with a Difficult Terrain area immediately and automatically ends the Trooper's Movement, regardless of its type, for the rest of the Order.
- ▶ If the Trooper chooses to continue to move through the Difficult Terrain area, they must declare a new Order and apply a MOD of -1 inch to both values of their MOV Attribute.

SATURATION

This characteristic describes the existence of solid obstacles that can limit the effectiveness of projectiles that traverse the area.

EFFECTS

- ▶ Any BS Attack from, into, or through a Saturation Zone suffers a -1 Burst MOD.
 - ▶ This MOD is applied after dividing the Burst between one or more targets, and is applied to the Burst value assigned to each target.
 - ▶ The Burst value assigned to a target cannot be reduced below 1.
- ▶ The Burst MODs for Saturation Zones never stack with MODs for other Saturation Zones. For example, if the LoF of a BS Attack is draw through several Saturation Zones, the player will apply only a -1 Burst MOD.

VISIBILITY CONDITION

Due to thick vegetation, jagged rocks, snow, sandstorms and any number of other reasons, some areas obscure a soldier's vision and his ability to aim accurately. This is represented by the following game rules. Vision-obscuring areas are divided into four categories:

- ▶ Low Visibility Zone
- ▶ Poor Visibility Zone
- ▶ Zero Visibility Zone
- ▶ White Noise Zone

EFFECTS

- ▶ 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.
- ▶ This MOD for Visibility stacks with other MODs for Special Skills, Equipment, Partial Cover, Range... **but never** with other Zone of Visibility MODs.
- ▶ Low Visibility Zone;
 - ▶ Low Visibility Zones apply a MOD of -3.
- ▶ Poor Visibility Zone:
 - ▶ Poor Visibility Zones apply a MOD of -6.
- ▶ 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.
- ▶ White Noise Zone:
 - ▶ A White Noise Zone acts as a Zero Visibility Zone, but **only** for Troopers equipped with a Multispectral Visor of any Level, or any other piece of Equipment that specifies the same.
 - ▶ 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.

IMPORTANT

Visibility Zone MODs never stack with other Visibility Zone MODs. If any Roll would be affected by two or more Visibility Zones of whatever type, players will apply only one MOD, that must be always the most restrictive one.

For example, if a BS Attack's LoF passes through a Low Visibility Zone (-3 MOD) and a Poor Visibility Zone (-6 MOD), apply only one single -6 MOD.

VISIBILITY ZONES AND SPECULATIVE ATTACK

Speculative Attacks do not require LoF, so do not apply any negative MODs for Visibility Zones, only the -6 MOD for Speculative Attack.

VISIBILITY CONDITIONS AND COMBAT JUMP

You cannot use Combat Jump inside of, or in contact with, an area with Low, Poor, or Zero Visibility Conditions.

SPECIAL TERRAIN SUGGESTIONS AND EXAMPLE

EXAMPLE	TYPE OF TERRAIN	DIFFICULT TERRAIN	VISIBILITY CONDITIONS	SATURATION
BEACH	Aquatic	Yes	--	No
OPEN SEA	Aquatic	Yes	--	No
SWAMP	Aquatic	Yes	--	Saturation Zone
ROCKY GROUND	Desert	Optional	--	Saturation Zone
SAND DUNES	Desert	Yes	--	No
LOW MOUNTAIN OR STEEP HILLS	Mountain	--	--	No
ARCTIC PLAINS	Mountain	Optional	--	No
MID-MOUNTAIN	Mountain	Yes	--	No
HIGH MOUNTAIN	Mountain	Yes	Low Visibility	Saturation Zone
WOODS	Jungle	Optional	Low Visibility	Saturation Zone
JUNGLE	Jungle	Yes	Low Visibility	Saturation Zone
DENSE JUNGLE	Jungle	Yes	Poor Visibility	Saturation Zone
PRIMEVAL FOREST	Jungle	Yes	Zero Visibility	Saturation Zone
ZERO-G	Zero-G	Yes	--	No
STORM	Aquatic / Desert / Mountain / Jungle	--	Increases Visibility Conditions by one level	--
ENGINE ROOM	Optional Zero-G	Yes if Zero-G	Low Visibility	Saturation Zone
GENERATOR ROOM	Optional Zero-G	Yes if Zero-G	White Noise	Saturation Zone
ENERGY CORE ROOM	Optional Zero-G	Yes if Zero-G	Low Visibility + White Noise	--

SCENERY STRUCTURES

ACCESS WIDTH (AW)

In Infinity N4, the scenery used on the table to simulate the game and mission settings is usually made up of buildings with different kinds of access points, such as a doorway, a window, etc.

This section describes the different types of access points regarding their size and which Troopers are allowed to pass through them. There are two possible Access Widths:

- **Narrow.** This access point is only big enough for Troopers with a Silhouette Attribute of **2 or lower**. It is marked by a Narrow Gate Token (NARROW GATE).
- **Wide.** This access point allows all Troopers to pass through, regardless of their Silhouette value. It is marked by a Wide Gate Token (WIDE GATE).

Both players must agree on the Access Width the pieces of scenery could have before the game starts, marking them accordingly.

REMEMBER

Troopers in Prone state, with Silhouette X, must apply the Silhouette Attribute value shown on their Unit Profile when considering restrictions for access points.

IMPORTANT

The Access Width rule always takes priority over the General Movement Rules and the Requirements of Skills with the Movement Label. If a Trooper does not have the Silhouette Attribute a specific access requires, the Trooper will not be able to go through it.

In Infinity N4, gates and accesses are always considered to be open, not blocking Line of Fire, unless a special rule or scenario condition says otherwise.





TRIUMPH AND DEFEAT,
GAMING TABLES

TRIUMPH AND DEFEAT. VICTORY CONDITIONS IN INFINITY N4

ONCE THE GAME IS OVER, IT IS TIME TO DETERMINE THE VICTOR. THE PLAYER WHO FULFILLS ALL VICTORY CONDITIONS WINS THE GAME, BUT THE CONDITIONS THAT GOVERN VICTORY—OR DEFEAT—DEPEND ON THE TYPE OF GAME PLAYED.

STANDARD GAME

In a Standard Game, the players meet on the battlefield with the goal of eliminating the opponent's forces. There is no specific objective, except destroying the enemy while suffering as few casualties as possible.

A Standard Game has 3 Game Rounds, and, at the end of the third Game Round, the players will compare their **Victory Points**. Remember that, in Infinity N4, your Victory Points are the sum of all the Costs of those Troopers from your Army List who are not in a Null state.

The player with the most Victory Points wins the game.

In the event that both players end the game with the same number of Victory Points, the battle will be considered to have ended in a tie. Neither of the two armies has managed to prevail!

In a Standard Game, if one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.

RETREAT!

Retreat! allows Infinity players to continue to play as long as there are survivors on the table, fighting to their last man to turn the game around at the last minute.

In game terms, each player, at the beginning of their Active Turn, during the Tactical Phase, must make a count of their Victory Points. For this purpose, consider any Troopers that have not yet been placed on the table (Airborne Deployment, Hidden Deployment...) as survivors. If the sum of the Victory Points is equal to or less than 25% of the points available for building the Army List, then that army enters a state of Retreat!.

END-GAME: RETREAT!	
ARMY POINTS	POINT VALUE OF SURVIVORS (25% ARMY POINTS)
400	100 Points or less
300	75 Points or less
250	63 Points or less
200	50 Points or less
150	38 Points or less

RETREAT! STATE

RETREAT!

ACTIVATION

- If at the beginning of the Player Turn, the sum of the Victory Points of the player is equal or less than 25% of the points available for building the Army List, then their army enters a state of Retreat!



EFFECTS

- An army in Retreat! is automatically considered to be in a state of Loss of Lieutenant.
- As long as the army is in Retreat!, its owner cannot name a new Lieutenant. If the state of Retreat! is cancelled and the army has a Lieutenant, then the Loss of Lieutenant state is cancelled as well.
- When the Retreat! state is declared at the beginning of a player's Active Turn, that player places a Retreat! Token (RETREAT!) beside each of their surviving troops.
- Troops with a Retreat! Token (RETREAT!) can only use Short Movement Skills, Cautious Movement, Dodge or Reset (or any Special Skills that explicitly say so). In a Retreat! situation the Impetuous Phase of the Player Turn is not applied. So, Impetuous or Frenzy Troopers cannot be activated in the Impetuous Phase. Troopers in Holo projector or HoloMask State, or any Marker State, cancel the State when they enter Retreat! State.
- This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- Troopers with the Special Skills Courage, Religious Troop, Veteran or any other Special Skill that protects them from the effects of Retreat! State ignore all effects of Retreat! State.
- In a Retreat! situation, all Troopers who exit the game table via the widest side of their Deployment Zone are considered to have survived the battle and can be counted as Victory Points by their owner.
- When a player in Retreat! has lost or evacuated all Troopers in their Army List, the game ends (unless the specific end-game conditions of the scenario being played indicate otherwise).

CANCELLATION

- The Retreat! state of a Trooper can be cancelled by spending a Command Token. That Trooper will ignore the effects of the Retreat! state until the end of the game.
- At the beginning of each of their Active Turns, players can make a count of their surviving troops. If the point cost of the survivors is more than the 25% threshold—because an Unconscious troop was restored to combat readiness, for example—then the Retreat! state is cancelled and the Retreat! Tokens (RETREAT!) are removed.

MISSION OR SCENARIO

The tactical flexibility and troop variety of Infinity N4 allow for games that go beyond simply destroying the opponent's forces.

In order to spice things up, or to recreate wartime special operations or high-stakes espionage missions, you can play games with a series of objectives that transcend mere carnage or that add unusual game conditions. Each scenario or mission must specify the objectives that players will strive to complete. During the mission, achieving objectives gives players **Objective Points**, at a rate determined beforehand by the mission rules. When a game has goals beyond wholesale elimination of the enemy, it becomes a mission, or a scenario.

The number of Victory Points each player has is always used as a **tiebreaker** if both players earn the same number of Objective Points in a scenario.

PLAYING SCENARIOS

This Core Book includes a number of scenarios so you can try exciting new game modes, but don't forget to take a look at the Downloads section of the official Infinity website. www.infinitytheuniverse.com

FREE GAME

This ruleset establishes a series of Game Modes with preset features—like table size, number of Army Points and Game Rounds, maximum number of Troopers allowed, and so on—that are considered to be the most suitable to fully enjoy this game.

However, the flexibility of Infinity N4 allows players to play games that modify these parameters, without altering the essence of the game.

Players are considered to be playing a Free Game when they agree beforehand on different features than the ones listed in the Game Modes (see page 137).

An example of a Free Game would be a game with the table and Deployment Zone sizes of a Raid Match, but played with 250 points instead of 200, without a cap on the number of Troopers and with a duration of four Game Rounds instead of the usual three of a Standard Game.

Free Games are a good resource for experienced players to test different game combinations and to keep exploring the possibilities of Infinity N4's gaming system.

SETTING UP THE GAMING TABLE

The advice given in this section is for information only. Although advisable, it is not mandatory to follow this guide to set up a gaming table.

INFINITY N4 IS A GAME THAT POSSESSES A GREAT AMOUNT OF REALISM AND FLEXIBILITY, FAITHFULLY DEPICTING TACTICS AND MANEUVERS IN A MODERN COMBAT SETTING. AS IN A REAL COMBAT SCENARIO, IN INFINITY THE TERRAIN, THE COMBAT ENVIRONMENT, HAS A SPECIAL RELEVANCE DETERMINING BOTH THE STRATEGY AND THE TACTICAL OPTIONS AVAILABLE TO THE PLAYERS.



Due to the importance of this step, it is advisable that both players participate in the process of setting up the gaming table, alternating between one another to place the terrain elements, or simply placing them by mutual agreement.

Sibylla's Advice

TERRAIN AND COVER

The terrain pieces, Scenery Items and Buildings, configure the gaming environment where the troops will move during the game.

The main goal of terrain on the gaming table is to provide Cover that allows troops to move and maneuver without immediately falling under enemy fire. Using cover to round and flank the enemy is vital to ensure victory!

The layout of the terrain must force troops to maneuver across the gaming table to try to obtain a tactical advantage over the enemy. When deploying terrain, it is advisable that both players find a point of balance by placing enough Cover to allow the troops to maneuver, but without canceling the usefulness of long-range weaponry.

In Infinity N4, it is advisable to adjust the size of the game table to the number of points the players are going to be playing. We suggest the following:

- For a 150-point game, use a 24" x 32" game table.
- For a 200 or 250-point game, use a 32" x 48" game table.
- For a 300 or 400-point game, use a 48" x 48" game table.

Depending on the size of the game table, players will need more scenery items to properly cover the game table.

The Battle Packs are 2-player introductory sets containing all the necessary scenery items to start playing introductory games on 24" x 32" game table.

TERRAIN LAYOUT

Nevertheless, a balanced gaming table is based not only on the quantity of terrain used, but also on its layout.

When placing terrain on the gaming table, it is advisable that the big terrain pieces be placed so that the gaps between them are less than 10 inches, trying to trace a broken line in the middle of the table using three big blocks of terrain. This way the safe zones alternate with Lines of Fire suitable for snipers.

Small terrain pieces must be placed in such a way that Cover is provided in those zones that have less terrain. It is advisable to build corridors between the big terrain pieces using small terrain pieces to provide Cover that enables the troops to maneuver across the table.



It is very useful for the big terrain pieces to have parapets, windows, porches, and other elements that allow the troops to cover while advancing through them.

Sibylla's Advice

IMPORTANT

When placing terrain on the gaming table it is important to make sure that the troops of both players can deploy without being completely exposed to the opponent's Lines of Fire from the beginning of the game.

ACCESSIBILITY

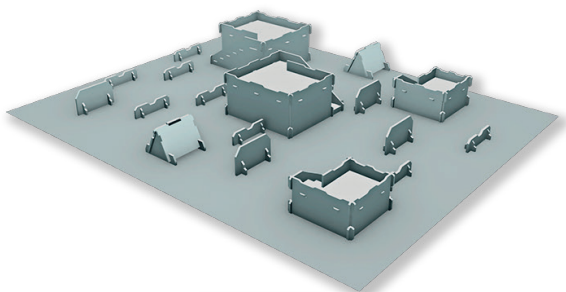
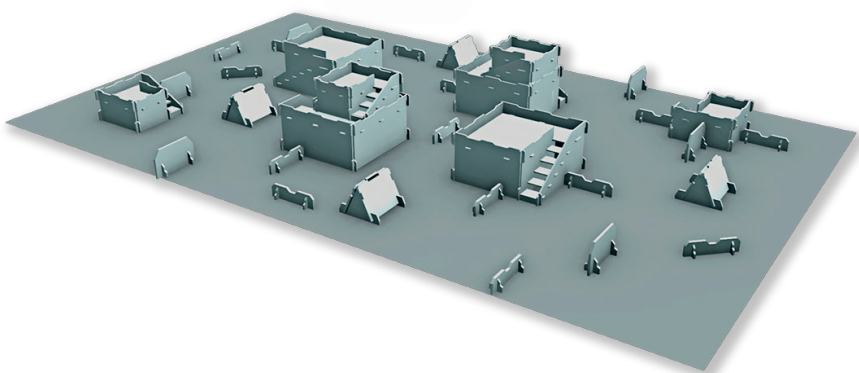
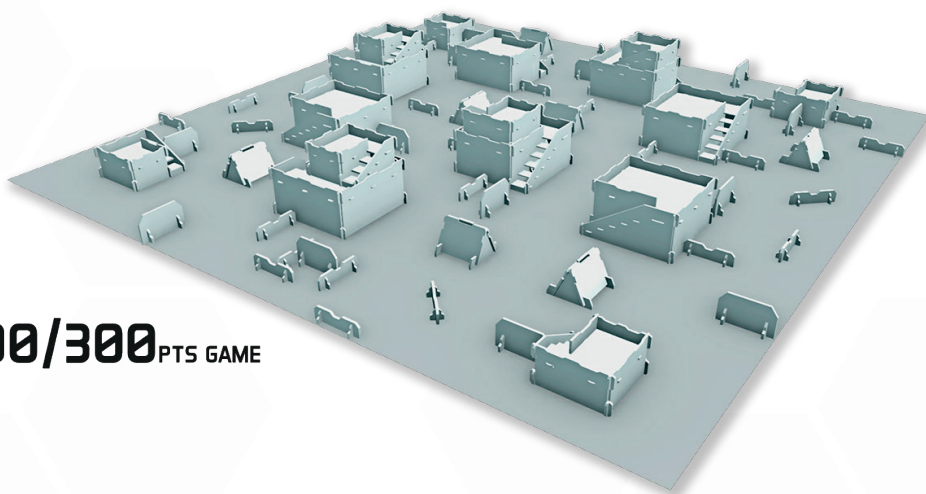
Big terrain pieces can represent buildings or structures with their respective rooftops and elevations. If these rooftops do not have a way to access them (through stairs or elevators, for example), it will be hard for the troops to climb up or down them, limiting the tactical options of both players. Hence it is advisable that the majority of the terrain pieces have elevated zones that are accessible from the ground.

It is also advisable to avoid placing the terrain in such a way that too many bottlenecks and blind alleys are created. The more options the table offers for advancing towards the enemy, the more interesting the tactical choices will be.

SYMMETRICAL AND ASYMMETRICAL DEPLOYMENT ZONES

Symmetrical Deployment Zones are those that have the same amount of terrain pieces of the same size, placed in a similar way on both sides of the game table. On the other hand, Asymmetrical Deployment Zones are those that do not have the same amount of terrain pieces, or those terrain pieces are not of equivalent sizes, producing an imbalance and an obvious advantage for one side of the table over the other.

It is advisable to deploy terrain in such a way that one of the Deployment Zones provides more Cover and/or has higher terrain pieces, giving a tactical advantage to the player who chooses to deploy on that side.

150PTS GAME**250/200**PTS GAME**400/300**PTS GAME



SCENARIOS

SCENARIOS

THE TACTICAL FLEXIBILITY INHERENT IN INFINITY N4 ALLOWS GAMES TO BE MUCH MORE INTERESTING THAN A TYPICAL EXTERMINATE THE ENEMY SCENARIO. THE PURPOSE OF A SCENARIO IS TO ACCOMPLISH A MISSION BY MEETING ITS DEFINED OBJECTIVES AND OBTAINING THE OBJECTIVE POINTS DESIGNATED FOR EACH MET OBJECTIVE.

WHILE PLAYING A SCENARIO, THE PLAYER WHO GETS THE HIGHER NUMBER OF OBJECTIVE POINTS IS THE WINNER. IN THE EVENT OF A TIE REGARDING THE NUMBER OF OBJECTIVE POINTS SCORED, BOTH PLAYERS WILL HAVE TO COMPARE THEIR VICTORY POINTS. THE PLAYER WITH THE HIGHEST VALUE ON VICTORY POINTS WILL WIN THE TIEBREAK.

THIS SECTION INCLUDES A SMALL SET OF MISSIONS THAT SERVE AS AN INTRODUCTION TO THIS NEW LEVEL OF GAMING. FIND MORE FREE CONTENT IN THE DOWNLOADS SECTION OF THE INFINITY OFFICIAL WEBSITE: INFINITYTHEUNIVERSE.COM.

ANNIHILATION MISSION OBJECTIVES

150-POINT GAME	200-POINT GAME	250-POINT GAME	300-POINT GAME	400-POINT GAME	OBJECTIVE POINTS
To Kill 40 to 75 enemy Army Points.	To Kill 50 to 100 enemy Army Points.	To Kill 65 to 125 enemy Army Points.	To Kill 75 to 150 enemy Army Points.	To Kill 100 to 200 enemy Army Points.	1 Objective Point.
To Kill 76 to 125 enemy Army Points.	To Kill 101 to 150 enemy Army Points.	To Kill 126 to 200 enemy Army Points.	To Kill 151 to 250 enemy Army Points.	To Kill 201 to 300 enemy Army Points.	3 Objective Points.
To Kill more than 125 enemy Army Points.	To Kill more than 150 enemy Army Points.	To Kill more than 200 enemy Army Points.	To Kill more than 250 enemy Army Points.	To Kill more than 300 enemy Army Points.	4 Objective Points.
If you have 40 to 75 surviving Victory Points.	If you have 50 to 100 surviving Victory Points.	If you have 65 to 125 surviving Victory Points.	If you have 75 to 150 surviving Victory Points.	If you have 100 to 200 surviving Victory Points.	1 Objective Point.
If you have 76 to 125 surviving Victory Points.	If you have 101 to 150 surviving Victory Points.	If you have 126 to 200 surviving Victory Points.	If you have 151 to 250 surviving Victory Points.	If you have 201 to 300 surviving Victory Points.	3 Objective Points.
If you have more than 125 surviving Victory Points.	If you have more than 150 surviving Victory Points.	If you have more than 200 surviving Victory Points.	If you have more than 250 surviving Victory Points.	If you have more than 300 surviving Victory Points.	4 Objective Points.
To Kill the enemy Lieutenant.					2 Objective Points.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

KILLING

Troopers are considered Killed by the adversary when they enter Dead state, or they are in a Null state at the end of the game.

Troopers that **have not been deployed on the game table**, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

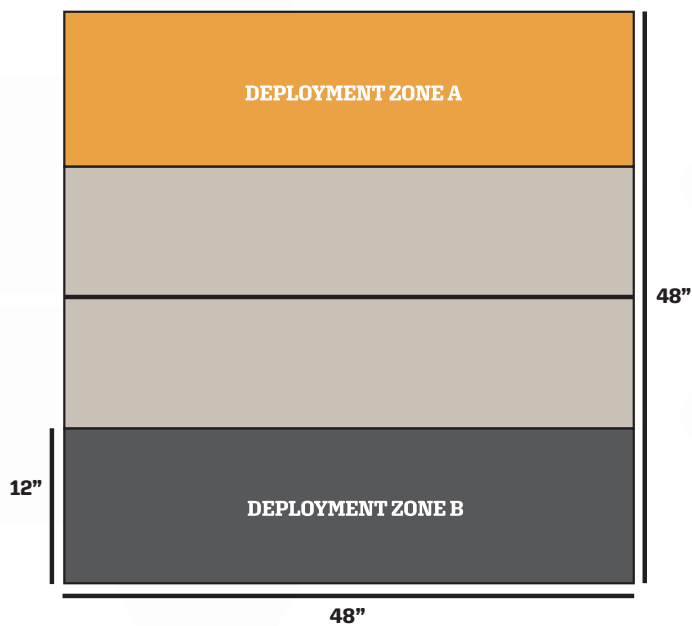
END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

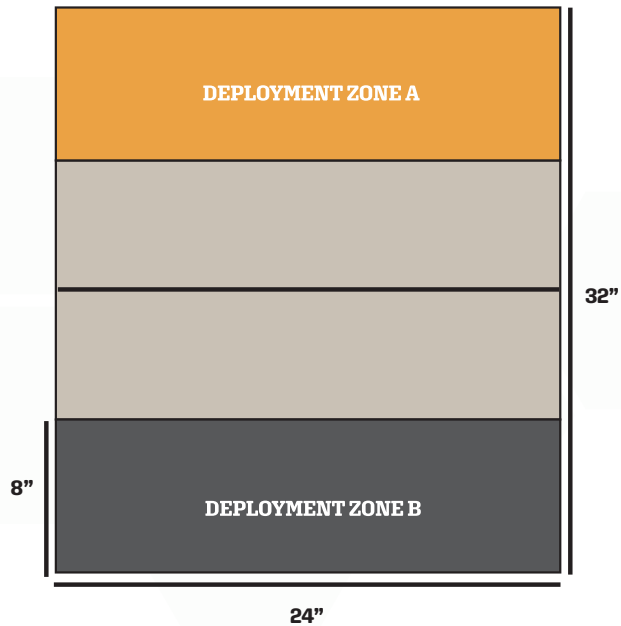
If a player finds, during the Tactical Phase of his Player Turn, that all Troopers in their Army List are in a Null state, the mission will finish at the end of this Player Turn.



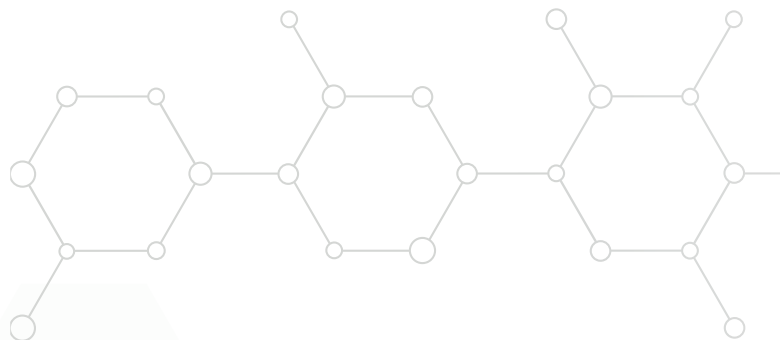
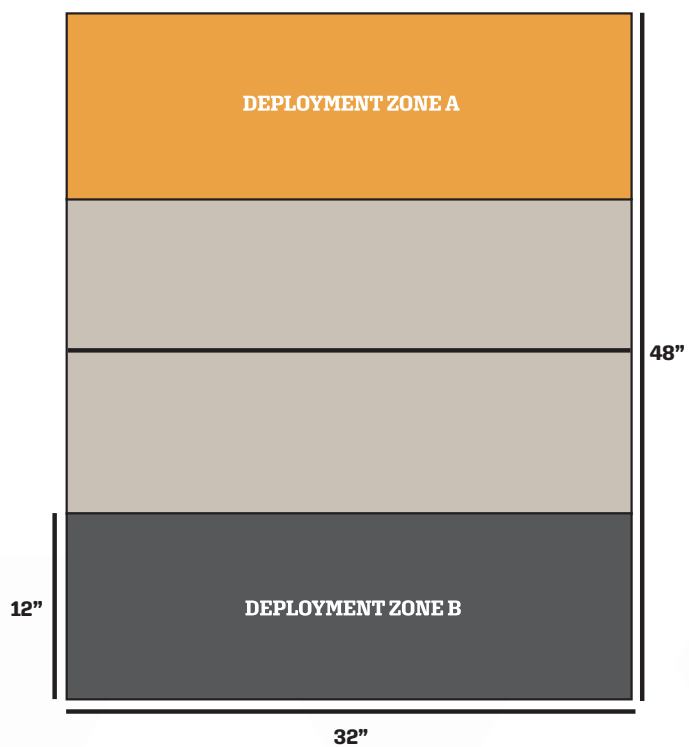
300 AND 400-POINT SCENARIO



150-POINT SCENARIO



200 AND 250-POINT SCENARIO



DOMINATION

MISSION OBJECTIVES

- Dominate **the same number of Quadrants** as the adversary at the end of each Game Round (1 Objective Point, but only if **at least 1 Quadrant** is Dominated by the player).
- Dominate **more Quadrants** than the adversary at the end of each Game Round (2 Objective Points).
- Have a Hacked Console at the end of the game (1 Objective Point for each Hacked Console).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES	MINIMUM VP
A and B	150	3	24 in x 32 in	8 in x 24 in	38
A and B	200	4	32 in x 48 in	12 in x 32 in	50
A and B	250	5	32 in x 48 in	12 in x 32 in	63
A and B	300	6	48 in x 48 in	12 in x 48 in	75
A and B	400	8	48 in x 48 in	12 in x 48 in	100

SCENARIO SPECIAL RULES

DOMINATE QUADRANTS

At the end of each Game Round, but not before, the table is divided into four areas as seen on the map. Each player then checks how many Quadrants he is dominating and counts their **Objective Points**.

A Quadrant is considered Dominated by a player if he has more Victory Points than the adversary inside it. Only Troopers represented by Models or Markers count. Troopers in a Null state do not count. Tokens and Markers representing weapons or pieces of Equipment (like Mines), and those that do not represent a Trooper do not count either.

A Trooper is considered inside a Quadrant when more than half the Trooper's base is inside that Quadrant.

Shasvastii. Troopers with the Shasvastii Special Skill who are located inside a Quadrant will always add their Points to the total while they are in Normal state or Shasvastii Embryo state.

CONSOLES

There are **4 Consoles**, placed on the center of each Quadrant (see map regarding game table size). Each Console must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

HACK CONSOLES

SHORT SKILL

Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Console.

EFFECTS

- The Console is Hacked if the Specialist Troop succeeds at a Normal **WIP** Roll. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- A player can Hack a Console previously Hacked by the adversary. In this situation, that Console will only be considered Hacked by the last player to Hack it.
- **Hackers** apply a +3 MOD to Hack a Console, so they must succeed at a Normal **WIP+3** Roll.

SPECIALIST TROOPS

For the purposes of this scenario, only Doctors, Engineers, Forward Observers, Hackers, Paramedics, Specialist Operatives, and Troopers possessing the Chain of Command Special Skill are considered Specialist Troops.

Doctors and Engineers cannot make

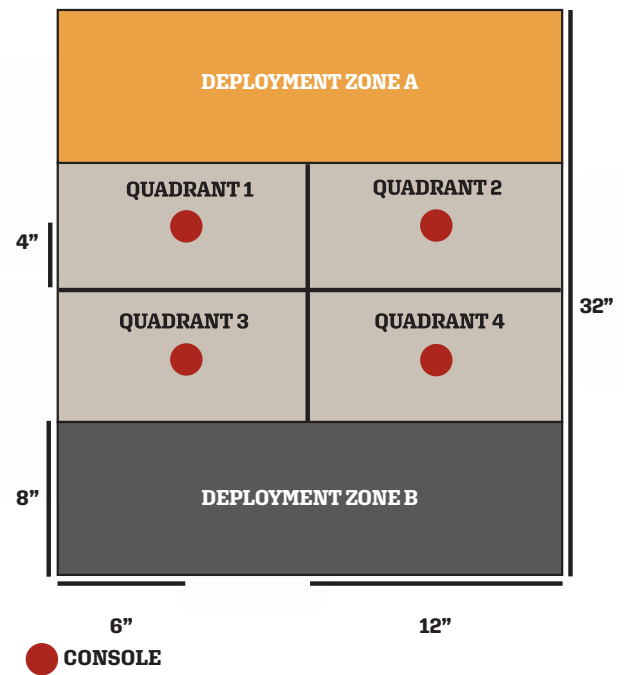
END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If a Player finds, during the Tactical Phase of his Player Turn, that the Troopers of his Army List who are not in Null state do not add up to the minimum number of Victory Points indicated in the Forces and Deployment Chart, then the mission will be over at the end of that Player Turn.



150-POINT SCENARIO



DEPLOYMENT ZONE A

QUADRANT 1

QUADRANT 2

QUADRANT 3

QUADRANT 4

DEPLOYMENT ZONE B

CONSOLE

SUPPLIES

MISSION OBJECTIVES

- Control a Supply Box at the end of the battle (2 Objective Point for each Controlled Supply Box).
- Control **more** Supply Boxes than the adversary at the end of the game (2 Objective Points).
- Control **all** Supply Boxes at the end of the game (2 extra Objective Points).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES	MINIMUM VP
A and B	150	3	24 in x 32 in	8 in x 24 in	38
A and B	200	4	32 in x 48 in	12 in x 32 in	50
A and B	250	5	32 in x 48 in	12 in x 32 in	63
A and B	300	6	48 in x 48 in	12 in x 48 in	75
A and B	400	8	48 in x 48 in	12 in x 48 in	100

It is not permitted to deploy in Silhouette contact with a Supply Box.

SCENARIO SPECIAL RULES

SUPPLY BOXES

There is a total of 3 Supply Boxes. One of them must be placed in the center of the table while the other two must be placed on the central line of the table, 8 inches from its edges.

The Supply Boxes must be represented by a Supply Box Marker, or a similar scenery item (Such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple).

PICK UP SUPPLY BOXES

SHORT SKILL

Attack

REQUIREMENTS

The Specialist Troop should be in one of the following situations:

- Be in Silhouette contact with a SUPPLY BOX Token that is not being carried by a Model.
- Be in Silhouette contact with a Model in a Null state with a SUPPLY BOX Token.
- Be in Silhouette contact with an allied Model in a Normal state with a SUPPLY BOX Token.

EFFECTS

- Spending one Short Skill, without needing a Roll, any Specialist Troop can pick up a Supply Box in any of the situations previously mentioned.
- The Specialist Troop must follow the **Common Rules of Supply Boxes**.

COMMON RULES OF SUPPLY BOXES

- Each Specialist Troop can carry a maximum of 1 Supply Box.
- Only **Models**, and not **Markers**, can carry the Supply Boxes.
- The Supply Box Token must always be kept on the table, even if the Model which is carrying it passes to a Null state.

CONTROLLING THE SUPPLY BOXES

A Supply Box is considered to be Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in a Null state, and cannot be in Silhouette contact with any enemy Model.

SPECIALIST TROOPS

For the purposes of this scenario, only Doctors, Engineers, Forward Observers, Hackers, Paramedics, Specialist Operatives, and Troopers possessing the Chain of Command Special Skill are considered Specialist Troops.

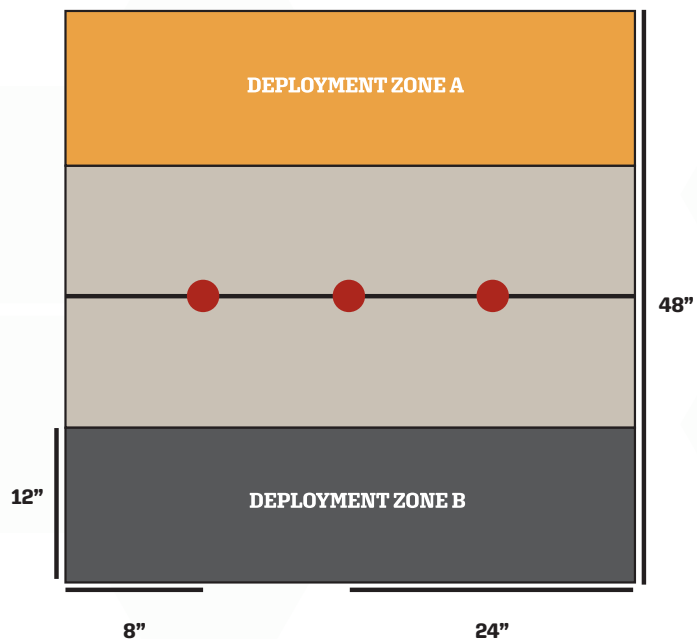
Doctors and Engineers cannot make use of Peripherals to perform tasks reserved for Specialist Troops.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

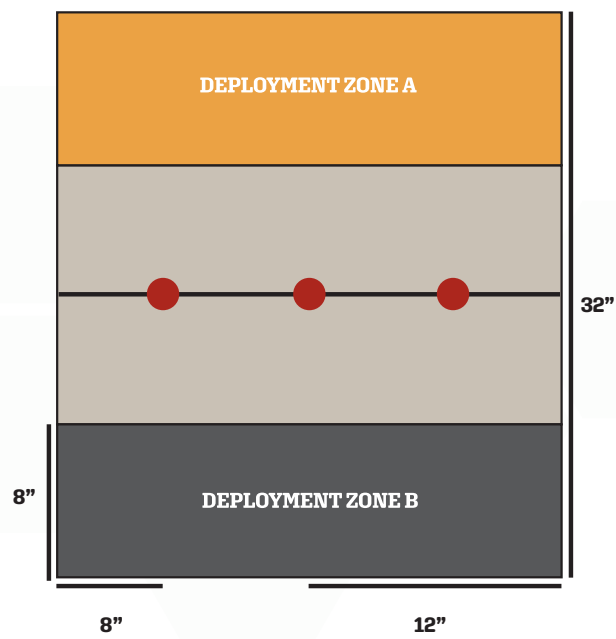
If a Player finds, during the Tactical Phase of his Player Turn, that the Troopers of his Army List who are **not** in Null state do not add up to the minimum number of Victory Points indicated in the Forces and Deployment Chart, then the mission will be over at the end of that Player Turn.

300 AND 400-POINT SCENARIO



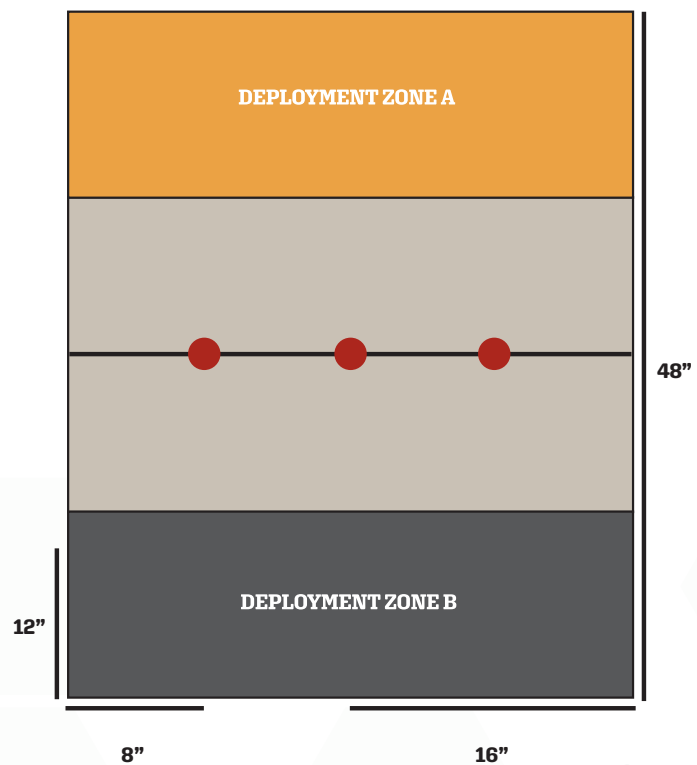
● SUPPLY BOX

150-POINT SCENARIO



● SUPPLY BOX

200 AND 250-POINT SCENARIO



● SUPPLY BOX



FIREFIGHT

MISSION OBJECTIVES

- To have **more** surviving Specialist Troops than the adversary at the end of the game (2 Objective Points).
- To Kill **more** Specialist Troops than the adversary (1 Objective Point).
- To Kill **more** Lieutenants than the adversary (3 Objective Points).
- To Kill **more** Army Points than the adversary (4 Objective Points).

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 24 in
A and B	200	4	32 in x 48 in	12 in x 32 in
A and B	250	5	32 in x 48 in	12 in x 32 in
A and B	300	6	48 in x 48 in	12 in x 48 in
A and B	400	8	48 in x 48 in	12 in x 48 in

SCENARIO SPECIAL RULES

KILLING

Troopers are considered Killed by the adversary when they enter Dead state, or they are in a Null state at the end of the game.

Troopers that **have not been deployed on the game table**, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

REINFORCED TACTICAL LINK

In this mission, the identity of the Lieutenant is always Open Information. The player must indicate which Marker is the Lieutenant if it is in a Marker state.

The Lieutenant must be placed on the game table at the beginning of the first Game Round, either as a model or as a Marker.

If players lack a Lieutenant at the start of the Tactical Phase of their Active Turn, because this Trooper was not deployed or because it is in a Null state (Unconscious, Dead...), then they must name a new Lieutenant, without Order expenditure. The identity of this new Lieutenant is also Open Information. It is compulsory such Lieutenant be a Model or a Marker placed on the game table.

DESIGNATED LANDING AREA

The whole game table is considered a Designated Landing Area. Troopers possessing the Combat Jump Special Skill can apply a +3 MOD to their deployment PH Roll. This MOD is cumulative with any other MOD provided by any other rule.

Additionally, Troopers who have a Special Skill with the Airborne Deployment Label (AD) will ignore the prohibition of deploying inside the enemy Deployment Zone.

SPECIALIST TROOPS

For the purposes of this scenario, only Doctors, Engineers, Forward Observers, Hackers, Paramedics, Specialist Operatives, and Troopers possessing the Chain of Command Special Skill are considered Specialist Troops.

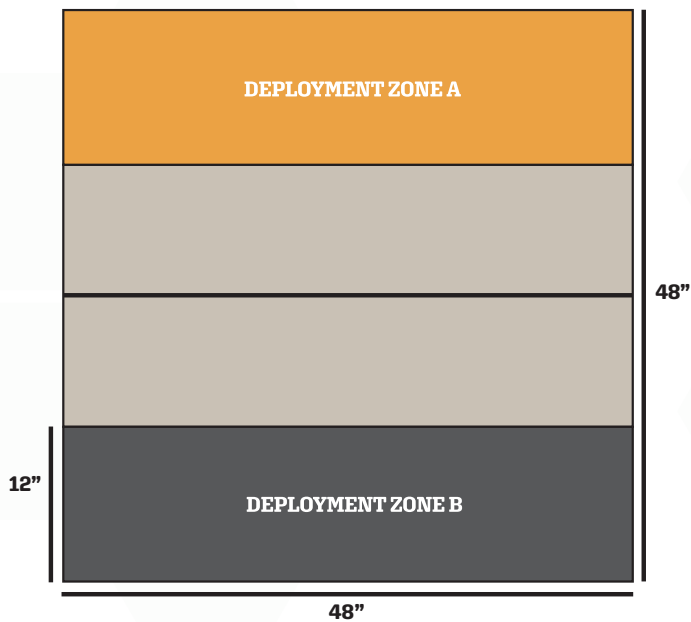
Doctors and Engineers cannot make use of Peripherals to perform tasks reserved for Specialist Troops.

END OF THE MISSION

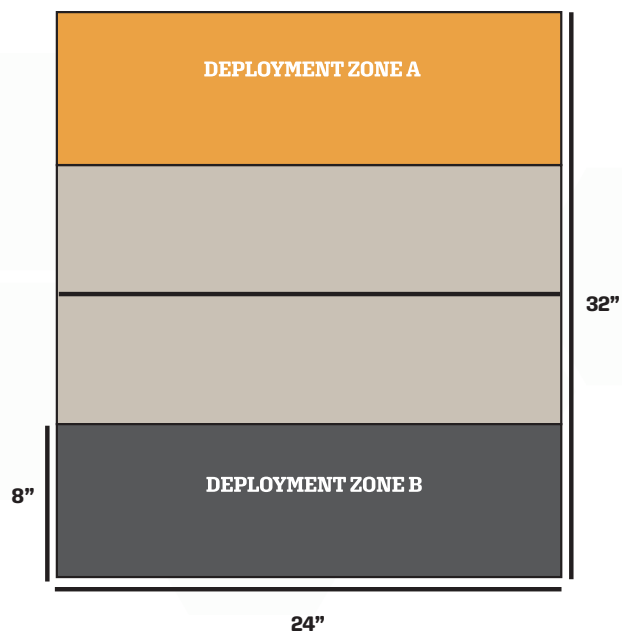
This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

If a player finds, during the Tactical Phase of his Player Turn, that all Troopers in their Army List are in a Null state, the mission will finish at the end of this Player Turn.

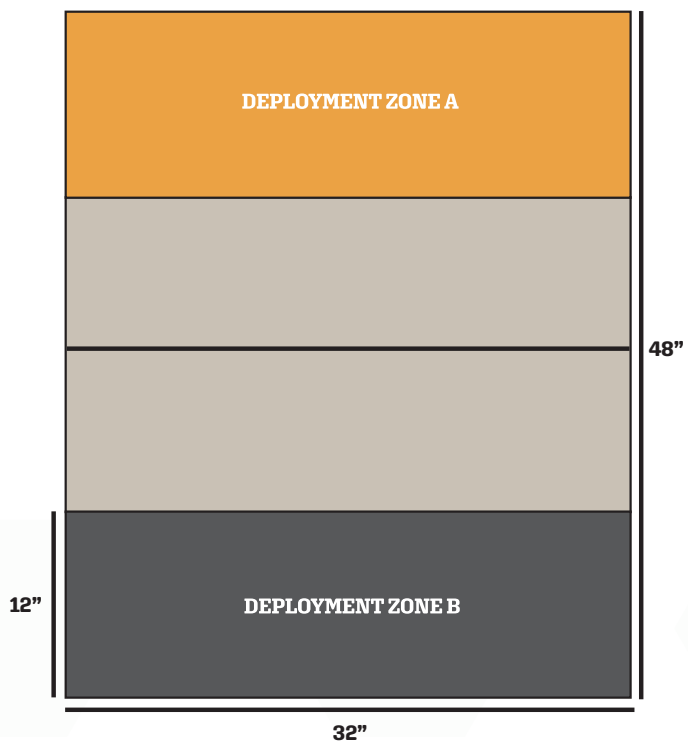
300 AND 400-POINT SCENARIO



150-POINT SCENARIO



200 AND 250-POINT SCENARIO





GLOSSARY

GLOSSARY

THIS RULEBOOK USES A SERIES OF TERMS THAT DESCRIBE AND REFER TO CERTAIN CONCEPTS THAT ARE IMPORTANT FOR UNDERSTANDING THE GAME MECHANICS AND THE WAY SPECIFIC RULES, SKILLS, WEAPONS, AND PIECES OF EQUIPMENT WORK.

THIS SECTION COMPILES ALL THESE TERMS FOR QUICK REFERENCE. HOWEVER, IT IS RECOMMENDED THAT THE PLAYERS ARE INTRODUCED TO THESE CONCEPTS GRADUALLY AS THEY COME UP DURING THEIR FIRST GAMES.

REMEMBER

On the official Infinity website, you can download for free all the Markers, Tokens, and Templates that are necessary for the game.
<https://infinitytheuniverse.com>

TERMINOLOGY

This set of rules features a collection of terms which refer to very specific game elements that help to clarify the extent of the rules.

- **Attributes.** Attributes are a series of numeric values that describe a Trooper's or game element's basic capabilities. In game terms, these are used to make Rolls and calculate the success or failure of attempted actions.
- **Deployable Equipment.** Game element with Attributes, which belongs to the Army List of any of the players and is capable of performing a Special Skill or Trait. This element may also be designated as a target and receive Attacks.
- **Deployable Weapon.** Game element with Attributes that may belong to the Army List of a player, and is capable of performing and receiving Attacks.
- **Marker.** Game element with Attributes represented on the table with a Marker as specified by a Special Skill, Weapon or Equipment.
- **Model.** Game element with Attributes represented on the table by a miniature.
- **Peripheral.** Special category of Trooper that is unable to contribute or spend Orders by itself and, therefore, takes no space in the Army List. It is activated when its Controller, the Trooper on which it depends, spends an Order, replicating their actions.
The Cost of a Peripheral is shown in its own Troop Profile but is also added to its Controller's Cost.
- **Scenery Element.** Game element that recreates the scenarios and serves as a prop on the game table. On certain occasions, they may have Attributes or become a valid target.
- **State Token.** Game element that indicates the effect of a rule, Skill, or State, as a reminder for the player.
- **Target.** Game element capable of being targeted by Attacks and effects from Skills or Equipment.
- **Token.** Game element that represents a piece of Deployable Equipment or a Deployable Weapon.
- **Trooper.** Game element with Attributes which belongs to the Army List of any player, able to contribute and spend Orders, as well as declaring and receiving Attacks.
- **Unit Profile.** Represents the set of Troopers that form each Unit in Infinity N4. Indicates the numerical values that determine each Trooper's Attributes. The Unit Profile also indicates the Characteristics, Special Skills, Equipment, and Armor of each Trooper.
- **Victory Points.** The combined Cost of the player's Troopers who are in a non-Null state.

ALIGNMENT

In Infinity N4 it is important to define which game elements belong to a players' side, and which belong to no side. This determines if those game elements are capable of being attacked, and if so, from whom these attacks may come.

The Alignment adjectives help the players know the extent of the rules over certain game elements.

- **Ally.** Game elements that belong to the player's Army List, or to those of their teammates if the game is played in pairs or groups.
- **Enemy.** Game elements that belong to the opposing player's Army List or to any of their teammates if the game is played in pairs or groups.
- **Hostile.** A game element with its own Attributes that does not belong to the Army List of any of the players. It is considered an Enemy by all the players and is able to declare and receive Attacks.
- **Neutral.** Game elements with Attributes that do not belong to the Army Lists of either player.


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. They are the following:

- **Airborne Deployment (AD).** This label encompasses all the Skills that are related to Airborne Infantry. Any rule mentioning Airborne Deployment will affect all the Skills that have this Label.
- **Attack.** The use of this Special Skill or piece of Equipment is considered an Attack. Remember that **you cannot declare attacks against allies or Neutral elements**, whether represented by Models or Markers.
- **Attack Tactic.** This is an aggressive Tactic.
- **BS Attack.** The use of this Special Skill or piece of Equipment is a form of BS Attack.
- **CC Attack.** The use of this Special Skill or piece of Equipment is a form of CC Attack.
- **CC Special Skill.** This Skill can only be used when the user is in Silhouette contact with the target. Any MODs the Skill may provide can be combined with other CC Special Skills, and they work equally during the Active Turn and the Reactive Turn, unless the Skill states otherwise.
- **Comms Attack.** The use of this weapon, Special Skill, or piece of Equipment is considered an Attack that **cannot** be avoided with the Dodge Special Short Skill, but instead with the Reset Short Skill. Partial Cover has no effect on Weapons, Special Skills or pieces of Equipment possessing this Trait.

- **Comms Equipment.** This Equipment is vulnerable to the effects of certain Hacking Programs and Ammunition.
- **Hackable.**  A Trooper, Peripheral, weapon or piece of Equipment with the Hackable Characteristic can be targeted by both allies and enemies using certain Hacking Programs.
- **Hostile.** A game element with its own Attributes that does not belong to the Army List of any of the players. It is considered an Enemy by all the players and it is able to declare and receive Attacks.
- **Marker.** This Label indicates that Troopers, Weapons, or pieces of Equipment can be represented by a Marker, instead of a Miniature or a Token.
- **Negative Feedback (NFB).** The use this Special Skill or piece of Equipment is incompatible with the use of any other Special Skill or piece of Equipment having this same Label or Trait.
The activation of any Special Skill, Equipment, Hacking Program, special rule, etc. with Negative Feedback will automatically cancel and override any other Special Skill, Equipment, Hacking Program, etc. with Negative Feedback the Trooper may have, until the effects of the new Special Skill, Equipment, etc. are canceled or until it is voluntarily Deactivated.
Therefore, when using an Order, a Trooper will only be allowed to have one active piece of Equipment, Hacking Program, or Special Skill with the Negative Feedback Trait.
- **No LoF.** This Skill does not require LoF to the target.
- **No Roll.** This weapon, Special Skill, or piece of Equipment works in an automatic way and does not require a Roll. If it provides a result, it will be a fixed one which will be shown between brackets.
- **Null.** A Game State with this Label indicates that, in this State, the Trooper will not provide an Order, or Victory Points, to the player.
- **Movement.** The use of this Skill or Equipment is a form of Movement.
- **Obligatory.** The use of this Special Skill or Equipment is compulsory and cannot be waived.
- **Optional.** The use of this Special Skill or Equipment is optional and can be waived.
- **Private Information.** Whether or not any troopers have Special Skills or Equipment with this Label is Private Information and a player is not required to reveal it to his opponent until it is used, or the game is over.
- **States Phase.** This piece of Equipment or Skill can only be used during the States Phase, unless stated otherwise.
- **Superior Deployment.** This Label encompasses all the Skills that allow Troopers to deploy outside their Deployment Zone. Any rule mentioning Superior Deployment will affect all the Skills that have this Label.
- **Supportware.** Hacking Programs designed to provide support to Allied Troopers, and to interfere with enemy Troopers on the battlefield.
- **Support Tactic.** This is an ancillary Tactic.

TRAITS

Traits are the special features of certain weapons and pieces of Equipment.

Traits are commonly given to Common and Special Skills, or to specific effects that make these rules more unique. Some are pretty obvious, and their names describe what their effects are, nevertheless, a list of the different Traits is provided to make them easier to identify:

- **Anti-materiel.** This weapon's Special Ammunition can affect structures and pieces of scenery.
- **ARM=0.** This weapon or piece of Equipment reduces the ARM Attribute of the Target to 0 when a Saving Roll is required.
- **ARO.** This weapon or piece of Equipment is only usable in ARO.
- **Boost.** A weapon possessing this Trait applies the Boost rule, activating when an enemy Model declares or executes an Order or ARO in its ZoC.
- **BTS=0.** This weapon or piece of Equipment reduces the BTS Attribute of the Target to 0 when a Saving Roll is required.
- **Burst (B):** This indicates the number of dice the player must roll when using the weapon or piece of Equipment.
- **Burst: Single Target.** This weapon can only choose a single target for all shots of the Burst.
- **CC.** This weapon can be used when making CC Attacks.
- **Concealed.** This weapon or piece of Equipment uses the effects of the Camouflage Special Skill. Refer to the description of the weapon or Equipment for more details. Camouflage Markers concealing a weapon or a piece of Equipment have a Silhouette (S) value of 2.
- **Continuous Damage.** After failing a Saving Roll, the target will lose 1 point from its Wounds/STR Attribute and it will have to keep making Saving Rolls **until it passes** a Saving Roll or until it ends up in Dead State.
A Critical hit with a weapon with this Trait forces the target to make an additional Saving Roll. This extra Saving Roll doesn't apply the Continuous Damage Trait.
- **Deployable.** This weapon or piece of Equipment may be deployed on the battlefield, thus becoming an element independent of its carrier. Deployable weapons and pieces of Equipment have their own profiles and their own Attributes, and they may be chosen as a target during the game. If a Deployable item has its STR Attribute value reduced to 0 or less, it must be removed from the game table.
- **Direct Template.** This weapon or piece of Equipment uses the Direct Template rules, firing the Template indicated in brackets.
- **Disposable.** This weapon or Equipment has a limited amount of ammunition or uses, and one is expended every time you declare its use, regardless of the success or failure of the Roll involved, or if a Skill has been declared illegally. The profile indicates, by means of a figure in brackets after the Disposable trait, the number of uses for that weapon or Equipment. Once all the uses available are expended, the Trooper, or the item if the Trooper has several Disposable weapons or Equipment, will be in Unloaded State.
Each increment in the Burst (B) value applied to weapons with this Trait due any MOD uses up a Disposable use. For example, a Trooper with a Panzerfaust (a two-use weapon with B1) and BS Attack (+1B) must make a BS Attack with B2, consuming in a single Order the two uses available in the Panzerfaust, so this weapon will be unloaded and the player must place an Unloaded Token next to the Trooper.
In this case, if due any MOD the Burst (B) value is higher than the remaining number of uses available thanks to this Trait, players cannot exceed the remaining number of uses.
In addition, those weapons possessing the Disposable Trait and different Modes (such as Mixed Weapons, D-Charges...) share the number of uses provided by Disposable between all Modes.
- **Double Shot. In Active Turn,** this weapon or piece of Equipment can apply a +1 MOD to its Burst value. If it also possesses the Disposable (2) Trait, this Burst MOD can only be applied if both uses remain unspent. Applying this MOD will expend both uses, putting the Trooper in Unloaded State.
- **Impact Template.** This weapon or piece of Equipment places a Template on the point of impact, firing the Template indicated in brackets.
- **Indiscriminate.** This weapon or piece of Equipment is usable or deployable even if there is a Camouflage and Hiding Marker in its Area of Effect, and even if there is no valid target nearby.
- **Intuitive Attack.** This weapon can be used to make Intuitive Attacks
- **Non-Lethal.** No matter the ammunition type this weapon, piece of Equipment or Hacking Program uses, it doesn't cause the target to lose points from its Wounds/STR Attribute, or doesn't require the target to make a Saving Roll when hit. Even if a Skill, rule or MOD adds or combines other ammunition types, the Non-Lethal Trait always take precedence, so this weapon, piece of Equipment

or Hacking Program never causes the target to lose points of its Wounds/STR Attribute.

- **Perimeter.** When declaring Place Deployable, the player will apply the Deployable and Perimeter rule, placing the weapon or piece of Equipment **completely** inside the ZoC of the Trooper, instead of in Silhouette contact.
- **Prior Deployment.** You must place this weapon or piece of Equipment on the game table during the Deployment Phase.
- **Reflective.** The effects of this weapon or piece of Equipment will be also applied to troopers equipped with a Multispectral Visor of any Level, or any other piece of Equipment that specifies the same.
- **Silent.** If you use this weapon or piece of Equipment to make an Attack while outside the target's LoF, that target cannot react with a Dodge or apply the Alert rule unless he survives the Attack (that is, isn't in a Null state after the Attack is resolved).
Additionally, enemies without LoF in whose Zone of Control the Attack took place or was declared cannot declare AROs or apply the Alert rule unless the target survives the Attack. This means that these enemies must delay their ARO declaration until after the Attack is resolved.
- **Speculative Attack.** This weapon can be used to make Speculative Attacks.
- **State.** This weapon or piece of Equipment causes its target to enter a specific Game State. The Game State it causes will be indicated in the profile of the weapon, Program, or piece of Equipment.
- **Suppressive Fire (SF).** This weapon allows the user to engage in Suppressive Fire, substituting its usual profile with the SF Mode profile.
- **Targetless.** This weapon utilizes a Special Ammunition capable of firing without designating an enemy as a target. In the Reactive Turn, LoF to the Active Trooper is required when using a Targetless weapon.
- **Technical Weapon.** This weapon can make BS Attacks, but uses the WIP Attribute in place of BS. When using this weapon, consider all rules and MODs that would affect the trooper's BS as affecting his WIP Attribute instead. However, the BS Attack (Shock) Skill and Fireteam Bonuses cannot be applied when using a Technical Weapon.
- **Throwing Weapon.** This weapon can make BS Attacks, but uses the PH Attribute in place of BS. When using this weapon, consider all rules and MODs that would affect the trooper's BS as affecting his PH Attribute instead.
- **Zone of Control (ZC).** The range of this weapon or piece of Equipment is equivalent to the user's Zone of Control (8 inches).

GAME STATES

A State is a game rule that represents the different conditions, positive or negative, in which a Trooper or Game Element can be in, in Infinity N4.

All the different States are cumulative, and all of them have activation and Cancellation procedures. States are represented in the form of State Tokens.

States that are considered Null are marked in red, so they are more easily identified.

CAMOUFLAGED STATE

CAMOUFLAGED

Marker

ACTIVATION

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



EFFECTS

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

CANCELLATION

The Camouflaged State is cancelled whenever:

- ▶ The Camouflaged Marker **declares** an Attack, Look Out!, or any Skill that requires a Roll.
- ▶ The Camouflaged Marker declares an **Entire Order** of any kind, other than Cautious Movement.
- ▶ The Camouflaged Marker enters Silhouette contact with an enemy Model.
- ▶ The Camouflaged Marker is **Discovered**.
- ▶ The Camouflaged Marker is forced to make a Saving Roll.
- ▶ The Trooper is or becomes Impetuous (due to having the Frenzy Characteristic or any other effect), or enters the Retreat! State.
- ▶ When Camouflage state is cancelled, its player must replace the Marker with the corresponding Model, facing in any direction the player chooses.
- ▶ When replacing the Marker with the Model, the player must provide their adversary with the Trooper's complete Public Information.
- ▶ The Trooper is or becomes Impetuous (due to having the Frenzy Characteristic or any other effect), or enters the Retreat! State.
- ▶ When Camouflaged state State is cancelled, **its player must replace the Marker** with the corresponding Model, facing in any direction the player chooses.

IMPORTANT

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

REMEMBER

ARO against a Marker:

- The only AROs that can be performed against a Camouflage (CAMO) Marker are **Discover**, **Dodge**, **Look Out!** or **Reset**.
- Against a Marker, the enemy can **delay** declaring their ARO until it declares its second Short Skill of the Order.
- In this case, they may declare an ARO only if the Camouflaged Marker reveals themselves with their second Short Skill of the Order. If the second Short Skill of the Order does not reveal the Marker, the Trooper loses their right to declare an ARO.

REMEMBER

Camouflaged Markers (CAMO) may be indirectly affected by Template Weapons if another non-Camouflaged Enemy Trooper is designated as the Main Target.

DEAD STATE**DEAD**

Null

ACTIVATION

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

EFFECTS

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

CANCELLATION

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

CANCELLATION

- ▶ This State is automatically cancelled if the Controller of this Peripheral recovers from the Null state which caused the activation of Disconnected State.
- ▶ If this State was caused by an Attack, a piece of scenery, or a Scenario Special Rule applied to this Trooper, then a Trooper with the **Engineer** Special Skill (or an equivalent Skill) may cancel this State by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal **WIP** Roll (or the Roll specified by the Special Skill or Scenario).
- ▶ If this State was caused by failing a Coherency Check, it is automatically cancelled by passing a Coherency Check at the end of an Order or ARO.

ENGAGED STATE**ENGAGED****ACTIVATION**

- ▶ The Trooper is in Silhouette contact with an Enemy Trooper, and neither are in an Immobilized or Null (except Sepsitorized or Possessed) State.

EFFECTS

- ▶ Troopers in Engaged State are considered to be in Close Combat.
- ▶ Troopers in this State can only declare **Berserk**, **CC Attack**, **Dodge**, **Idle**, **Reset**, and Skills that specify that they can be used in Close Combat or in Engaged State.
- ▶ Troopers that are in Engaged State may not trace LoF outside their Close Combat.
- ▶ By declaring BS Attack on a Trooper in Engaged State, the BS Attack against a Close Combat rule must be applied (see p. 46).
- ▶ Template Weapons placed on a group of Troopers in Engaged state will always affect all participating Troopers, even if the placement of the Template would only affect one of them.

CANCELLATION

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

DISCONNECTED STATE**DISCONNECTED**

Null

ACTIVATION

- ▶ The Controller of this Trooper is in a Null state.
- ▶ The Peripheral fails a Coherency Check.
- ▶ The Peripheral is subject to a successful Attack or Effect of an Ammunition, Hacking Program, condition, or Scenario Special Rule that specifies that it causes this State.
- ▶ The Peripheral is in **Isolated State**.

EFFECTS

- ▶ A Peripheral in this State cannot be activated, or declare Orders or AROs.
- ▶ A Peripheral in this State does **not** count towards the Player's Victory Points.

**FOXHOLE STATE****FOXHOLE****ACTIVATION**

- ▶ Automatic during the Deployment Phase.
- ▶ During the Active Turn, Troopers may only activate the Foxhole State by consuming 1 Entire Order.

EFFECTS

- ▶ The Trooper has a Silhouette Attribute value of 3 (S3).
- ▶ The Trooper has Partial Cover in a 360° arc, from all directions and angles.
- ▶ The Trooper has the **Mimetism** (-3) and **Courage** Special Skills.
- ▶ Foxhole State is a fixed position which doesn't allow its user to perform any type of movement, including movement granted by a successful Dodge Roll.



CANCELLATION

- ▶ The Trooper enters Prone State.
- ▶ A Trooper in Foxhole State in the Active Turn may automatically cancel this State at the beginning of their movement by declaring a Skill with the Movement Label. The player must announce he is cancelling Foxhole State when declaring the Skill. By doing so, the State is cancelled at no cost and the Trooper can carry out its Movement using its regular MOV and S values. In the same way, in the Active Turn, the Trooper may automatically cancel this State at the beginning of a Dodge move.
- ▶ When cancelling Foxhole State, the Trooper loses all the advantages provided by it, the Token is removed from the game table and the Trooper recovers his MOV and S values.

REMEMBER

The space in which Foxhole State is activated must have a height and width equal or greater than the Silhouette Template of this State.

HIDDEN DEPLOYMENT STATE

HIDDEN DEPLOYMENT ACTIVATION

- ▶ Automatic in the Deployment Phase.

EFFECTS

- ▶ The Hidden Deployment State is a special form of deployment that allows the user to deploy during the Deployment Phase without placing a Model or Marker on the battlefield.
- ▶ In your Deployment Phase, write down the position of your Hidden Deployment Troopers in as much detail as possible (make sure to specify whether the Trooper is in Cover, Prone, etc.) in order to show your opponent when their State is cancelled and their position revealed.
- ▶ Until a Trooper's Hidden Deployment State is cancelled, that Trooper is considered not to be on the game table at all. Consequently, such a Trooper does not affect LoF, is not affected by Template Weapons, etc.
- ▶ While in Hidden Deployment State, the Trooper **will not add their Order to the Order Pool** during the Tactical Phase. They can only use this Order themselves, when placing the Trooper on the gaming table during the Active Turn.
- ▶ Although the Trooper in Hidden Deployment is not considered to be on the table, if the Trooper has the Infiltration Special Skill and makes an Infiltration Roll, the Roll must be made once their position is written down.
 - ▶ If the Roll is a success, the Trooper infiltrates and does not lose the Hidden Deployment State.
 - ▶ If the Roll is a success, the Trooper infiltrates and does not lose the Hidden Deployment State.
- ▶ **If a Trooper deploys in Hidden Deployment State and in Holoecho State, the player must write down the positions of the three Holoechos on the game table, their facing, and which of them is the real Trooper. When the Trooper's Hidden Deployment State is cancelled you must perform a Coherency Check. Any Holoechos that are out of Coherency have their Holoecho State cancelled.**
- ▶ When a player moves a Hidden Deployment Trooper into a different Combat Group, they must inform their opponent that the Trooper exists. The Troopers' information remains Private, until the Trooper is revealed.
- ▶ Troopers in Hidden Deployment State can be selected to be part of a Coordinated Order. However, in this situation they will lose their own Order.
- ▶ Once Troopers' Hidden Deployment State has been cancelled, they cannot regain it.

CANCELLATION

- ▶ The Hidden Deployment State is cancelled if the Trooper becomes Impetuous (due to a game situation) or enters the Retreat! State.
- ▶ The Hidden Deployment state State is automatically cancelled whenever the Trooper declares any Short Skill, Entire Order or ARO. The Trooper's Model or Marker will be placed on the game table, in the position you wrote down, facing in the direction of your choice.
- ▶ If the Trooper has a Skill that allows them to deploy in Marker State (for example Camouflage), they will be able to keep that State as long as:
 - ▶ They declare Cautious Movement or any Short Movement Skill that does not require to make a Roll (except Look Out!), or they Mount or Dismount from a TAG, Motorcycle...
 - ▶ They delay their ARO against a Marker.
 - ▶ They prevent an Enemy Trooper from entering a Marker State.
- ▶ If the Trooper declares a Skill, ARO or Entire Order other than those listed above, their Hidden Deployment State is also cancelled. In this case, place the Model that represents the Trooper in the position you wrote down, facing in the direction of your choice.
- ▶ The Hidden Deployment State is cancelled if the Trooper becomes Impetuous (due to a game situation) or enters the Retreat! State.
- ▶ When the Model is placed on the battlefield, the player must provide their adversary with the Trooper's complete Public Information.



Sibylla explains:

If a Trooper in Hidden Deployment wants to prevent another Trooper in LoF from returning to a Marker State, they must place the corresponding Model or Marker on the table at the moment the opponent declares their intention to return to Camouflaged, Impersonation etc. State.

HOLOECHO STATE

HOLOECHO ACTIVATION

- ▶ Automatic when deployed, placing three Holoechos on the game table, within Coherency of at least one of the other Holoechos, respecting the general conditions of the Deployment rules.
- ▶ If the Holoprojector bearer is outside the LoF of enemy Markers or Troopers, then the bearer may automatically activate this State during the States Phase, placing up to two Holoechos in Silhouette contact with it.
- ▶ During their Active Turn, Troopers with Holoprojector may revert to Holoecho State by expending an Entire Order while outside the LoF of enemy Markers or Troopers. The player will place the other Holoechos in Silhouette contact with the Holoprojector bearer.



EFFECTS

- ▶ While in Holoecho State, the Trooper is represented by three Holoechos: the Holoecho 1 Marker, the Holoecho 2 Marker and the actual Model.
- ▶ The player must note in secret which of these Holoechos represents the real Holoprojector bearer, while the others are just holographic decoys.
- ▶ The Holoprojector bearer and their holographic decoys act at the same time, **performing exactly the same declared Order**. However, the holographic decoys cannot interact with scenery, and consider any Look Out! declaration as an Idle.
- ▶ **Coherency**. Each Holoecho must be in Coherency with another Holoecho,

regardless of who is the real Holoprojector bearer. For example, one of the Holoechoes must have at least one of the other two Holoechoes in its ZoC.

- ▶ In the Deployment Phase, the player can perform a Coherency Check after having deployed the Holoechoes.
- ▶ In the Active or Reactive Turn, when activating the Holoechoes with an Order or ARO, the player must perform Coherency Checks at the start and end of the Order.
- ▶ Holoechoes are considered real Troopers in regard to providing AROs, checking LoF, and activating Enemy weapons or pieces of Equipment (Mines, CrazyKoalas, etc.). Each Reactive Trooper must **choose only one** of the Holoechoes activated by the Order as their target, but they are not obliged to choose the same target.
- ▶ Holoechoes have an angle of vision of 180°, established in the front half of their base.
- ▶ In order to know if a Holoecho is the bearer or just a holographic decoy, the Enemy must pass a Discover Roll against that Holoecho.
- ▶ In his Active Turn only, a Trooper in Holoecho State may use the Surprise Attack Special Skill.
- ▶ Holoecho State replicates the State Tokens (Prone, Unloaded, etc.) or pieces of Equipment (TinBots, SymbioMates, etc.) that the Holoprojector bearer may have.
- ▶ When a Trooper in Holoecho State is activated, each Reactive Trooper can delay the declaration of their ARO until the second half of the Active Trooper's Order has been declared. In this case:
 - ▶ If the Trooper in Holoecho State reveals themselves with the second half of their Order (by declaring a BS Attack, moving into Silhouette contact with an enemy...), the delaying Trooper can declare their ARO.
 - ▶ If the Trooper in Holoecho State does not reveal themselves, the delaying Trooper loses their right to declare an ARO.
- ▶ **The effect of Holoecho State can be combined with the effects of HoloMask State.**
 - ▶ This allows the bearer to replace their Model with that of another Trooper, following the restrictions listed in HoloMask State, and also to replace the Holoecho Markers with Models. However, these must represent the same type of imitated Trooper as the Model, possessing the same weapons and equipment, like the Holoecho Markers do.
 - ▶ If the player is using Models instead of Holoecho Markers, then the first time he activates the Trooper in his Active Turn, the player must place a Holoecho Marker next to one of the three Models, but it does not have to be the Model of the real Holoprojector bearer. In this way, the adversary can know he is facing a Holoprojector Trooper in order to be able to delay his AROs.
 - ▶ Troopers combining the effects of Holoecho and HoloMask States cannot replicate those Deployable weapons or pieces of Equipment represented by a Token or Model (FastPandas, CrazyKoalas, Mines deployed with the Minelayer Special Skill...) that the imitated Model has.
- ▶ **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, their facing, and which of them is the real Trooper. When the Trooper's Hidden Deployment State is cancelled the player must perform a Coherency Check. Any Holoechoes that are out of Coherency have their Holoecho State cancelled.**
- ▶ This State does not affect Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- ▶ A Trooper in Holoecho State cannot be part of a Fireteam. If a member of a Fireteam activates Holoecho State, then it will automatically cease being part of the Fireteam.

CANCELLATION

The Holoecho State of the real Holoprojector bearer is canceled, removing all the holographic decoys and placing the Holoprojector bearer in its real position,

whenever:

- ▶ The Holoprojector bearer **declares** an Attack, Look Out! or any Skill that require a Roll.
- ▶ The Holoprojector bearer **declares** an **Entire Order** other than Cautious Movement.
- ▶ The Holoprojector bearer enters Silhouette contact with a Model.
- ▶ The Holoprojector bearer is forced to make a Saving Roll.
- ▶ The Holoprojector bearer is **Discovered**.
- ▶ The Holoprojector bearer is or becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters the Retreat! State.
- ▶ The Holoprojector bearer breaks Coherency with the other Holoechoes.

In addition:

- ▶ Whenever Holoecho State of the Holoprojector bearer is canceled, remove all the holographic decoys at the end of the Order that happened. If the bearer was hidden as a Holoecho Marker or as a different Model, replace it with the bearer's Model, facing the same direction, at the end of the Order that happened.
- ▶ An exception to this rule is made when Holoprojector bearer fails a Coherency Check at the start of an Order, then the player must remove all the holographic decoys immediately, before measuring any declared movement.

The Holoecho State of a holographic decoy is canceled, whenever:

- ▶ It is Discovered.
- ▶ It enters in Silhouette contact with an enemy Model.
- ▶ It is forced to make a Saving Roll. In this case the decoy does not make the Saving Roll and is simply removed.
- ▶ It breaks Coherency with the other Holoechoes.
- ▶ The real Holoprojector bearer's Holoecho State is cancelled for any reason.

IMPORTANT

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

HOLOMASK STATE

HOLOMASK

ACTIVATION

- ▶ Automatic when deployed.
- ▶ During the Active Turn, Troopers may only return to HoloMask State by consuming 1 Entire Order, outside the LoF of enemy Markers or Troopers.

EFFECTS

- ▶ While in HoloMask State, players don't place the HoloMask bearer's Model but the Model of any other Trooper (known as the imitated Model), declaring which weapon option it is duplicating from the imitated Model's Unit Profile.
- ▶ The imitated Model must be a Trooper from the bearer's faction or Sectorial Army and must have the **same Silhouette value** as the bearer.
- ▶ However, the player will use the real Unit Profile of the HoloMask bearer, just as it appears on their Army List.
- ▶ A Trooper in HoloMask State cannot replicate those Deployable weapons or pieces of Equipment represented by Tokens or Models (TinBots, FastPandas, SymbioMates, Mines deployed with the Minelayer Special Skill...) that the imitated Model has.
- ▶ In order to Discover a Trooper in HoloMask State, the Enemy must pass a Discover Roll.

- ▶ If the Discover is successful, replace the imitated Model with the real Trooper's Model, facing the same direction as the imitated Model.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.

CANCELLATION

A Trooper's HoloMask State is canceled, replacing the imitated Model with the real Model, whenever:

- ▶ The Trooper in HoloMask State **declares** an Attack, Look Out!, or any Skill that requires a Roll.
- ▶ The Trooper in HoloMask State **declares an Entire Order** of any kind, other than Cautious Movement.
- ▶ The Trooper in HoloMask State enters Silhouette contact with an enemy Model.
- ▶ The Trooper in HoloMask State is forced to make a Saving Roll.
- ▶ The Trooper in HoloMask State is **Discovered**.
- ▶ A Trooper in HoloMask State is or becomes Impetuous (due to the Frenzy Characteristic or any other effect) or enters Retreat! State.

In addition:

- ▶ Whenever HoloMask State is canceled, replace the imitated Model with the real Model, facing the same direction as the imitated Model, at the end of the Order in which the State was cancelled.
- ▶ When replacing the imitated Model with the real one, the player must provide their adversary with the Trooper's complete Public Information.

IMPORTANT

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

IMPORTANT

The presence of Troopers in HoloMask or Holoecho State is considered Private Information. This also includes the Special Skills they have and their weapons and pieces of Equipment, too.

IMMOBILIZED-A STATE

IMMOBILIZED-A

ACTIVATION

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



EFFECTS

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

CANCELLATION

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

IMMOBILIZED-B STATE

IMMOBILIZED-B

ACTIVATION

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



EFFECTS

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

CANCELLATION

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

IMPERSONATION STATE

IMPERSONATION

Marker

ACTIVATION

- ▶ Automatic during the Deployment Phase, provided the user passes any WIP Roll that is necessary.
- ▶ During the Active Turn, Troopers may only return to Impersonation State by consuming 1 Entire Order, outside the LoF of enemy Markers or Troopers.
- ▶ This State may also be activated as indicated by Special Skills, Hacking Programs, etc.

EFFECTS

- ▶ Troopers cannot enter Silhouette contact with an enemy Impersonation Marker.
- ▶ Troopers cannot declare Attacks against Impersonation-1 Markers (IMP-1).
- ▶ Troopers cannot declare Attacks against Impersonation-2 Markers (IMP-2), it is required to Discover that Marker first (Discover + Attack maneuver).
- ▶ In their Active Turn only, Troopers in Impersonation State may use the Surprise Attack Special Skill.
- ▶ **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.**
- ▶ An Impersonation Marker has a 360° LoF.
- ▶ An Impersonation Marker has the same **Silhouette (S)** value as the Trooper it represents.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- ▶ The only AROs that can be declared against an Impersonation Marker are: Discover, Dodge, Look Out! or Reset.
- ▶ When a Trooper in Impersonation State is activated, each Reactive Trooper can delay the declaration of their ARO until the second half of the Active Trooper's Order has been declared. In this case:

- ▶ If the Trooper in Impersonation State reveals themselves with the second half of their Order (by declaring a BS Attack, moving into Silhouette contact with an enemy...), the delaying Trooper can declare their ARO.
- ▶ If the Trooper in Impersonation State does not reveal themselves, the delaying Trooper loses their right to declare an ARO.
- ▶ Impersonation has two levels, each with its own specific features:

IMPERSONATION-1



- ▶ In Impersonation-1 State, the player does **not** place the Model on the table but instead places an Impersonation-1 Marker (IMP-1).
- ▶ To reveal an Impersonation-1 Marker, a Discover Roll must be passed, applying a -6 MOD.
- ▶ If the Discover Roll is successful, the Trooper enters Impersonation-2 State. Replace the Impersonation-1 Marker with an Impersonation-2 Marker (IMP-2).

IMPERSONATION-2



- ▶ In the Impersonation-2 State, the player does not place the Model on the table but instead places an Impersonation-2 Marker (IMP-2).
- ▶ To reveal an Impersonation-2 Marker, a Discover Roll must be passed.
- ▶ If the Discover Roll is successful, the Impersonation-2 Marker is replaced with the corresponding Model, facing in any direction its player chooses.

CANCELLATION

The Impersonation State is canceled and the Impersonation Marker is replaced with the corresponding Model whenever:

- ▶ The Impersonation Marker **declares** an Attack or any Skill that requires a Roll.
- ▶ The Impersonation Marker declares an **Entire Order** of any kind, other than Cautious Movement.
- ▶ The Impersonation Marker enters Silhouette contact with an enemy Model.
- ▶ The Impersonation-2 Marker (IMP-2) is **Discovered**.
- ▶ The Trooper is or becomes Impetuous (due to having the Frenzy Characteristic or any other effect), or enters the Retreat! State.
- ▶ When Impersonation State is cancelled, its player must replace the Marker with the corresponding Model, facing in any direction the player chooses.
- ▶ When replacing the Marker with the Model, the player must provide their adversary with the Trooper's complete Public Information.

- ▶ If the Isolated Trooper is the Team Leader then the Fireteam will break.
- ▶ Troopers in Isolated State cannot take part in a Coordinated Order.
- ▶ Automatic Special Skills and Equipment continue to work in this state, with the exception of Comms Attacks and Comms Equipment.

CANCELLATION

- ▶ A Trooper with the **Engineer** Special Skill (or an equivalent Skill) may cancel the state by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper and succeeding at a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario that caused the state).
- ▶ The affected Trooper may cancel this state via a successful Normal or Face to Face Reset Roll, applying the -9 WIP MOD provided by this state.

NORMAL STATE

NORMAL STATE

ACTIVATION

- ▶ Unless otherwise noted, all Troopers deploy in this state.
- ▶ Troopers in any Null State revert to the Normal State if their Null States are cancelled.
 - ▶ Therefore, Troopers in the Unconscious State revert to the Normal State if they recover at least 1 point of their Wounds or Structure Attribute.

EFFECTS

- ▶ The Trooper generates 1 Order for their players to use during the Tactical Phase.
- ▶ The Trooper counts towards the Player's Victory Points.

CANCELLATION

- ▶ The Normal state State is cancelled when the Trooper enters any Null State (Unconscious, Dead...) or when the effect of a Special Skill, weapon or piece of Equipment indicates so.

PRONE STATE

PRONE

ACTIVATION



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

EFFECTS

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

ISOLATED STATE

ISOLATED

ACTIVATION



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

EFFECTS

- ▶ Troopers in Isolated State cannot receive Orders from their Order Pool.
- ▶ If, at the start of his following Active Turns, the Trooper is still Isolated, then he is considered to be Irregular and does not add his Order to his Order Pool this Turn.
- ▶ 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 too.
- ▶ Additionally, if the Isolated Trooper is the army's Lieutenant, then at the beginning of the player's next Active Turn the army enters a Loss of Lieutenant situation unless the state is cancelled before then.
- ▶ Troopers in this state must apply a -9 WIP MOD to their Reset rolls.
- ▶ An Isolated Trooper ceases to be part of any kind of Infinity Fireteam.

CANCELLATION

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

POSSESSED STATE

POSSESSED

Null

ACTIVATION

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



EFFECTS

- ▶ Troopers in this state **cannot be activated or receive Orders from their player's Order Pool**. While they are Possessed, Troopers are considered to be **enemies by the rest of their owner's Troopers** and are considered to be **allies by the Troopers of the player that caused this game state**.
- ▶ Troopers in this state do **not** contribute Orders during the Tactical Phases of either player.
- ▶ Troopers in this state **may be activated and receive Orders from the Order Pool of the Combat Group of the Trooper who caused them to enter the Possessed state**. A Possessed Trooper does not count towards the maximum number of members the Combat Group may contain.
- ▶ Possessed Troopers **must use the Possessed Trooper profile instead of their own**.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- ▶ A Possessed Trooper does not count towards either Players' Victory Points..
- ▶ **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 such State.**

POSSESSED TROOPER

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S
4-4	13	12	--*	11	--*	--*	--*	--*

Note *- Use the Trooper's original values.

CANCELLATION

- ▶ In the owning player's Tactical Phase, during the Executive Use of Command Tokens step, the player can automatically cancel this State by spending 1 Command Token.
- ▶ The Possessed State is automatically cancelled if the owning player successfully affects the Possessed Trooper with the Total Control Hacking Program.

RETREAT! STATE

RETREAT!

ACTIVATION

- ▶ If at the beginning of the Player Turn, the sum of the Victory Points of the player is equal or less than 25% of the points available for building the Army List, then their army enters a state of Retreat!



EFFECTS

- ▶ An army in Retreat! is automatically considered to be in a state of Loss of Lieutenant.
- ▶ As long as the army is in Retreat!, its owner cannot name a new Lieutenant. If the state of Retreat! is cancelled and the army has a Lieutenant, then the Loss of Lieutenant state is cancelled as well.
- ▶ When the Retreat! state State is declared at the beginning of a player's Active Turn, that player places a Retreat! Token (RETREAT!) beside each of their surviving troops.
- ▶ Troops with a Retreat! Token (RETREAT!) can only use Short Movement Skills, Cautious Movement, Dodge or Reset (or any Special Skills that explicitly say so).
- ▶ In a Retreat! situation the Impetuous Phase of the Player Turn is not applied. So, Impetuous or Frenzy Troopers cannot be activated in the Impetuous Phase.
- ▶ Troopers in Holojector or HoloMask State, or any Marker State, cancel the State when they enter Retreat! State.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- ▶ Troopers with the Special Skills Courage, Religious Troop, Veteran or any other Special Skill that protects them from the effects of Retreat! State ignore all effects of Retreat! State.
- ▶ In a Retreat! situation, all Troopers who exit the game table via the widest side of their Deployment Zone are considered to have survived the battle and can be counted as Victory Points by their owner.
- ▶ When a player in Retreat! has lost or evacuated all Troopers in their Army List, the game ends (unless the specific end-game conditions of the scenario being played indicate otherwise).

CANCELLATION

- ▶ The Retreat! state State of a Trooper can be cancelled by spending a Command Token. That Trooper will ignore the effects of the Retreat! state State until the end of the game.
- ▶ At the beginning of each of their Active Turns, players can make a count of their surviving troops. If the point cost of the survivors is more than the 25% threshold—because an Unconscious troop was restored to combat readiness, for example—then the Retreat! state State is cancelled and the Retreat! Tokens (RETREAT!) are removed.

SEPSITORIZED STATE

SEPSITORIZED

Null

ACTIVATION

- ▶ A Cube-wearing Trooper failed a Saving Roll against a Sepsitor Attack.

EFFECTS

- ▶ Troopers in this state **cannot be activated or receive Orders from their player's Order Pool**. While they are Sepsitorized, Troopers are considered to be **enemies** by the rest of their owner's Troopers and are considered to be **allies** by the Troopers of the player that caused this game state.
- ▶ Troopers in this state do **not** contribute Orders during the Tactical Phases of either player.
- ▶ Troopers in this state may be activated and receive Orders from the Order Pool of the Combat Group of the Trooper who caused them to enter the Sepsitorized state. A Sepsitorized Trooper does not count towards the maximum number of members the Combat Group may contain.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.
- ▶ A Sepsitorized Trooper does **not** count towards either Players' Victory Points.



STUNNED STATE

STUNNED

ACTIVATION

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



EFFECTS

- ▶ Troopers in this state cannot declare Attacks.
- ▶ Moreover, Troopers in Stunned State must apply a MOD of -3 to any Roll they perform, except Saving Rolls.
- ▶ Automatic Special Skills and Equipment continue to work, but the Trooper must still respect all declaration restrictions.

CANCELLATION

- ▶ To cancel this State, Troopers with the **Wounds** Attribute require a **Doctor**, while Troopers with the **Structure (STR)** Attribute require an **Engineer**.
- ▶ A Trooper with the **Doctor/Engineer** Special Skill (or an equivalent Skill) may cancel this State by spending one Short Skill of an Order while in Silhouette contact with the affected Trooper, and passing a Normal WIP Roll (or the Roll specified by the Special Skill or Scenario).
- ▶ The Stunned State is automatically cancelled at the start of the States Phase of the Player Turn in which it was caused.

SHASVASTII-EMBRYO STATE

SHASVASTII-EMBRYO

Null

ACTIVATION

- ▶ The Trooper with the Shasvastii Special Skill enters Unconscious State.

EFFECTS

In game terms, this State works like the Unconscious State with the following features:

- ▶ Rather than placing an Unconscious State Token besides the Trooper, a Shasvastii Embryo State Token is placed instead.
- ▶ **During the game**, Troopers in this State are counted when calculating Victory Points for the Retreat! situation, and for any other rules or conditions required by the scenario.
- ▶ **At the end of the game**, Troopers in this State are treated like Unconscious Troopers, so they are not counted when calculating Victory Points.



SUPPRESSIVE FIRE STATE

SUPPRESSIVE FIRE

ACTIVATION

- ▶ The Trooper declared a Suppressive Fire Entire Order.

EFFECTS

- ▶ Enemy Troopers within Suppressive Fire Range (0-24 inches) apply a -3 MOD to their Attribute in all Face to Face Rolls against a Trooper in Suppressive Fire State.
- ▶ While in Suppressive Fire State, the SF Mode profile replaces the selected weapon's usual BS Weapon profile. The SF Mode profile is the one that will be used while in Suppressive Fire State.
- ▶ Suppressive Fire allows the affected Trooper to react in ARO with its full Burst (B) value: B3. The full Burst must always be directed against a single target and cannot be divided between several active enemies (when reacting against a Coordinated Order, for example).
- ▶ The SF Mode profile only alters the Range and B values of the weapon being used. The weapon's Damage, Ammunition etc. remains unchanged.
- ▶ This State does not interfere with Automatic Special Skills or Automatic Equipment, which will remain functioning normally.



CANCELLATION

The Suppressive Fire state State is automatically cancelled in any of these cases:

- ▶ The Trooper declares an Order.
- ▶ The Trooper declares any ARO other than a BS Attack using the SF Mode profile.
- ▶ The Trooper uses a weapon that cannot be used for Suppressive Fire.
- ▶ The Trooper fails a Guts Roll.
- ▶ The Trooper enters Engaged, Isolated or Retreat! State, any Null or Immobilized State, or any other State which specifies that it cancels Suppressive Fire).
- ▶ The Trooper's army enters a Loss of Lieutenant situation.
- ▶ The Trooper joins any kind of Infinity Fireteam.

SUPPRESSIVE FIRE MODE

Suppressive Fire Mode	Traits:	[***]
Damage: *	B: 3	
Ammo: *	Saving Roll Attribute: *	
RANGE		
16"	24"	
0	-3	

(*): Use original Weapon values.

TARGETED STATE

TARGETED
ACTIVATION

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



EFFECTS

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

CANCELLATION

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

UNCONSCIOUS STATE

UNCONSCIOUS

Null

ACTIVATION

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



EFFECTS

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

CANCELLATION

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

UNLOADED STATE

UNLOADED
ACTIVATION

- ▶ The Trooper has entirely depleted the ammunition of a weapon or a piece of Equipment either with the Disposable Trait.



EFFECTS

- ▶ The Trooper can no longer use the relevant weapon or piece of Equipment.

CANCELLATION

- ▶ Troopers can cancel their Unloaded state by consuming 1 Entire Order, with no Roll required, while in the Zone of Control of an Allied Trooper in a non- Null State with the Baggage Special Skill.
- ▶ Some scenarios and missions have Scenario Special Rules that allow cancellation of this State. In this case, the player must meet the conditions specified by the rules.
- ▶ Cancelling this state returns all weapons and pieces of Equipment with the Disposable Trait that the trooper possesses to their full capacity.

INFINITY N4. RULES 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

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	
<ul style="list-style-type: none"> ▶ In order to apply the effects of Inspiring Leadership, the user must be the Lieutenant of the Army, 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: Haris of its owner to apply the Bonuses of a Fireteam five members.

TRI-CORE	
AUTOMATIC SKILL	
Optional	
REQUIREMENTS	
<ul style="list-style-type: none"> ▶ The owner must be a member of a Fireteam: Haris. ▶ Players can have a maximum of one Trooper possessing this Special Skill in their Army List. 	
EFFECTS	
<ul style="list-style-type: none"> ▶ This Special Skill allows the Fireteam Haris of its owner to apply the Fireteam Size Bonuses of a Fireteam of five members. ▶ The effects of this Special Skill are cancelled when the Fireteam: Haris 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: Haris 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 Fireteam 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 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 used and applied also against **Comms Attacks**.
- When a Trooper with a SymbioMate is forced to make any Saving Rolls, they 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, players will 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.

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.

INFINITY FIRETEAMS

The Infinity Fireteams rule allows players to activate a team of Troopers who support another Trooper—called **Fireteam Leader**—with reduced Order expenditure.

Sibylla explains

This rule allows the activation of groups composed of 2 to 5 Troopers by spending a single Regular Order during the Active Turn, which will grant a set of Bonuses in both the Active and Reactive Turn.

These Troopers must be in Coherency by remaining inside the Zone of Control of the Fireteam Leader, the Trooper who bears the weight of the Order during the Active Turn. Fireteam Leadership can alternate between the Fireteam members; players can change the Leader with each new Order.



IMPORTANT

The following cannot be part of a Fireteam:

Peripherals and their Controllers.

Troopers in Marker form.

Troopers with the Infiltration Special Skill.

Troopers possessing Skills with the Airborne Deployment Label.

Troopers that activate or are in the Suppressive Fire State.

Troopers in Isolated State or any Null State.

Additionally, members of a Fireteam cannot be part of a Coordinated Order.

FIRETEAM TYPES

The types of Fireteams that the player may use during a match are:



FIRETEAM DUO

When created, a Fireteam Duo must contain two Troopers.



FIRETEAM HARIS

When created, a Fireteam Haris must contain three Troopers.



FIRETEAM CORE

When created, a Fireteam Core must contain a minimum of three and a maximum of five Troopers.

IMPORTANT

Some Sectorials can modify the conditions for creating a Fireteam. If this is the case it will be indicated in the Sectorial's Fireteams Chart.

FIRETEAMS: BASIC RULES

FIRETEAM CREATION

Each Army has a Fireteams Chart that indicates the quantity and type of Fireteams that the player may create during the game.

- **During the Deployment Phase**, place a Fireteam Leader Token (FIRETEAM LEADER), or equivalent, beside one of the Troopers that meet the Requirements of this rule.

In that moment, the player must make a Coherency Check relative to the chosen Fireteam Leader.

- **During the game**, spend a Command Token and place a Fireteam Leader Token (FIRETEAM LEADER) beside one of the Troopers that meet the instructions of the Fireteams Chart of their Army.

IMPORTANT

When a Fireteam is created, the player must declare which Troopers are part of it.

GENERAL RULES OF FIRETEAMS:

- The members of a Fireteam must observe the **Coherency** rule (see page 26) in regards to the **Fireteam Leader**.
- A Trooper **cannot** simultaneously be part of more than one Fireteam.
- All members of a Fireteam must belong to the same Combat Group.
- When a Regular Order is spent on a member of a Fireteam, they automatically become the Fireteam Leader. Additionally, they activate the other members of the Fireteam (see Fireteam Order).
- Fireteams must contain of a minimum of two Troopers and a maximum of five Troopers (always observing the Army's Fireteams Chart).
- Fireteams allow the use of the **Fireteam Bonuses** for two, three, four, or five members depending on the Composition and number of Troopers in the Fireteam.

FIRETEAMS CHART

This section explains how to read the information provided in the Fireteams Chart. To do so, we will use the following Chart as an example, but it is important to remember that the official and current Charts are those shown in the Infinity Army application.

1. Name of the Army or Sectorial.
2. The maximum number of each Type of Fireteam that may be on the game table at the same time. This is checked every time a Fireteam is created. In this case, the Imperial Service may have no more than one Fireteam Core, no more than two Fireteam Haris, but has no limit on the number of Fireteam Duos.
3. When Creating a Celestial Guard Fireteam, the player may choose to create a Fireteam Haris and/or a Fireteam Core. Once created, the Fireteams follow the Fireteam Integrity rules. If the Availability of the Troopers and the rules for creating Fireteams allow it, the player may have a Fireteam Haris and a Fireteam Core of Celestial Guards on the game table at the same time.
4. When Creating a Fireteam, you must observe the minimum and maximum number of Troopers that can be part of that Fireteam. In this case, a Fireteam of Celestial Guards must include at least one Celestial Guard. **Fireteam Composition Bonuses** are only applied if all the Troopers in the Fireteam are from the same Unit, or list the name of the Unit or Fireteam in a note or in brackets.
5. Different Units that can form the ALEPH Support Fireteams. The asterisk (*) in the Min column indicates that when you create any ALEPH Support Fireteam, you must choose at least 1 Trooper with an asterisk (*) in the Chart.
[5N] Note: a Zhian Fireteam of Bounty Hunters gets the Fireteam Composition Bonuses as it only contains Authorized Bounty Hunters and/or Characters that have '(Bounty Hunter)' listed after their name.
6. In some cases, there may be additional conditions for the creation or operation of Fireteams. These notes take priority over the General Rules of Fireteams.
7. The 'FTO' term indicates that, in a Unit, only those options with 'FTO' in their option name can be part of a Fireteam. This includes options such as the FTO Lieutenant, the FTO Hacker or the FTO-2. However, if a specific FTO is mentioned, for example the FTO-2, only that option can be part of the Fireteam.
8. Wildcards can be part of any Fireteam. The maximum column shows the maximum number of Troopers of that Unit that can be included per Fireteam. In addition, some Wildcards may also be listed in specific Fireteams. In all cases, the total number of Troopers of that Unit included in the Army List must respect the Availability of the Unit.

Fireteams Chart - Imperial Service			1	✕
Unlimited Fireteams DUO				
Maximum 2 Fireteams HARIS 2				
Maximum 1 Fireteam CORE				
Celestial Guard Fireteams			3	HARIS, CORE
Min	4	Max		
1		5	CELESTIAL GUARD	
0		2	DAKINI	
0		1	DEVA	
0		1	TÁOWÙ	
Kuang Shi Fireteam			CORE	
Min		Max		
2		4	KUANG SHI	
1		1	CELESTIAL GUARD Monitor (Kuang Shi)	
The Fireteam is automatically Cancelled if the Celestial Guard Monitor leaves the Fireteam. 6				
ALEPH's Support Fireteams			DUO, HARIS	
Min		Max		
5	*	3	DAKINI	
	*	3	DEVA (Dakini)	
Wu Míng Fireteams			DUO, HARIS, CORE	
Min		Max		
1		5	WÚ MÍNG	
0		4	ZHǎNYING (Wu Míng)	
Zhian (Law&Order) Fireteams			DUO, HARIS	
Min		Max		
*		3	GARUDA	
*		3	PHEASANT IMPERIAL AGENT	
*		3	CRANE AGENT	
*		3	ZHǎNYING	
*		2	BOUNTY HUNTER 5N	
*		2	CSU	
0		2	HSIEN	
0		1	SFORZA FTO (Bounty Hunter) 7	
0		1	MIRANDA ASHCROFT (Bounty Hunter) 5N	
Fast Attack Fireteams			DUO	
Min		Max		
*		2	SÙ-JIǎN	
*		2	MOTORIZED BOUNTY HUNTER	
Wildcards 8				
Min		Max		
0		3	CRANE AGENT	
0		1	XI ZHUANG (Celestial Guard)	
0		1	ADIL (Celestial Guard)	
0		1	ADIL CRANE RANK (Imperial Agent Crane Rank)	
There only can be one Adil in each Army List.				

FIRETEAM INTEGRITY

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

- The Fireteam Leader enters Isolated State or any Null State.
- The Fireteam Leader declares an ARO different from the Fireteam's ARO (see page 167).
- The Fireteam is reduced to one member.
- If a Retreat! situation occurs.
- If the player uses a Command Token to create another Fireteam which does not observe the maximum number of Fireteams of that Type allowed in their Army or Sectorial. In this case, the player must decide which of the Fireteams is cancelled.
- The Fireteam can be cancelled voluntarily by the player both during the Active and the Reactive Turn, with no additional expenditure of Orders or Command Tokens. To do so, the player must indicate so before the Order is spent by any of the players.

In the Active Turn and Reactive Turn, a **Trooper automatically 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 Fireteam 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, Holoecho...), unless a Special Skill, piece of Equipment or Scenario Special Rule indicates otherwise.
- The Trooper is moved to another Combat Group.
- In the Reactive Turn, if the Trooper declares an ARO that is different from the **Fireteam's ARO**.

In any of the above cases, the Trooper stops being part of the Fireteam the moment the Order or ARO is declared. **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 bonuses available to the members during that Order if there are still enough members for there to be a Fireteam.

EXAMPLE

In a five member Fireteam where only three of them declare an ARO, if two members declare the same Skill in ARO, and the third member declares a different Skill, the Skill declared by the two members has been declared by more than half of the reacting members and is the Fireteam's ARO. The third member will automatically leave the Fireteam.

On the other hand, if two members declare the same Skill in ARO, but two others declare different Skills, then no Skill has been declared by more than half of the reacting members. The player can choose which Skill is the Fireteam's ARO, and the members that declared a different Skill will automatically leave the Fireteam.

REJOINING THE FIRETEAM IN THE ACTIVE TURN

Troopers who left a Fireteam can automatically **rejoin** it if they are in Coherency with the Fireteam Leader **during the Order Count step of their next Tactical Phase**.

FIRETEAMS IN THE ACTIVE TURN

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

FIRETEAM ORDER

Attack/ Movement

REQUIREMENTS

- ▶ During the Order Phase of the Active Turn, the Fireteam Order requires spending 1 Regular Order from the Order Pool of the Fireteam members' Combat Group.
- ▶ The player must nominate one member of the Fireteam as the Fireteam Leader, placing a Fireteam Leader Token (FIRETEAM LEADER) beside them.
- ▶ Members of a Fireteam must observe the Coherency rule (see, page 26) regarding the Fireteam Leader. If they do not, see Fireteam Integrity.

EFFECTS

- ▶ All Fireteam members are activated with the Fireteam Order.
- ▶ 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.
- ▶ If any of the Fireteam members does not meet the Requirements of a Skill declared during the Order or does not have the Skill, then they perform an Idle instead of that Skill, while the others may act normally.
- ▶ Each Reactive Trooper can choose only one of the Troopers (whether the Fireteam 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 AWARENESS

If a Fireteam member has the NCO or Tactical Awareness Special Skill and spends the Lieutenant Special Order or their extra Order, they are automatically nominated as the Fireteam Leader and the Fireteam is activated as if a Regular Order had been spent.

REMEMBER

Any member that breaks *Coherency* is no longer part of the Fireteam (see *Integrity of a Fireteam*).

FIRETEAMS IN THE REACTIVE TURN

FIRETEAM ARO

Players must consider the Fireteam's ARO to be the Skill declared by more than half of the Fireteam members that declare an ARO. In any other case, the player decides which Skill is the Fireteam's ARO. Consequences for declaring a Skill that is different from the Fireteam's ARO can be found in the **Fireteam Integrity** section (page 6).

FIRETEAM ARO

EFFECTS

- ▶ During the Reactive Turn, all the Fireteam members gain their own separate AROs. However, any Skills declared as AROs must be **the same for all of the reactive members, which is called the Fireteam's ARO.**
- ▶ During the Reactive Turn, **all the Fireteam members have all the bonuses** that being part of a Fireteam provides.
- ▶ During the Reactive Turn, all Fireteam members perform their own Rolls and apply the corresponding effects on the enemy. Close combat is an exception, see the Fireteams and CC Combat section (page 8).
- ▶ Each Fireteam member must observe the Coherency rule in regard to the Fireteam 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 regarding the Fireteam Leader, they will not count as part of the Fireteam and will immediately stop being part of it.
- ▶ When facing multiple Active Troopers (Coordinated Orders, another Fireteam, Troopers with Peripherals, and so on), 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. However, the Skill declared in ARO must be the same for all members of the Fireteam.

FIRETEAM BONUSES

In Infinity N4, being in a Fireteam grants a set of Bonuses to its members. They are classified into two types:

- Fireteam Size Bonuses.
- Fireteam Composition Bonuses.

Unlike other multi-Trooper activations, like Coordinated Orders and their Spearhead, during the Active Turn the Trooper designated as Fireteam Leader will have the full Burst (B) value of their weapon, piece of Equipment, or Skill, plus any applicable Bonus.

IMPORTANT

Unless otherwise specified, Fireteam Bonuses are cumulative with each other, and with other bonuses or Burst MODs provided by other rules, Special Skills, Equipment, or Hacking Programs.

Therefore, as a quick reference summary, here is the Fireteam Bonus Chart:

FIRETEAM BONUS CHART	
Fireteam Size Bonus:	Fireteam Composition Bonus (same Unit):
2 Members: Activate the entire FT with 1 Order.	
3 Members: All get +1B BS Attack.	3 Members: All get +3 Discover.
4 Members: All get Sixth Sense.	4 Members: All get +1 BS.
5 Members: All get +1 BS.	5 Members: All get +1 BS.

FIRETEAM SIZE 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 Fireteam members activate with a single Regular Order.

THREE MEMBER FIRETEAM BONUS

BURST SUPPORT BONUS

AUTOMATIC SKILL

Optional

EFFECTS

- ▶ During the Active Turn, the Fireteam Leader can apply a +1 Bonus to the Burst (B) value of their BS Weapons. This Bonus is applied to Throwing Weapons but not to Technical Weapons.
- ▶ During the **Reactive Turn**, all the Fireteam members benefit from this bonus. However, all BS Attacks of the Burst must be performed against the same target.
- ▶ The +1 B Bonus 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 (see Disposable, page 152).

EXAMPLE:

For example, a Trooper with a Panzerfaust (a weapon with B 1 and two uses) using the +1 Burst 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.

FOUR MEMBER FIRETEAM BONUS

- All Fireteam members gain the **Sixth Sense** Special Skill.

FIVE MEMBER FIRETEAM BONUS

- All the Fireteam members applies a +1 MOD to their BS Attack Rolls. This Bonus is applied to Throwing Weapons but not to Technical Weapons.

FIRETEAM COMPOSITION BONUSES

The new specialized and intensive models of tactical instruction allow Troopers from the same Unit to form more integrated Fireteams, thus optimizing their combat performance.

Fireteams that only contain Troopers from the same Unit, and/or those identified as such, have additional Bonuses based on the number of members.

ADDITIONAL BONUSES

REQUIREMENTS

The **Fireteam** must be **only contain Troopers of the same Unit** and/or those that the Fireteams Chart identifies as such in a note or in brackets.

EFFECTS

- ▶ The additional Bonuses are cumulative with the Fireteam Size Bonuses.
- ▶ During both the Active and the Reactive Turn, the additional Bonuses are:
 - ▶ Three-member Fireteams: **All** get a +3 MOD to their Discover Rolls.
 - ▶ Four-member Fireteams: **All** get a +1 MOD to their BS Attack Rolls. This Bonus is applied to Throwing Weapons but not to Technical Weapons.
 - ▶ Five-member Fireteams: **All** get a +1 MOD to their BS Attack Rolls. This Bonus is applied to Throwing Weapons but not to Technical Weapons.
- ▶ The composition of the Fireteam is checked the moment it is created and also after declaring any Order or ARO with the Fireteam.

REMEMBER

When the number of Fireteam members changes, the player must check both the Size and Composition Bonuses that the members can apply during the Order (see Fireteam Integrity, page 6).

IMPORTANT

A Fireteam's Composition Bonuses are **Private Information** until their player declares BS Attack or Discover, or until the resolution of the Order, where the MODs of the Rolls are determined.

FIRETEAMS AND CC

- In **Close Combat**, whether in the Active or Reactive Turn, when several members are engaged in the same CC, **only** the Fireteam Leader can be chosen to perform the CC Roll, applying the Close Combat with Multiple Troopers rule.
- In the Reactive Turn, if the Fireteam 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.

FIRETEAMS AND COMMS ATTACK

In the Reactive Turn, if the Fireteam has more than one Hacker and the player declares a Hacking ARO, every reactive Hacker may use a different Hacking Program.

FIRETEAMS, MOTORCYCLES, AND PILOTS

Pilots—and Troopers possessing a Motorcycle—can Mount or Dismount from their Motorcycle or TAG and use their new Unit Profile without leaving their Fireteam.

However, in the case of a Pilot (Remote), if the player performs a Reset to regain control of their TAG, it automatically leaves the Fireteam.

FIRETEAM EXAMPLES

Included below are a set of examples for Fireteam Creation, rejoining Fireteams, and game situations for the different Fireteams. These include Fireteam Charts and options from different Units. Please remember that the official up to date information is found in the Infinity Army app.

In the Infinity Army app you can check the Unit Profiles and Fireteam Charts for every Army or Sectorial Army, useful tools to help assemble your Army Lists.



EXAMPLE 1: CREATING A FIRETEAM

Case 1: Trooper Selection and Deployment.

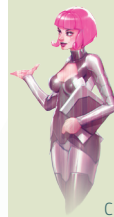
During the Deployment Phase, a White Banner player wants to build a Zhanshi Fireteam Core. As shown in the Fireteams Charts, in order to create a Zhanshi Fireteam Core it is mandatory to include at least 1 Zhanshi. The other members of the Fireteam can be any possible combination of the listed Troopers without exceeding their maximum values. For example, 3 Zhanshi (Paramedic, Missile Launcher, and MULTI Sniper Rifle), 1 Zhanshi Yishēng and Chief Cheong-Hee Jeong.

Zhanshi Fireteams		HARIS, CORE
Min	Max	
1	5	ZHANSHI
0	1	Zhanshi YISHĒNG (Zhanshi)
0	1	BEASTHUNTER FTO
0	1	CHIEF JEONG (Zhanshi)



After deploying their Troopers, the player selects the Zhanshi (Paramedic) as Fireteam Leader, placing the Fireteam Core Token next to them. At the same time, the player tells their opponent which Troopers are part of the Fireteam and checks that all of them fulfil the Coherency rule with respect to their Fireteam Leader. Since one of them is outside the ZoC of the Fireteam Leader, the player places them inside the ZoC, since it is still the first part of the player's Deployment Phase.

Sybilla Explains



During the match, the player may create another Fireteam by spending a Command Token. In this case, they must be sure that all the Troopers that they want to be part of the Fireteam are within the Zone of Control of the Trooper chosen as Fireteam Leader. Troopers that are not in Coherency cannot become part of the Fireteam.



Case 2: Wildcards and Availability higher than 1.

Karhu Troopers have Availability 5 in the WinterFor Sectorial Army. As shown in the Fireteams Chart image, as Karhu Troopers are Wildcards they can be part of any WinterFor Fireteam. Also, they are one of the Units that can form a WinterFor Beta Fireteam.

Fireteams Chart - Svalarheim's Winter Force			
Unlimited Fireteams DUO Maximum 2 Fireteams HARIS Maximum 1 Fireteam CORE			
Fusiliers Fireteam		HARIS, CORE	
Min	Max		
1	5	FUSILIER	
0	2	ORC	
0	1	INFIRMARER	
Nisses Fireteams		DUO, HARIS, CORE	
Min	Max		
1	5	NISSE	
0	1	MACHINIST WinterFor (Nisse)	
WinterFor Alpha Fireteams		DUO, HARIS, CORE	
Min	Max		
*	5	ORC (WinterFor Alpha)	
*	3	VARG (WinterFor Alpha)	
WinterFor Beta Fireteams		DUO, HARIS	
Min	Max		
*	3	KARHU	
*	3	KNIGHT HOSPITALLER	
*	2	KNIGHT OF JUSTICE	
*	2	BØYG	
0	1	INFIRMARER	
0	1	NISSE	
CHAKSA LONGARMS Fireteams		DUO, HARIS	
Min	Max		
1	3	CHAKSA LONGARM	
BULLETEERS Fireteams		DUO	
Min	Max		
1	2	BULLETEER	
Wildcards			
Min	Max		
0	1	KNIGHT OF JUSTICE	
0	4	KARHU	
0	1	QUINN (Fusilier)	
0	1	UMA SØRENSEN FTO (Fusilier, Nisse)	
0	1	SHONA CARANO	
0	1	GUNNAR (Fusilier, Karhu)	
0	1	AGNES	

In the Wildcard Table, the Maximum of 4 indicates that the player may include up to 4 Karhu in the Sectorial's Fireteams. Therefore, a Fusilier Fireteam Core could be made up of 1 Fusilier and 4 Karhu.

In the same way, you can include 2 Karhu in a Fusilier Fireteam Core, 2 Karhu in a Nisses Fireteam Haris, and 1 Karhu in a WinterFor Beta Fireteam. All this is possible because the Sectorial's Availability of 5 for Karhu Troopers is not exceeded and because WinterFor allows 1 Fireteam Core and up to 2 Fireteams Haris.

EXAMPLE 2: CREATING A FIRETEAM. BONUSES FOR SIZE AND COMPOSITION

Let us now analyze the Morat Fireteams. The following image shows the Morat Fireteams Charts and the Fireteam Bonus Table.

Morat Fireteams		DUO, HARIS, CORE
Min	Max	
*	5	MORAT VANGUARD (Morat)
*	3	KURGAT (Morat)
*	5	YAOGAT (Morat)
*	5	SURYAT (Morat)
*	3	KAITOK (Morat)
0	2	DARTOK (Morat)
0	2	RINDAK FTO
0	2	KYOSOT
0	1	ZABUK

FIRETEAM BONUS CHART	
Fireteam Size Bonus:	Fireteam Composition Bonus (same Unit):
2 Members: Activate the entire FT with 1 Order.	
3 Members: All get +1B BS Attack.	3 Members: All get +3 Discover.
4 Members: All get Sixth Sense.	4 Members: All get +1 BS.
5 Members: All get +1 BS.	5 Members: All get +1 BS.

In this case, the mandatory minimum to build a Morat Fireteam is that at least one of the Troopers that has a (*) in the Min column is part of the Fireteam. The rest of the Troopers can be any combination from the Table that does not exceed the allowed maximum. For example:

Case 1: Fireteam Core

- 3x Kurgat (Morat).
- 1x Yaogat (Morat).
- 1x Kaitok (Morat).

Since it is a five-member Fireteam Core, they will all get the Fireteam Size Bonuses for 2, 3, 4, and 5 members.

Additionally, since all members have '(Morat)' after their name, they also get the Fireteam Composition Bonuses for 3, 4, and 5 members.

In summary, all the members of such a Fireteam add the following

Bonuses to any MODs shown on their Unit Profile:

- ·A +1B to their BS Attacks.
- ·The Sixth Sense Special Skill.
- ·A +3 MOD to their Discovery Rolls.
- ·A +3 MOD to their BS Attack Rolls.

Case 2: Fireteam Core

- 3x Morat Vanguard (Morat)
- 1x Kyosot
- 1x Zabuk

Another example of a five-member Fireteam Core. In this case, all its members will gain the Fireteam Size Bonuses for 2, 3, 4, and 5 members. However, as the Fireteam is not made up entirely by Troopers from the same Unit or with '(Morat)' after their name, they will **not** get any Fireteam Composition Bonuses.

In summary, all the members of such a Fireteam get the following Bonuses:

- · A +1B to their BS Attacks.
- · The Sixth Sense Special Skill.
- · A +1 to their BS Attack Rolls.

Case 3: Calculating Fireteam Bonuses

The Fireteam Core from the previous case loses the Kyosot and the Zabuk during the match. From that point on, the Fireteam Core, with only 3 Morat Vanguard (Morat) will get both the Fireteam Size and Composition Bonuses (see Fireteam Integrity, page 6).

In summary, all members of this Fireteam get the following Bonuses:

- · A +1B to their BS Attacks.
- · A +3 MOD to their Discovery Rolls.

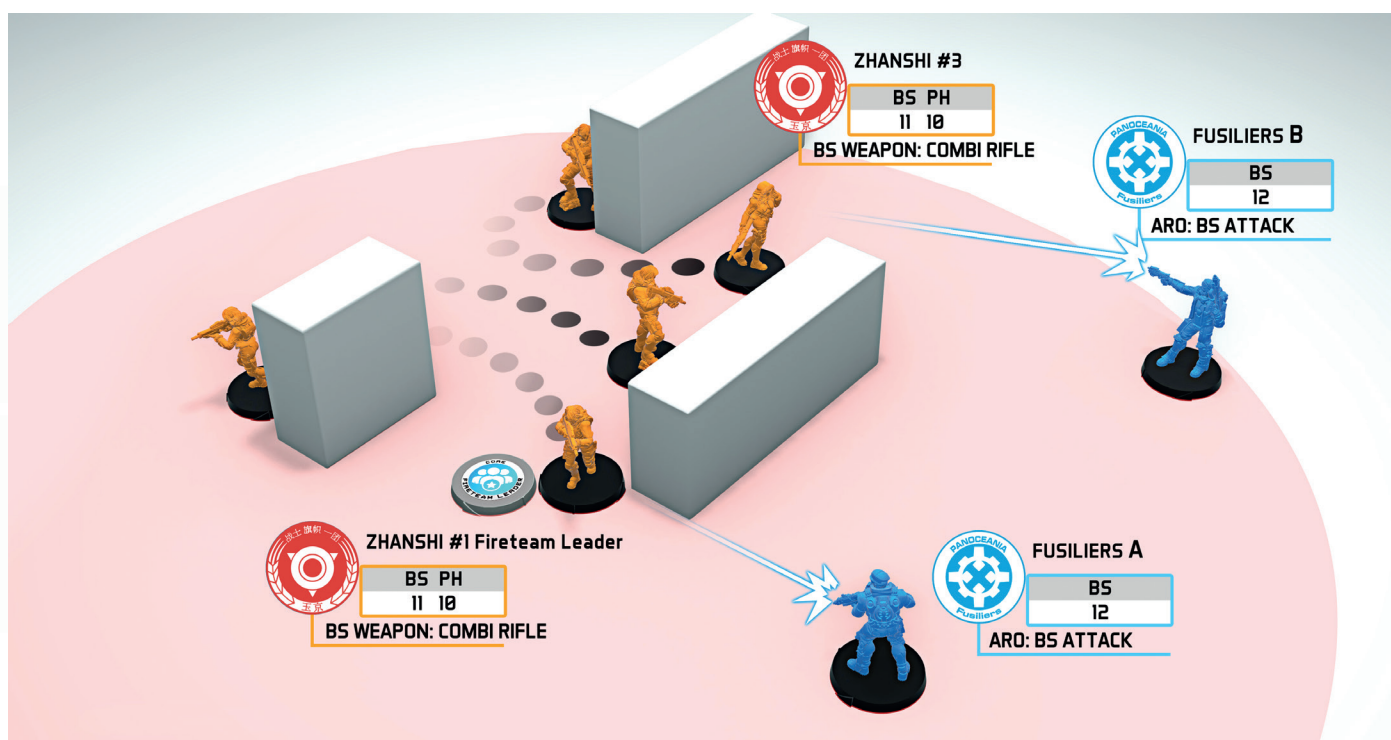
EXAMPLE 3: ORDER EXPENDITURE SEQUENCE AND AROS (FIRETEAM IN THE ACTIVE TURN)

1. The Active Player spends a Regular Order and places the Fireteam Leader Token besides the Trooper that they nominate as Fireteam Leader during that Order. Then they declare the first Short Skill of the Order. Next, they perform a Coherency Check to find out how many members are in Coherency with the Fireteam Leader, remaining within their Leader's ZoC.
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 with the second Short Skill of the Order.
5. Both players determine what Modifiers (MODs) to apply, and the Active Player applies the corresponding Fireteam Size and Composition Bonuses. Both players make any required Rolls.
6. At the end of the Order, during its Conclusion and after having performed any movement due to Guts Rolls, the Active Player performs a Coherency Check to see if any member has left the Fireteam, or if the Fireteam has been cancelled.

EXAMPLE 4: MOVE AND DODGE (FIRETEAM IN THE ACTIVE TURN)

In the situation shown in the image, during their Active Turn the Zhanshi Fireteam has declared Move as the first Short Skill of the Fireteam Order. The Fireteam grants a single ARO to each Fusilier, with each one declaring a BS Attack ARO.

In this situation, the Fireteam Leader doesn't have LoF to Fusilier B, so they may only make a BS Attack Face to Face Roll against Fusilier A. Now the player has to decide if the Fireteam Leader declares BS Attack against Fusilier A, allowing Fusilier B to make a Normal BS Attack Roll against Zhanshi 3. Or, alternatively, to declare Dodge (a Skill with the



Movement Label), so that all the Fireteam members can Dodge. This would result in two Face to Face PH Rolls (one for the Fireteam Leader and another one for Zhanshi 3) against the Fusiliers' BS Attack. The other Zhanshi make Normal PH Rolls.

REMEMBER

During a Fireteam Order, the Skills that are performed by both the Fireteam Leader and the rest of the members are:

- * Reset
- * Skills with the Movement Label (except Berserk)
 - * Dodge
 - * Move
 - * Jump
 - * Climb

See Fireteam Order, page 6.

EXAMPLE 5: MOVEMENT SKILL (FIRETEAM IN THE ACTIVE TURN)

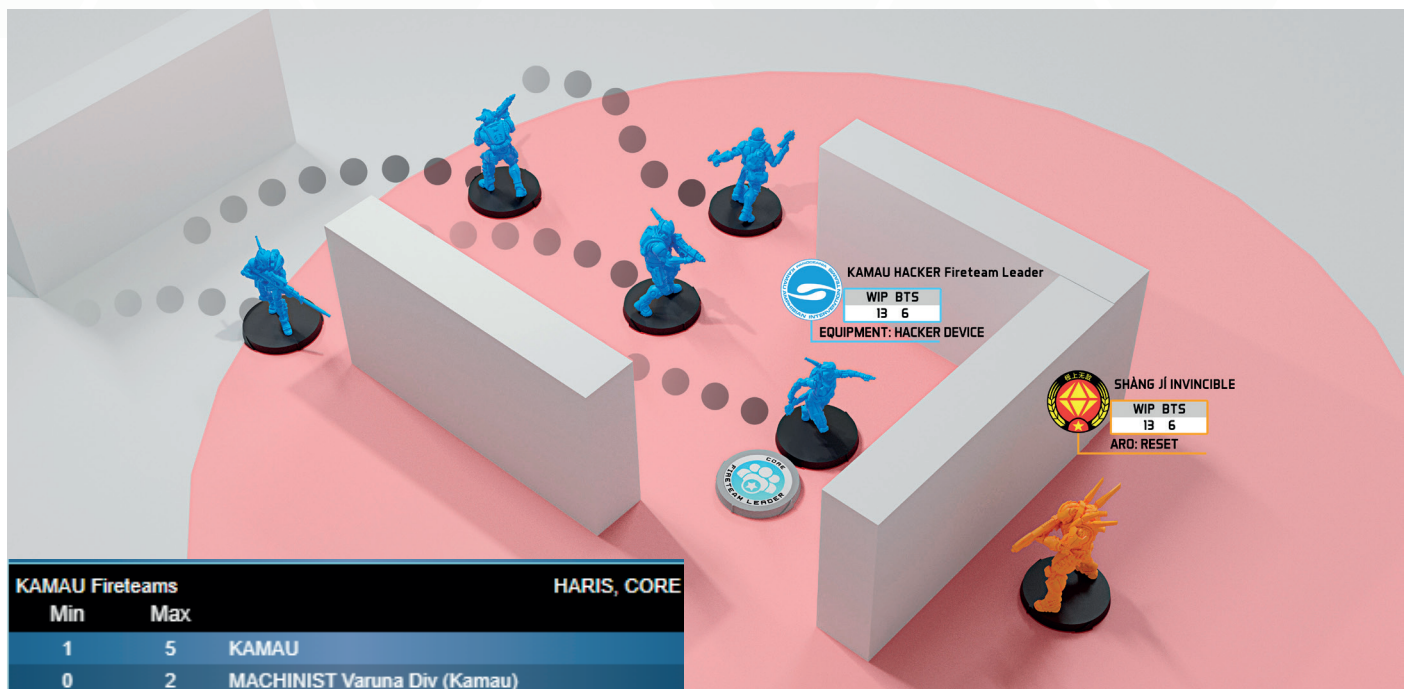


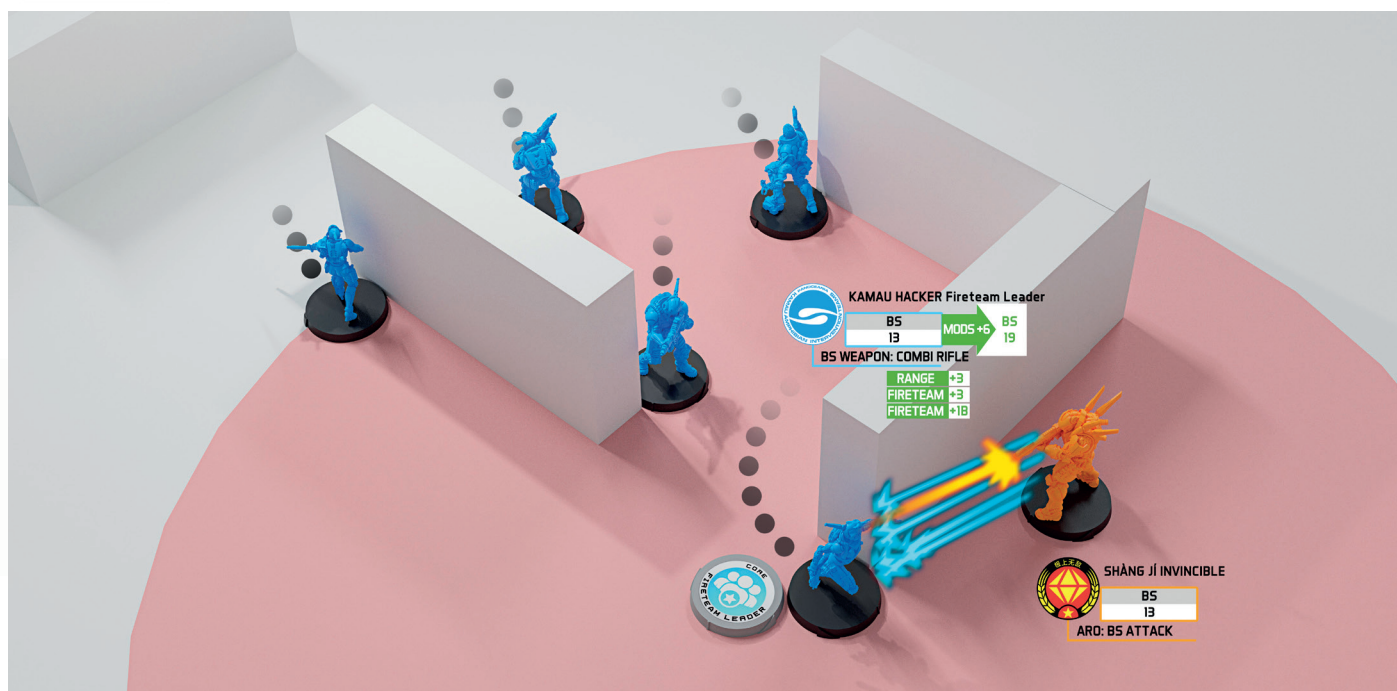
During their Active Turn, the Yu Jing player wants two of their five-Zhanshi Fireteam to gain the high ground and declares Climb as the Fireteam Order. Both Zhanshi (A and B) climb while the other members of the Fireteam—although also activated by the Movement Skill—do nothing and instead perform an Idle.

EXAMPLE 6: CHANGING LEADER, AND HACKING (FIRETEAM IN THE ACTIVE TURN)

During their Active Turn, the player with a Fireteam of four Kamau and one Machinist Varuna Div (Kamau) aims to carry out a Comms Attack against the enemy. To that end, during their new Fireteam Order, they decide that the Kamau Hacker will be the Fireteam Leader and place the Fireteam Leader Token besides them.

Next, they declare the Move Skill and the entire Fireteam advances. The Fireteam Leader declares the use of a Hacking Program against the enemy Trooper as the second Short Skill of the Order. In this case, the Fireteam Leader has not declared a BS Attack, so no MOD for Fireteam Bonuses is applied. Additionally, the rest of the Fireteam members perform Idles, so the Fireteam Leader is the only one to act. However, even if there is another Hacker in the Fireteam, they would not act and the Fireteam Leader would receive no Bonus whatsoever.





During the following Fireteam Order the first Skill of the Order is declared: Move. After the corresponding Coherency Check and ARO declaration, the second Short Skill of the Fireteam is declared: BS Attack. Both the Fireteam Leader and the other Fireteam members Move, but only the Fireteam Leader performs a BS Attack Roll. Since it is a five-Trooper (Kamau) Fireteam, the Leader applies both the Fireteam Size and Composition Bonuses, receiving a +1 and a +3 BS. Had Discover been declared as the second Skill of the Fireteam Order instead of BS Attack, the Fireteam Leader would have been the only one to perform the WIP Roll, receiving a +3 WIP MOD. In any of the previous cases, the other Fireteam members are vulnerable to enemy Trooper AROs—the opponent would make Normal Rolls, since the other members could not perform any Roll.

EXAMPLE 7: CHANGING LEADER AND FIRETEAM SUFFERING A CASUALTY (FIRETEAM IN ACTIVE TURN)

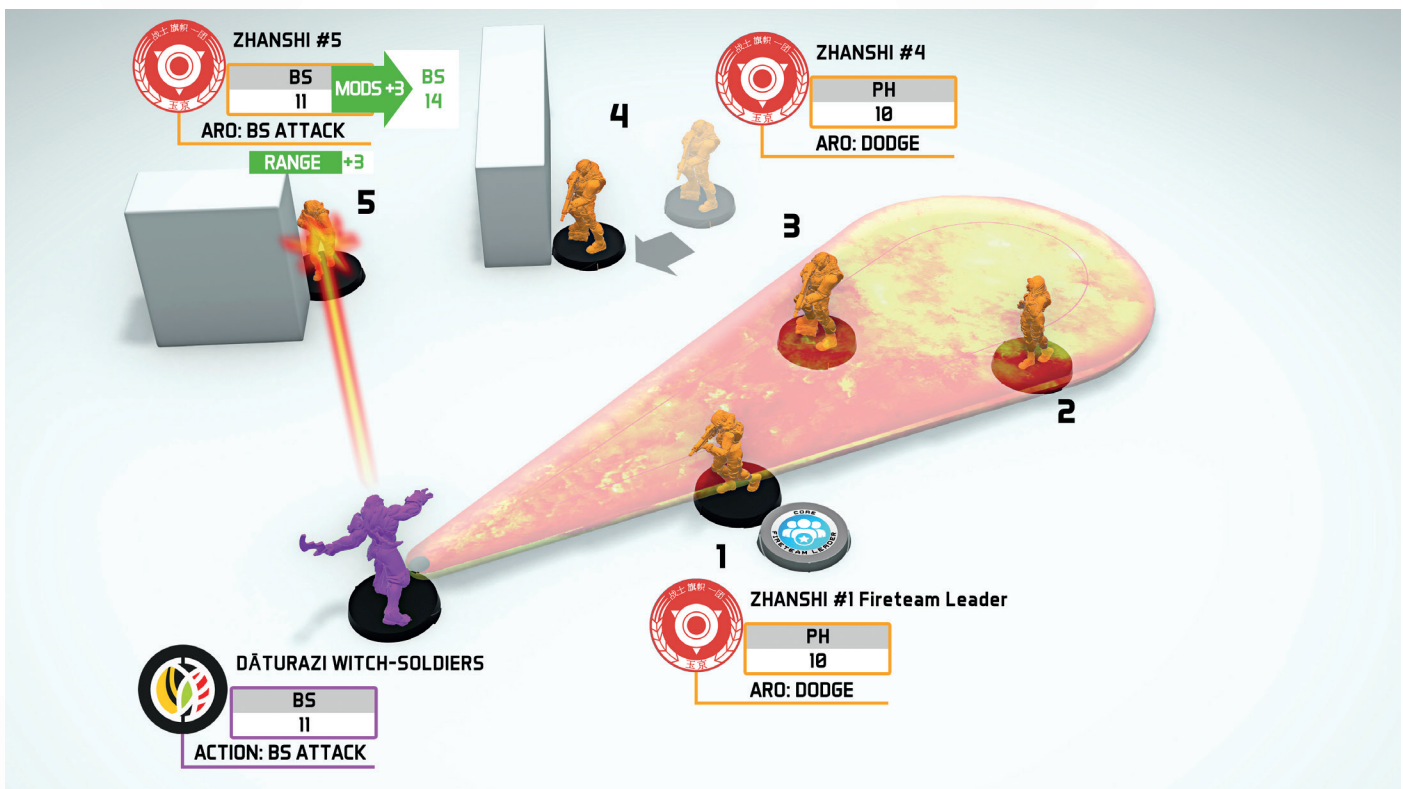
Now suppose that the five-Trooper (Kamau) Fireteam has suffered a casualty, who is in the Unconscious State. With a new Order, the player places the Fireteam Leader Token next to one of the Fireteam members, a Kamau Paramedic. Next, they declare the first Skill of the Fireteam Order: Move. After this they perform a Coherency Check, verifying that the other members fulfil the Coherency rule and are inside the new Fireteam Leader's ZoC. All of the Fireteam members are moved and the Fireteam Leader enters Silhouette contact with the Unconscious Kamau. During the second Short Skill of the Fireteam Order, the Fireteam Leader uses their MediKit. Meanwhile, the other Fireteam members are activated by the second Short Skill, but do nothing and perform an Idle instead.

Suppose that, in the previous case, Zhanshi 1 to 4 declared BS Attack AROs and Zhanshi 5 a Dodge ARO. Zhanshi 5 automatically stops being part of the Fireteam and the Zhanshi that declare BS Attack only apply the Fireteam Size and Composition Bonuses for two, three, and four members.

REMEMBER

If Zhanshi 5 is in Coherency with the Fireteam Leader during the Yu Jing player's next Tactical Phase, the player may apply the rule for rejoining a Fireteam and once again have a five-member Fireteam Core. However, if the player is in their Active Turn and they want to have a five-member Fireteam Core without waiting until their next Tactical Phase, they will have to spend a Command Token and recreate the Fireteam following the Fireteam Creation rules.

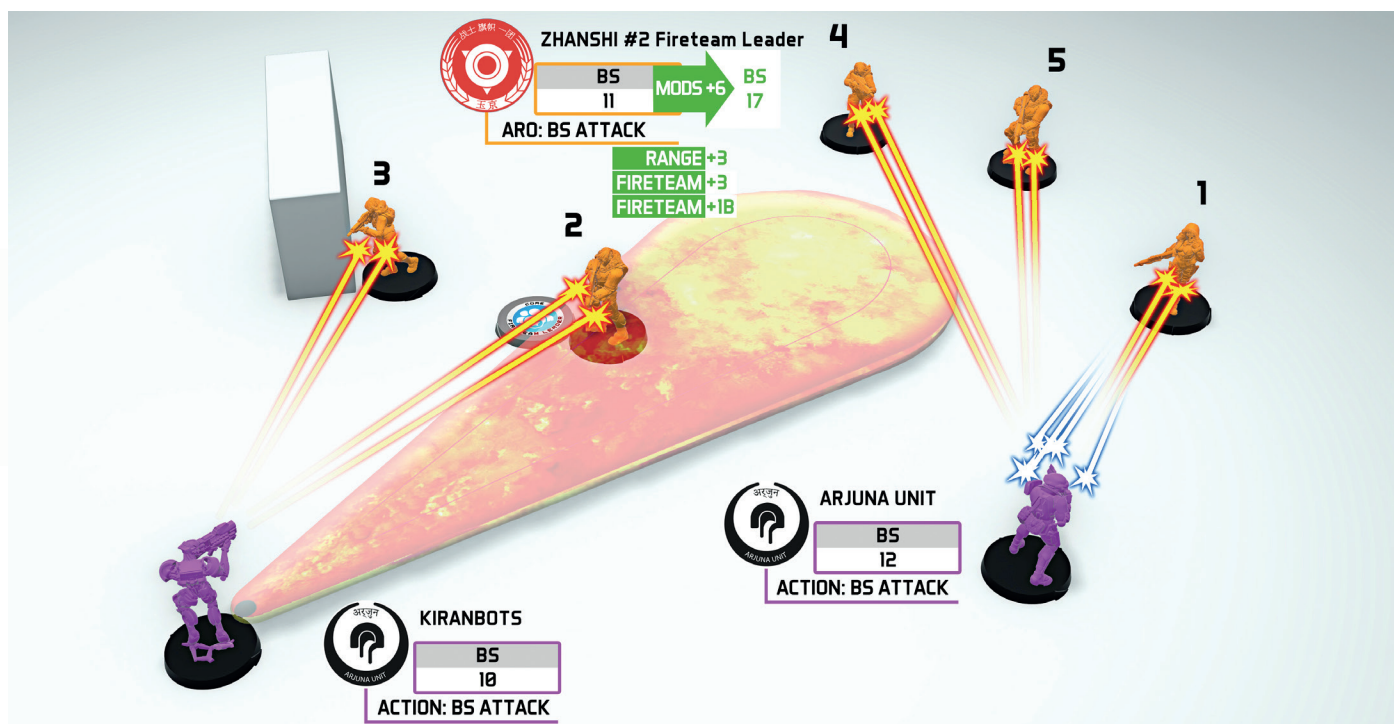
EXAMPLE 8: FIRETEAM ARO (FIRETEAM IN THE REACTIVE TURN)



As seen in the image, a Daturazi armed with a Chain Rifle spends an Order during their Active Turn and declares a BS Attack against the five-Zhanshi Fireteam. The Morat player verifies that the Chain Rifle's Large Teardrop Template only affects three of the five Zhanshi (numbered 1, 2, and 3).

If the Yu Jing player declares BS Attack as the Fireteam ARO, the three Zhanshi will each have to make a Saving Roll, so the player decides not to risk it. Instead, they declare Dodge as the Fireteam ARO. Zhanshi 4, although unaffected by the Template, will use their Dodge to gain Partial Cover. Zhanshi 5, already in Partial Cover, declares BS Attack as their ARO. As Zhanshi 5 has declared a different Skill from the Fireteam ARO, they automatically stop being part of the Fireteam, lose all Fireteam Bonuses, and so their ARO only gets Burst 1 and a +3 Distance MOD.

EXAMPLE 9: FIRETEAM ARO 2 (FIRETEAM IN THE REACTIVE TURN)



FIRETEAM BONUS CHART

Fireteam Size Bonus:	Fireteam Composition Bonus (same Unit):
2 Members: Activate the entire FT with 1 Order.	
3 Members: All get +1B BS Attack.	3 Members: All get +3 Discover.
4 Members: All get Sixth Sense.	4 Members: All get +1 BS.
5 Members: All get +1 BS.	5 Members: All get +1 BS.

During their Active Turn, an Arjuna and their Kiranbot declare Move as the first Short Skill of their Order, in LoF of the five-Zhanishi Fireteam. All five Zhanishi declare the same ARO, BS Attack, but three of them target the Arjuna while the other two target the Kiranbot.

Thanks to the Peripheral (Synchronized) Special Skill, the Arjuna and the Kiranbot can choose different targets. The Arjuna declares a BS Attack against Zhanishi 1 as the second Short Skill of the Order and the Kiranbot also declares BS Attack, but aimed at Zhanishi 2. As the Zhanishi make up a five-member Fireteam that belong to the same Unit, all of them can apply the corresponding Fireteam Size and Composition Bonuses.

A series of Face to Face Rolls ensues between the Arjuna, and Zhanishi 1 who has a +3 BS Attack MOD and a +1 +1 Burst 1 in ARO, so they shoot twice. Since the Kiranbot attacks with a Direct Template Weapon, Zhanishi 2 makes two Normal BS Rolls thanks to their weapon's +1 Burst MOD Bonus in ARO and they also apply the +3 BS MOD. However, they will have to make a Saving Roll due to the Direct Template Weapon. The other Zhanishi have not been attacked, so they also make Normal Rolls, applying the Burst and BS Bonuses (see image).

EXAMPLE 10: FIRETEAM CC COMBAT VS. L5 MARTIAL ARTS (FIRETEAM IN ACTIVE TURN)

A three-Zhanishi Fireteam Haris in their Active Turn declares a Move + CC Attack against Miyamoto Mushashi, who has the Martial Arts L5 Special Skill. Only the Zhanishi designated as Fireteam Leader can perform the CC Attack, receiving a +1 B Bonus for each allied Trooper engaged in the Close Combat. Miyamoto can apply his Martial Arts Level 5, which grants him B2, and target the Zhanishi Fireteam Leader. A Face to Face Roll will ensue between the Zhanishi's B3 and Miyamoto Mushashi's B2.

REMEMBER

Mushashi can choose any of the three Zhanishi as the target for his B2 CC Attack, but he may only target one of them, since each Reactive Trooper can only target a single Fireteam Trooper (either the Fireteam Leader or any other Fireteam member), although it is not mandatory that all of them choose the same target.

EXAMPLE 11: FIRETEAM INTEGRITY (FIRETEAM IN ACTIVE TURN)

Fireteams Morat		DUO, HARIS, CORE
Min	Max	
*	5	VANGUARDIA MORAT (Morat)
*	3	KURGAT (Morat)
*	5	YAOGAT (Morat)
*	5	SURYAT (Morat)
*	3	KAITOK (Morat)
0	2	DARTOK (Morat)
0	2	RINDAK FTO
0	2	KYOSOT
0	1	ZABUK

We have a four-member Morat Fireteam Core made up of:

- 1x Kurgat (Morat)
- 2x Dartok (Morat)
- 1x Zabuk

While the Zabuk is Fireteam Leader, the Kurgat is killed and they are removed from the game table. Despite the Fireteam having lost a Trooper that was mandatory at the moment of creating the Fireteam, the Fireteam itself is not cancelled as none of the conditions that cause the cancellation of a Fireteam have been met. For the rest of the game, the now three-member Fireteam Core will continue to apply the Fireteam rules as usual.

EXAMPLE 12: FIRETEAM CONFRONTATION

Case 1: Fireteam Order (Move + BS Attack) against Fireteam ARO (BS Attack).

With a new Order, the Fireteam Leader of the five-Zhanshi Fireteam declares Move, and the PanOceanian player declares AROs during their Reactive Turn since two members of their five-Fusilier Fireteam gain LoF to the Zhanshi. Both Fusiliers declare a BS Attack ARO, but each of them can only target one of the Zhanshi that form the Fireteam. Fusilier 1 chooses Zhanshi 1 (Fireteam Leader armed with a Heavy Machine Gun) and Fusilier 2 chooses Zhanshi 2 (Combi Rifle). Both Fusiliers are armed with Combi Rifles and, since they are part of a five-member Fireteam, they have all the Bonuses of a five-member Fireteam in ARO. In this case, both of them can apply the +3 BS MOD and the +1 B.

The Yu Jing player must now decide whether to Attack or Dodge. Should they declare Dodge and win the Face to Face Rolls, they could avoid the BS Attacks against both Troopers, but this would not eliminate the threat. If they declare BS Attack, they will apply the Bonuses to the Fireteam Leader, but that would allow Fusilier 2 to make two Normal Rolls against Zhanshi 2, who would not be able to Dodge or perform a BS Attack, since they would be performing an Idle.

Finally, the player decides to risk it and declares BS Attack, applying the five-member Fireteam Bonuses (+3 BS MOD and +1 B). The player decides to divide their Fireteam Leader's Burst 5 (Heavy Machine Gun B 4 plus the +1 B to BS Attack) between the Fusiliers, with three Face to Face BS Attacks against Fusilier 1 and two Normal BS Attack Rolls against Fusilier 2.

Thanks to the Bonuses provided for being part of a five-member Fireteam, the Fusiliers can shoot in ARO with Burst 2 (Combi Rifle in ARO: B 1 plus +1 B to BS Attack) and with a higher accuracy (+3 MOD to BS).

Both Normal Rolls against Zhanshi 2 are successful and the target, having failed a Saving Roll, enters the Unconscious State.

Meanwhile, Zhanshi 1 wins the Face to Face Roll against Fusilier 1, who

also becomes Unconscious after failing their Saving Roll. However, none of Zhanshi 1's BS Attacks against Fusilier 2 are successful.

Case 2: Fireteam Order (Move + BS Attack) against Fireteam ARO (Dodge).

Having lost one of their Zhanshi, the Yu Jing player only has the four-member Fireteam Bonuses now. Spending a new Order, they place the Fireteam Leader Token next to Zhanshi 3, who is armed with a Combi Rifle and a Grenade Launcher. The player declares Move as the first Short Skill of the Fireteam Order, but they only move the new Fireteam Leader, who gains LoF to Fusilier 2. The PanOceanian player, assuming that they are about to be attacked with the Grenade Launcher (which has B 2 thanks to the Fireteam Bonuses), decides to declare Dodge. The Fusilier Fireteam is now a four-member Fireteam, so they can only apply the corresponding Bonuses. Having declared Dodge, and thanks to their Fireteam Bonuses, the members of the Fireteam have the Sixth Sense Special Skill. This means that the -3 MOD for Dodging a Template Weapon without LoF to the attacker is not applied.

Zhanshi 3 declares BS Attack against Fusilier 2. With the Fireteam reduced to four members of the same Unit, their BS MOD is reduced to +1, but they still have the +1 B, so their Grenade Launcher has B 2. The Yu Jing player places the Circular Template on Fusilier 2 and verifies that it also affects Fusiliers 4 and 5. Now the players must carry out the corresponding Rolls to find out how the situation is resolved.

EXAMPLE 13: GAME SITUATIONS WITH FIRETEAMS

Case 1: Fireteam Order, Changing Leader, and Movement (Jump).

During their next Order, the player chooses a new Fireteam Leader, placing the Fireteam Leader Token besides the Zhanshi armed with a Heavy Machine Gun. During this Order, since two of the Zhanshi are on a broken catwalk, the Fireteam Leader declares Jump as the Fireteam Order. Next, a Coherency Check is performed, which confirms that all the Fireteam members are still inside the new Fireteam Leader's ZoC. Therefore all the Zhanshi can perform the Jump, moving horizontally even though they lack a gap to pass over, and the player indicates where each of them finishes their Jump. At the end of the Order, the player makes yet another Coherency Check.

Case 2: Fireteam Order, Changing Leader, and carry out mission.

A Fusilier Fireteam Core is next to a Scenario's Objective Console. The PanOceanian player spends an Order and changes the Fireteam Leader, placing the Fireteam Leader Token next to the Fusilier Hacker. As the Fireteam are out of range of any enemy Troopers, they declare Move + Activate Console as the Fireteam Order. The Fusilier Hacker moves into Silhouette contact with the Console and makes the required Roll, without adding any Bonuses or MODs for being part of a Fireteam. Meanwhile, the rest of the Fusiliers also move for the first Short Skill of the Order and they perform an Idle for the second Short Skill.



QUICK REFERENCE CHART

N4 WEAPON CHART

NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
BOWS									
	8	16	24	96					
TACTICAL BOW	+3	0	-6		PH	1	DA	ARM	ANTI-MATERIEL, SILENT.
VIRAL TACTICAL BOW	+3	0	-6		PH	1	DA+SHOCK	BTS	SILENT
CC WEAPONS									
AP CC WEAPON					PH	1	AP	ARM	CC
AP+DA CC WEAPON					PH	1	AP+DA	ARM	ANTI-MATERIEL, CC.
AP+SHOCK CC WEAPON					PH	1	AP+SHOCK	ARM	CC
CC WEAPON					PH	1	N	ARM	CC
DA CC WEAPON					PH	1	DA	ARM	ANTI-MATERIEL, CC.
E/M CC WEAPON					PH	1	N+E/M	BTS	CC, [**].
EXP CC WEAPON					PH	1	EXP	ARM	ANTI-MATERIEL, CC.
MONOFILAMENT CC WEAPON					12	1	N	ARM	ARM=0, BTS=0, CC, STATE: DEAD.
PARA CC WEAPON					--	1	PARA	PH-6	CC, STATE: IMM-A, NON-LETHAL.
SHOCK CC WEAPON					PH	1	SHOCK	ARM	CC
T2 CC WEAPON					PH	1	T2	ARM	CC, ANTI-MATERIEL
	8			96					
TRENCH-HAMMER (THROWN MODE)	0				13	1	DA	ARM	ANTI-MATERIEL, THROWING WEAPON, DISPOSABLE (3), [*].
TRENCH-HAMMER (CC MODE)					PH	1	DA	ARM	ANTI-MATERIEL, CC, DISPOSABLE (3), [*].
VIRAL CC WEAPON					PH	1	DA+SHOCK	BTS	CC
	8			96					
VORPAL CC WEAPON (THROWN MODE)	+3				12	1	N	ARM	THROWING WEAPON, ARM=0, STATE: DEAD, [*].
VORPAL CC WEAPON (CC MODE)					12	1	N	ARM	ARM=0, CC, STATE: DEAD, [*].
FLAMETHROWERS									
HEAVY FLAMETHROWER					14	1	N	ARM	INTUITIVE ATTACK, CONTINUOUS DAMAGE, DIRECT TEMPLATE (LARGE TEARDROP).
LIGHT FLAMETHROWER					13	1	N	ARM	INTUITIVE ATTACK, CONTINUOUS DAMAGE, DIRECT TEMPLATE (SMALL TEARDROP).

NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
GRENADES									
	8	16	96						
ECLIPSE GRENADES	+3	-3				--	1	ECLIPSE	SPECULATIVE ATTACK, THROWING WEAPON, IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, REFLECTIVE, TARGETLESS, [**].
E/M GRENADES	+3	-3				13	1	E/M	BTS SPECULATIVE ATTACK, THROWING WEAPON, IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, [**].
GRENADES	+3	-3				13	1	N	ARM SPECULATIVE ATTACK, THROWING WEAPON, IMPACT TEMPLATE (CIRCULAR).
SMOKE GRENADES	+3	-3				--	1	SMOKE	SPECULATIVE ATTACK, THROWING WEAPON, IMPACT TEMPLATE (CIRCULAR), NON-LETHAL, TARGETLESS, [**].
GRENADE LAUNCHER									
	24	32	48	96					
ECLIPSE GRENADE LAUNCHER	0		-3	-6		--	1	ECLIPSE	SPECULATIVE ATTACK, NON-LETHAL, IMPACT TEMPLATE (CIRCULAR), REFLECTIVE, TARGETLESS, [**].
E/M GRENADE LAUNCHER	0		-3	-6		13	1	E/M	BTS SPECULATIVE ATTACK, NON-LETHAL, IMPACT TEMPLATE (CIRCULAR), [**].
GRENADE LAUNCHER	0		-3	-6		13	1	N	ARM SPECULATIVE ATTACK, IMPACT TEMPLATE (CIRCULAR).
SMOKE GRENADE LAUNCHER	0		-3	-6		--	1	SMOKE	SPECULATIVE ATTACK, NON-LETHAL, IMPACT TEMPLATE (CIRCULAR), TARGETLESS, [**].
HEAVY MACHINE GUNS									
	8	16	32	48	96				
AP HEAVY MACHINE GUN	-3	0	+3	-3		15	4	AP	ARM SUPPRESSIVE FIRE
HEAVY MACHINE GUN	-3	0	+3	-3		15	4	N	ARM SUPPRESSIVE FIRE
MULTI HEAVY MACHINE GUN (BURST MODE)	-3	0	+3	-3		15	4	AP/SHOCK	ARM SUPPRESSIVE FIRE
MULTI HEAVY MACHINE GUN (ANTI-MATERIEL MODE)	-3	0	+3	-3		15	1	EXP	ARM ANTI-MATERIEL
MARKSMAN RIFLES									
	8	24	40	48	96				
AP MARKSMAN RIFLE	-3	+3	-3	-6		13	3	AP	ARM SUPPRESSIVE FIRE
K1 MARKSMAN RIFLE	-3	+3	-3	-6		13	3	N	ARM ANTI-MATERIEL, ARM=0, SUPPRESSIVE FIRE
MARKSMAN RIFLE	-3	+3	-3	-6		13	3	N	ARM SUPPRESSIVE FIRE

NAME	RANGE					DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	8	24	40	48	96					
MULTI MARKSMAN RIFLE (BURST MODE)	-3	+3	-3	-6		13	3	AP/SHOCK	ARM	SUPPRESSIVE FIRE
MULTI MARKSMAN RIFLE (ANTI- MATERIEL MODE)	-3	+3	-3	-6		13	1	DA	ARM	ANTI-MATERIEL
SHOCK MARKSMAN RIFLE	-3	+3	-3	-6		13	3	SHOCK	ARM	SUPPRESSIVE FIRE
T2 MARKSMAN RIFLE	-3	+3	-3	-6		13	3	T2	ARM	ANTI-MATERIEL, SUPPRESSIVE FIRE
VIRAL MARKSMAN RIFLE	-3	+3	-3	-6		13	3	DA+SHOCK	BTS	SUPPRESSIVE FIRE
MINES										
AP MINES	ARM	BTS	STR	S		13	1	AP	ARM	INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, [*].
	0	0	1	X						
CHEST MINES (CC MODE)						13	1	SHOCK	ARM	CC ATTACK (+3), DISPOSABLE (2), [*].
CHEST MINES (BS MODE)						13	1	SHOCK	ARM	INTUITIVE ATTACK, DISPOSABLE (2), DIRECT TEMPLATE (SMALL TEARDROP, DOUBLE SHOT, [*]).
CYBERMINES	ARM	BTS	STR	S		14	1	AP	BTS	COMMS ATTACK, INTUITIVE ATTACK, CONCEALED, DEPLOYABLE, DIRECT TEMPLATE (SMALL TEARDROP), DISPOSABLE (3), NON-LETHAL, STATE: IMMOBILIZED-B, [*].
	0	0	1	X						
	8	16			96					
DROP BEARS (THROWING WEAPON)	+3	-3					1			THROWING WEAPON, SPECULATIVE ATTACK, DISPOSABLE (3), TARGETLESS, [*].
DROP BEARS (DEPLOYABLE WEAPON)	ARM	BTS	STR	S		13	1	SHOCK	ARM	INTUITIVE ATTACK, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE [*].
	0	0	1	X						
E/M MINES	ARM	BTS	STR	S		13	1	E/M	BTS	INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), NON-LETHAL, DEPLOYABLE, [**].
	0	0	1	X						
	8	16	24		48					
MINE DISPENSER	0	+3	-3	-6			1			DOUBLE SHOT, SPECULATIVE ATTACK, DISPOSABLE (2), TARGETLESS, [*].
MONOFILAMENT MINES	ARM	BTS	STR	S		12	1	N	ARM	INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, ARM=0, STATE: DEAD.[*].
	0	0	1	X						
SHOCK MINES	ARM	BTS	STR	S		13	1	SHOCK	ARM	INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, [*].
	0	0	1	X						
VIRAL MINES	ARM	BTS	STR	S		13	1	DA+SHOCK	BTS	INTUITIVE ATTACK, CONCEALED, DISPOSABLE (3), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, [*].
	0	0	1	X						

NAME	RANGE				DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
WILDPARROT	ARM	BTS	STR	S	13	1	E/M	BTS	INTUITIVE ATTACK, DISPOSABLE (1), DIRECT TEMPLATE (SMALL TEARDROP), DEPLOYABLE, PERIMETER [*].
	0	0	1	1					
PISTOLS									
8162496									
AP HEAVY PISTOL (BURST MODE)	+3	0	-6		14	2	AP	ARM	[*]
AP HEAVY PISTOL (CC MODE)					14	1	AP	ARM	CC, [*].
8162496									
ASSAULT PISTOL (BURST MODE)	+3	0	-6		13	4	N	ARM	[*]
ASSAULT PISTOL (CC MODE)					13	1	N	ARM	CC, [*].
8162496									
BREAKER PISTOL (BURST MODE)	+3	0	-6		12	2	AP	BTS	[*]
BREAKER PISTOL (CC MODE)					12	1	AP	BTS	CC, [*].
8162496									
HEAVY PISTOL (BURST MODE)	+3	0	-6		14	2	SHOCK	ARM	[*]
HEAVY PISTOL (CC MODE)					14	1	SHOCK	ARM	CC, [*].
8162496									
MULTI PISTOL (BURST MODE)	+3	0	-6		13	2	AP/SHOCK	ARM	[*]
MULTI PISTOL (ANTI-MATERIEL MODE)	+3	0	-6		13	1	DA	ARM	ANTI-MATERIEL, [*].
MULTI PISTOL (CC MODE)					13	1	AP/SHOCK/DA	ARM	ANTI-MATERIEL (DA), CC, [*].
8162496									
PISTOL (BURST MODE)	+3	0	-6		11	2	N	ARM	[*]
PISTOL (CC MODE)					11	1	N	ARM	CC, [*].
8162496									
STUN PISTOL (BURST MODE)	+3	0	-6		11	2	STUN	BTS	NON-LETHAL, [*].
STUN PISTOL (CC MODE)					11	1	STUN	BTS	CC, NON-LETHAL, [*].
8162496									
VIRAL PISTOL (BURST MODE)	+3	0	-6		12	2	DA+SHOCK	BTS	[*]
VIRAL PISTOL (CC MODE)					12	1	DA+SHOCK	BTS	CC, [*].

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.
RIFLES										
	8	16	32	48	96					
AP RIFLE	0	+3	-3	-6		13	3	AP	ARM	SUPPRESSIVE FIRE
BREAKER RIFLE	0	+3	-3	-6		13	3	AP	BTS	SUPPRESSIVE FIRE
	16		32	48	96					
BREAKER COMBI RIFLE		+3	-3	-6		13	3	AP	BTS	SUPPRESSIVE FIRE
COMBI RIFLE		+3	-3	-6		13	3	N	ARM	SUPPRESSIVE FIRE
K1 COMBI RIFLE		+3	-3	-6		13	3	N	ARM	ANTI-MATERIEL, ARM=0, SUPPRESSIVE FIRE.
MULTI RIFLE (BURST MODE)		+3	-3	-6		13	3	AP/SHOCK	ARM	SUPPRESSIVE FIRE
MULTI RIFLE (ANTI-MATERIEL MODE)		+3	-3	-6		13	1	DA	ARM	ANTI-MATERIEL
PLASMA RIFLE (BLAST MODE)		+3	-3	-6		13	3	N	ARM+BTS	SUPPRESSIVE FIRE, IMPACT TEMPLATE (CIRCULAR).
PLASMA RIFLE (HIT MODE)		+3	-3	-6		14	3	N	ARM+BTS	SUPPRESSIVE FIRE
	8	16	32	48	96					
RIFLE	0	+3	-3	-6		13	3	N	ARM	SUPPRESSIVE FIRE
T2 RIFLE	0	+3	-3	-6		13	3	T2	ARM	ANTI-MATERIEL, SUPPRESSIVE FIRE.
VIRAL RIFLE	0	+3	-3	-6		13	3	DA+SHOCK	BTS	SUPPRESSIVE FIRE
	16		32	48	96					
VIRAL COMBI RIFLE		+3	-3	-6		13	3	DA+SHOCK	BTS	SUPPRESSIVE FIRE
RIOTSTOPPERS										
HEAVY RIOTSTOPPER						--	1	PARA	PH-6	STATE: IMM-A, NON-LETHAL, DIRECT TEMPLATE (LARGE TEARDROP).
LIGHT RIOTSTOPPER						--	1	PARA	PH-6	STATE: IMM-A, NON-LETHAL, DIRECT TEMPLATE (SMALL TEARDROP).
ROCKET LAUNCHER										
	8	16	32	48	96					
HEAVY ROCKET LAUNCHER (BLAST MODE)	-3	0	+3	-3		14	2	N	ARM	CONTINUOUS DAMAGE, IMPACT TEMPLATE (CIRCULAR).
HEAVY ROCKET LAUNCHER (HIT MODE)	-3	0	+3	-3		15	2	N	ARM	CONTINUOUS DAMAGE

NAME	RANGE					DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	8	24	32	48	96					
LIGHT ROCKET LAUNCHER (BLAST MODE)	0	+3	-3	-6		13	2	N	ARM	CONTINUOUS DAMAGE, IMPACT TEMPLATE (CIRCULAR).
LIGHT ROCKET LAUNCHER (HIT MODE)	0	+3	-3	-6		14	2	N	ARM	CONTINUOUS DAMAGE
SHOTGUNS										
	8	16	24		96					
BOARDING SHOTGUN (HIT MODE)	+6	0	-3			14	2	AP	ARM	
BOARDING SHOTGUN (BLAST MODE)						14	2	N	ARM	DIRECT TEMPLATE (SMALL TEARDROP).
HEAVY SHOTGUN (HIT MODE)	+6	0	-3			15	2	AP	ARM	
HEAVY SHOTGUN (BLAST MODE)						15	2	N	ARM	DIRECT TEMPLATE (SMALL TEARDROP).
LIGHT SHOTGUN (HIT MODE)	+6	0	-3			13	2	N	ARM	
LIGHT SHOTGUN (BLAST MODE)						13	2	N	ARM	DIRECT TEMPLATE (SMALL TEARDROP).
T2 BOARDING SHOTGUN (HIT MODE)	+6	0	-3			14	2	T2	ARM	ANTI-MATERIEL
T2 BOARDING SHOTGUN (BLAST MODE)						14	2	N	ARM	DIRECT TEMPLATE (SMALL TEARDROP).
VULKAN SHOTGUN (HIT MODE)	+6	0	-3			14	2	AP	ARM	
VULKAN SHOTGUN (BLAST MODE)						14	2	N	ARM	CONTINUOUS DAMAGE, DIRECT TEMPLATE (SMALL TEARDROP).
SNIPER RIFLES										
	8	16		48	96					
AP SNIPER RIFLE	-3	0		+3	-3	15	2	AP	ARM	
K1 SNIPER RIFLE	-3	0		+3	-3	13	2	N	ARM	ANTI-MATERIEL, ARM=0.
MULTI SNIPER RIFLE (BURST MODE)	-3	0		+3	-3	15	2	AP/SHOCK	ARM	
MULTI SNIPER RIFLE (ANTI-MATERIEL MODE)	-3	0		+3	-3	15	2	DA	ARM	ANTI-MATERIEL
PLASMA SNIPER RIFLE (BLAST MODE)	-3	0		+3	-3	14	2	N	ARM+BTS	IMPACT TEMPLATE (CIRCULAR)
PLASMA SNIPER RIFLE (HIT MODE)	-3	0		+3	-3	15	2	N	ARM+BTS	
SNIPER RIFLE	-3	0		+3	-3	15	2	SHOCK	ARM	
T2 SNIPER RIFLE	-3	0		+3	-3	15	2	T2	ARM	ANTI-MATERIEL
VIRAL SNIPER RIFLE	-3	0		+3	-3	15	2	DA+SHOCK	BTS	

NAME	RANGE					DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
SPITFIRES										
	8	24	32	48	96					
AP SPITFIRE	0	+3	-3	-6		14	4	AP	ARM	SUPPRESSIVE FIRE
SPITFIRE	0	+3	-3	-6		14	4	N	ARM	SUPPRESSIVE FIRE
UNCATEGORIZED										
	8	16	32	48	96					
ADHESIVE LAUNCHER	0	+3	-3	-6		--	1	PARA	PH-6	STATE: IMM-A, NON-LETHAL
	8	16	32	48	96					
AKRYLAT-KANONE	-3	0	+3	-3		--	1	PARA	PH-6	DISPOSABLE (2), STATE: IMM-A, NON-LETHAL.
	8	16	32	48	96					
BLITZEN	-3	0	+3	-3		14	1	E/M	BTS	DISPOSABLE (2), NON-LETHAL [**].
CHAIN-COLT						13	1	N	ARM	INTUITIVE ATTACK, DIRECT TEMPLATE (SMALL TEARDROP).
CHAIN RIFLE						13	1	N	ARM	INTUITIVE ATTACK, DIRECT TEMPLATE (LARGE TEARDROP).
	8	16	32	48	96					
CONTENDER	0	+3	-3	-6		13	1	DA	ARM	ANTI-MATERIEL
CRAZYKOALA	ARM	BTS	STR	S		15	1	SHOCK	ARM	DISPOSABLE (2), BOOST, PERIMETER, DEPLOYABLE.[*]
	0	0	1	1						
	8	16	24	96						
DEACTIVATOR	+6	+3	-6			1		TECHNICAL WEAPON, BS ATTACK [***]		
	8	32		48	96					
DISCOVER	+3	0		-3	-6	[***]				
D-CHARGES (DEPLOYABLE MODE)						14	1	AP+EXP	ARM	ANTI-MATERIEL, DISPOSABLE (3), DEPLOYABLE, [*]
D-CHARGES (CC MODE)						14	1	AP+EXP	ARM	ANTI-MATERIEL, CC, DISPOSABLE (3), [*]
E/MARAT						13	1	E/M	BTS	INTUITIVE ATTACK, NON-LETHAL, DIRECT TEMPLATE (LARGE TEARDROP), [**].
	8	16	32	48	96					
E/MITTER	0	+3	-3	-6		13	1	E/M	BTS	NON-LETHAL, [**].
FASTPANDA	ARM	BTS	STR	S		--	1	--	--	DISPOSABLE (1), INDISCRIMINATE, PERIMETER, DEPLOYABLE, ZONE OF CONTROL, [***].
	0	0	1	1						
	8	16	32	48	96					
FEUERBACH (EXPLOSIVE MODE)	-3	0	+3	0		14	1	EXP	ARM	ANTI-MATERIEL
FEUERBACH (BURST MODE)	-3	0	+3	0		14	2	AP+DA	ARM	ANTI-MATERIEL

NAME	RANGE					DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	8	16	32	48	96					
FLAMMENSPEER (BLAST MODE)	-3	0	+3	-3		14	1	N	ARM	CONTINUOUS DAMAGE, DISPOSABLE (2), IMPACT TEMPLATE (CIRCULAR).
FLAMMENSPEER (HIT MODE)	-3	0	+3	-3		15	1	N	ARM	CONTINUOUS DAMAGE, DISPOSABLE (2).
	8	24	48	96						
FLASH PULSE	0	+3	-3	-6		13	1	STUN	BTS	TECHNICAL WEAPON, NON-LETHAL.
	24	48	96							
FORWARD OBSERVER	0	-3	-6			2				TECHNICAL WEAPON, STATE: TARGETED, NON-LETHAL, [***]
	8	16	24	96						
GIZMOKIT	+3	0	-6			1				NON-LETHAL, [***].
	8	16	32	48	96					
HYPER RAPID MAGNETIC CANNON (BURST MODE)	-3	0	+3	0		15	5	AP/SHOCK	ARM	SUPPRESSIVE FIRE
HYPER RAPID MAGNETIC CANNON (ANTI- MATERIEL MODE)	-3	0	+3	0		15	1	DA	ARM	ANTI-MATERIEL
JAMMER						13	1	N	BTS	TECHNICAL WEAPON, COMMS ATTACK, INTUITIVE ATTACK, DISPOSABLE (2), STATE: ISOLATED, NON-LETHAL, NO LOF, ZONE OF CONTROL.
	8	16	40	48	96					
KATYUSHA MRL	0	+3	-3	-6		14	1	DA	ARM	ANTI-MATERIEL, SPECULATIVE ATTACK, IMPACT TEMPLATE (CIRCULAR).
MADTRAPS	ARM	BTS	STR	S		--	1	PARA	PH-6	STATE: IMM-A, DISPOSABLE (2), BOOST, NON-LETHAL, PERIMETER, DEPLOYABLE.[*]
	0	0	1	1						
	8	16	24	96						
MEDIKIT	+3	0	-6			1				NON-LETHAL, [***].
	8	24	40	96						
MISSILE LAUNCHER (HIT MODE)	-3	0	+3	-3		14	1	AP+EXP	ARM	ANTI-MATERIEL
MISSILE LAUNCHER (BLAST MODE)	-3	0	+3	-3		14	1	EXP	ARM	ANTI-MATERIEL, IMPACT TEMPLATE (CIRCULAR)
	8	24	32	48	96					
MK12	0	+3	-3	-6		15	3	N	ARM	SUPPRESSIVE FIRE
NANOPULSER						13	1	N	BTS	INTUITIVE ATTACK, DIRECT TEMPLATE (SMALL TEARDROP).
	8	32	40	96						
OHOTNIK	-3	+3	0	-6		14	2	AP	ARM	
	8	16	32	48	96					
PANZERFAUST	-3	0	+3	-3		14	1	AP+EXP	ARM	ANTI-MATERIEL, DISPOSABLE (2).

NAME	RANGE					DAMAGE	B	AMMO	SAVING ATTRIBUTE	TRAITS
	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, BTS=0, COMMS ATTACK, STATE: TARGETED, TECHNICAL WEAPON
	8	16	24	40	96					
PITCHER	0	+3	-3	-6			1			SPECULATIVE ATTACK, DISPOSABLE (2), INDISCRIMINATE, NON-LETHAL, TARGETLESS.
	16	32	40	96						
PLASMA CARBINE (BLAST MODE)		+3	-3	-6		13	2	N	ARM+BTS	IMPACT TEMPLATE (CIRCULAR)
PLASMA CARBINE (HIT MODE)		+3	-3	-6		14	2	N	ARM+BTS	
	8	16	32	48	96					
PORTABLE AUTOCANNON	-3	0	+3	-3		15	2	AP+EXP	ARM	ANTI-MATERIEL
PULZAR						13	1	N	BTS	INTUITIVE ATTACK, DIRECT TEMPLATE (LARGE TEARDROP).
	8	24	40	48	96					
RED FURY	0	+3	-3	-6		13	4	SHOCK	ARM	SUPPRESSIVE FIRE
SEPSITOR						WIP	1		BTS	INTUITIVE ATTACK, DISPOSABLE (2), DIRECT TEMPLATE (LARGE TEARDROP), STATE: SEPSITORIZED, [*].
SEPSITOR PLUS						WIP	1		BTS	INTUITIVE ATTACK, DIRECT TEMPLATE (LARGE TEARDROP), STATE: SEPSITORIZED, [*].
	8	16	24	32	96					
SUBMACHINE GUN	+3	0	-3	-6		13	3	AP/SHOCK	ARM	SUPPRESSIVE FIRE
	16	24	96							
SUPPRESSIVE FIRE MODE	0	-3				*	3	*	*	***]
SYMBIOBUG	ARM	BTS	STR	S		13	1	N	BTS	DISPOSABLE (2), STATE: TARGETED, BOOST, PERIMETER, DEPLOYABLE.[*]
	0	0	1	1						
	8	16	40	48	96					
URAGAN MRL (BLAST MODE)	0	+3	-3	-6		14	3	AP+SHOCK	ARM	SPECULATIVE ATTACK, IMPACT TEMPLATE (CIRCULAR), BURST: SINGLE TARGET.
URAGAN MRL (HIT MODE)	0	+3	-3	-6		15	3	AP+SHOCK	ARM	BURST: SINGLE TARGET.
ZAPPER						13	1	E/M	BTS	INTUITIVE ATTACK, NON-LETHAL, DIRECT TEMPLATE (SMALL TEARDROP), [**].

[*] Additional explanation in the Weaponry section of the rulebook.

[**] Additional explanation in the Ammunition section of the rulebook.

[***] Additional explanation in the Skills and Equipment section of the rulebook.

QUICK REFERENCE CHARTS

INFINITY N4



PLAYER TURN

1. Start of the Turn: Tactical Phase
 - 1.1. Executive Use of Command Tokens
 - 1.2. Retreat! Check
 - 1.3. Loss of Lieutenant check
 - 1.4. Order Count
2. Impetuous Phase
3. Orders Phase
4. States Phase
5. End of the Turn

TYPES OF ORDERS

REGULAR ORDER



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

IRREGULAR ORDER



Irregular Troopers do not add their Orders to the Order Pool of their Combat Group, but instead keep them for their own use.

SPECIAL LIEUTENANT ORDER



This Order is not included in the Order Pool, but is kept separate for the Lieutenant to use.

ORDER EXPENDITURE SEQUENCE

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

1. **Activation:** The Active Player declares which Trooper will activate.
 - 1.1. **Order expenditure:** The Active Player removes from the table, or otherwise marks as spent, the Order he uses to activate the Trooper.
 - 1.2. **Declaration of the First Skill:** The Active Player declares the first Short Skill of the Order, or the Entire Order he wants to use.

If movements are declared, the player measures where the Trooper can move, chooses the route, and places the Trooper at the final point of its movement.

2. 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.

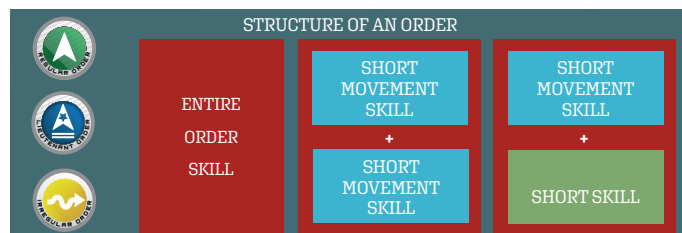
4. Reactive Player's AROs

- 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.



ORDERS AND AROS REFERENCE CHART

ARO		
NAME	TYPE	PAGE
BS ATTACK	COMMON S.	45
CARBONITE	HACKER	62
CC ATTACK	COMMON S.	54
CONTROLLED JUMP	HACKER	63
DISCOVER	COMMON S.	83
DODGE	COMMON S.	83
FORWARD OBSERVER	SPECIAL S.	96
LOOK OUT!	COMMON S.	87
OBLIVION	HACKER	64
PLACE DEPLOYABLE	COMMON S.	87
RESET	COMMON S.	88
SPOTLIGHT	HACKER	65
TOTAL CONTROL	HACKER	65
TRINITY	HACKER	66
ZERO PAIN	HACKER	66

ENTIRE ORDER		
NAME	TYPE	PAGE
ASSISTED FIRE	HACKER	62
BERSERK	SPECIAL S.	89
CAUTIOUS MOVEMENT	COMMON S.	39
CYBERMASK	HACKER	63
COMBAT JUMP	SPECIAL S.	93
CLIMB	COMMON S.	40
ENHANCED REACTION	HACKER	64
FAIRY DUST	HACKER	64
INTUITIVE ATTACK	COMMON S.	52
JUMP	COMMON S.	39
PARACHUTIST	SPECIAL S.	106
SAPPER	SPECIAL S.	110
SPECULATIVE ATTACK	COMMON S.	51
SUPPRESSIVE FIRE	COMMON S.	89
TRIANGULATED FIRE	SPECIAL S.	116

SHORT SKILLS		
NAME	TYPE	PAGE
BS ATTACK	COMMON S.	45
CARBONITE	HACKER	62
CC ATTACK	COMMON S.	54
CONTROLLED JUMP	HACKER	63
DEACTIVATOR	EQUIPMENT	119
DOCTOR	SPECIAL S.	94
DODGE	COMMON S.	83
ENGINEER	SPECIAL S.	95
FORWARD OBSERVER	SPECIAL S.	96
GIZMOKIT	EQUIPMENT	120
MEDIKIT	EQUIPMENT	124
MORPHO-SCAN	SPECIAL S.	105
OBLIVION	HACKER	64
PLACE DEPLOYABLE	COMMON S.	87
RESET	COMMON S.	88
SENSOR	SPECIAL S.	111
SPOTLIGHT	HACKER	65
TRINITY	HACKER	66
TOTAL CONTROL	HACKER	65
WHITE NOISE	HACKER	66
ZERO PAIN	HACKER	66

SHORT MOVEMENT SKILLS		
NAME	TYPE	PAGE
DISCOVER	COMMON S.	83
IDLE	COMMON S.	87
MOVE	COMMON S.	35

IMPETUOUS TROOPERS ACTIVATION

COMBINATIONS OF COMMON SKILLS ALLOWED

Move + Attack (or Attack + Move)

Move + Dodge (or Dodge + Move)

Move + Idle (or Idle + Move)

Move + Move

Jump

Climb

Berserk

Skills with the Airborne Deployment Label

Those Skills that specify they can be used during the Impetuous Phase.

MARTIAL ARTS CHART

LEVEL	ATTACK MOD	OPPONENT MOD	DAMAGE MOD (PH)	BURST MOD
1	0	-3	+1	0
2	+3	-3	+1	0
3	+3	-3	+2	0
4	+3	-3	+3	0
5	+3	-3	+3	+1

BOOTY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CC Weapon
5-6	Grenades	15	MOV 8-4
7-8	DA CC Weapon	16	TAG: BS Attack (Shock) Other Troop Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CC Weapon	18	TAG: Immunity (Total) Other Troop Types: +4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: +2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

METACHEMISTRY CHART

1-3	+3 PH	15	No Wound Incapacitation
4-5	Super-Jump	16	+1 ARM + Bioimmunity
6-7	Regeneration	17	Dogged + Immunity (Total)
8-10	Climbing Plus	18	MOV: 6-4 + Super-Jump
11-12	MOV: 8-4	19	MOV: 8-4 + Climbing Plus
13-14	+6 BTS	20	+3 PH + Regeneration

AMMO QUICK REFERENCE CHART

AMMUNITION	SAVING ROLL	NUMBER OF ROLLS	SPECIAL EFFECT
N	ARM / BTS *	1	
AP	ARM / BTS *	1	Halves the target's ARM or BTS
DA	ARM / BTS *	2	
E/M	BTS	2	Halves the target's BTS, State: Isolated, State: IMM-B against HI, TAG or REM
ECLIPSE	-	-	Blocks LoF, Non-Lethal, Reflective
EXP	ARM / BTS *	3	
PARA	PH-6	1	State: IMM-A
SHOCK	ARM / BTS *	1	Cancels Unconscious
SMOKE	-	-	Blocks LoF, Non-Lethal
STUN	ARM / BTS *	2	Non-Lethal, State: Stunned
T2	ARM / BTS *	1	Lose 2 points of Wounds/STR

(*) The Weapon indicates whether the target must use their ARM or BTS Attribute in the Saving Rolls

HACKING PROGRAMS CHART

NAME	ATTACK MOD	OPPONENT'S MOD	DAMAGE	B	TARGET	SKILL TYPE	SPECIAL
Assisted Fire	-	-	-	-	REM	ENTIRE ORDER	Target gains Marksmanship.
Carbonite	0	0	13	2	TAG, HI, REM, Hacker	SHORT SKILL/ ARO	DA Ammo, Non-Lethal, State: IMM-B.
Controlled Jump	-	-	-	-	-	SHORT SKILL/ ARO	+3/-3 MOD to the PH of every Trooper that performs Combat Jump.
Cybermask	-	-	-	-	-	ENTIRE ORDER	Replace user with IMP-2 Marker.
Enhanced Reaction	-	-	-	-	REM	ENTIRE ORDER	Target gains B2 in ARO.
Fairy Dust	-	-	-	-	TAG, REM, HI	ENTIRE ORDER	The targets gain Firewall MODs.
Oblivion	0	0	16	2	TAG, HI, REM, Hacker	SHORT SKILL/ ARO	AP Ammo, State: Isolated, Non-Lethal.
Total Control	0	0	16	1	TAG	SHORT SKILL/ ARO	DA Ammo, State: POS/Normal, Non-Lethal.
Trinity	+3	0	14	3	Hacker	SHORT SKILL/ ARO	Loss of 1 Wounds/ STR.
Spotlight	0	0	--	1	--	SHORT SKILL/ ARO	Non-Lethal, State: Targeted.
White Noise	-	-	-	1	-	SHORT SKILL	NFB, Reflective: Circular Template blocking LoF for Multispectral Visors.
Zero Pain	0	-3	-	2	-	SHORT SKILL/ ARO	Nullifies Comms Attack. B2 in ARO, Non-Lethal.

HACKER DEVICE PROGRAMS CHART

DEVICE	PROGRAM 1	PROGRAM 2	PROGRAM 3	PROGRAM 4	PROGRAM 5	PROGRAM 6
Hacking Device	Carbonite	Spotlight	Total Control	Oblivion		
Hacking Device Plus	Carbonite	Spotlight	Total Control	Oblivion	White Noise	Cybermask
Killer Hacking Device	Trinity	Cybermask				
EVO Hacking Device	Assisted Fire	Enhanced Reaction	Fairy Dust	Controlled Jump		



RESTRICTIONS CHART

TAGs cannot go Prone or declare Cautious Movement.












Troopers mounted on a Motorcycle cannot go Prone, declare Cautious Movement, Climb, use ladders or Jump upward.

Remotes cannot declare Cautious Movement or be nominated as a new Lieutenant.

Troopers with the Impetuous Special Skill cannot benefit from Partial Cover MODs.

Irregular Troopers cannot be nominated as a new Lieutenant.

RETREAT! AND LOSS OF LIEUTENANT SUMMARY CHART

UNIT	LOSS OF LIEUTENANT	RETREAT!	UNIT	LOSS OF LIEUTENANT	RETREAT!
NORMAL		 	REMOTE PRESENCE		
IMPETUOUS	 	 	REGULAR RELIGIOUS TROOP		
COURAGE			VETERAN		

RETREAT! QUICK REFERENCE TABLE

If a player's surviving troops add up to 25% or less of the Army List points, that player is declared in Retreat!.

The army is in Loss of Lieutenant.

All troops (save Special Skill exceptions) become Irregular as per the Loss of Lieutenant rules. Place an Irregular Order Token beside each of them.

Place a Retreat! Token beside each affected troop on the battlefield.

Troops with a Retreat! Token can only declare Short Movement Skills, Cautious Movement, Dodge and Reset.

Troops with a Retreat! Token who exit the table through the broad side of their Deployment Zone will be counted as Victory Points.

At the start of each turn, count the surviving troops again. If they add up to more than 25% of the Army List, cancel Retreat!.

END-GAME: RETREAT!

ARMY POINTS POINT VALUE OF SURVIVORS
(25% ARMY POINTS)

400	100 Points or less
300	75 Points or less
250	63 Points or less
200	50 Points or less
150	38 Points or less

FIRETEAM BONUS CHART

Fireteam Size Bonus:	Fireteam Composition Bonus (same Unit):
2 Members: Activate the entire FT with 1 Order.	
3 Members: All get +1B BS Attack.	3 Members: All get +3 Discover.
4 Members: All get Sixth Sense.	4 Members: All get +1 BS.
5 Members: All get +1 BS.	5 Members: All get +1 BS.